

Tiles Needed: 25 (any color)

Additional Materials: None

Setup

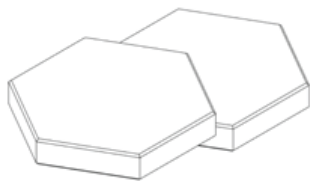
Place one tile at the center of the table or your preferred playing surface. Players should sit across from one another.

Gameplay:

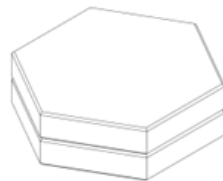
Each player takes turns flipping a Terragon from their hand like a coin. The Terragon must make at least one complete rotation in the air. The goal is to magnetize the flipped Terragon to a Terragon already in play.

Scoring:

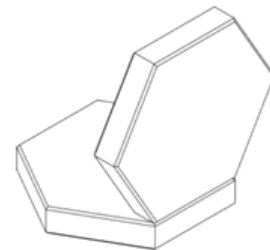
Players tally their score as they successfully attach their flipped Terragons. Successful attachment comes in three varieties: Partial, Total and Vertical. Terragons that do not attach earn the player ZERO points. But may be attached to in further throws.



Partial (1 Point)



Total (5 Points)



Vertical (10 Points)

How to win:

The player with most points when both players have exhausted their hand is declared the VICTOR.