

TETRAD

My name is Eric Lounsbery and I am the creator of Tetrad. I would like to personally welcome you to the board game where every new game will challenge your strategic thinking and your observational skills as you gather and assess every possible clue from your opponents. A telling glance, a hesitating discard, or a perfectly presented bluff: everything matters!

In TETRAD, a quick cell phone distraction or getting a drink refilled while the gameplay continues could cost you the game! But don't worry, with the captivating Bible-themed images on the game cards and the ever-increasing fun of a strategic game having between 8 to 113 ways to win that never plays the same way twice, you'll soon find yourself too engrossed to look away!

One final note from yours truly: It's likely that many of you have already noticed that the five different patterns found in TETRAD bear a striking resemblance to the shapes made famous by the video game Tetris®. In case some of you are wondering, the distinction between the two very similar looking shapes lies in their composition. While Tetris features "tetrominoes," which are geometric shapes formed by joining together *four equal-sized squares* along their edges, TETRAD presents "quadrisedected rectangles." These quadrisedected rectangles consist of *four rectangles* arranged in a particular configuration with equal side lengths.

All of this technical jargon boils down to something very simple: **"You're about to have more fun than you can imagine!"**



For a "QUICK START" set of rules or for rules in other languages as well as detailed descriptions of all the images in this game, and for additional decks showcasing other images and topics that can be used with your gameboard included in this package, along with fantastic promos and discounts available, plus much more, visit our website at:

"TETRAD-GAMES.COM"

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GLOSSARY

ACTION CARDS: Special cards (13 total) that allow players to perform specific actions during gameplay.

DEALER: The player responsible for:

- Selecting which pattern cards qualify as winning patterns for the game
- Announcing the "Front View" orientation
- Identifying Free Space locations
- Dealing cards to players

DISCARD PILE: The face-up pile of cards next to the Draw Card pile where players discard at the end of their turn.

DRAW CARDS: The deck of 73 cards consisting of:

- 60 cards showing Bible images (two copies of each gameboard image).
- 13 Action Cards
- The back of each Draw Card displays the word "TETRAD".

FRONT VIEW: The perspective of the gameboard when being viewed from the position of a person sitting facing the gameboard who has the draw card pile directly in front of them and between them and the gameboard.

GAMEBOARD: The playing surface consisting of two plastic panels with 16 total pockets (8 per panel) arranged in a 4x4 grid.

GAMEBOARD CARDS: The 30 unique cards featuring Bible images that are placed face-up in the gameboard pockets. The back of each gameboard card displays **TETRAD'S** logo.

STRATEGIC TIP 1:

When holding cards that match images on the gameboard, use your non-matching cards to cover them. Letting opponents see your matching cards makes you vulnerable to ACTION CARDS being used against you. For example, an opponent with a BLOCKER card who spots your matching card would likely block that gameboard space on their next turn, preventing you from using it to win. (For more STRATEGIC TIPS visit us at: TETRAD-GAMES.COM)

PATTERN CARDS: The 5 cards showing different arrangements of winning patterns numbered 1-5, each indicating a specific configuration and total number of possible winning locations.

QUADRISECTED RECTANGLES: Shapes consisting of four rectangles arranged in a particular configuration with equal side lengths.

TETRAD: The word TETRAD refers to a grouping of four items.

TETRAD DANCE: A celebratory dance performed by the winner (and optionally joined by other players) where the dancer moves in the pattern that was used to win the game. See page 8.

TETROMINOES: Geometric shapes formed by joining together four equal-sized squares along their edges.

WINNING HAND: Four Draw Cards matching four gameboard cards that form one of the dealer-selected patterns. This may include a Free Space card if used in a valid Free Space location. See pages 7 and 8.

WINNING PATTERNS: The pattern(s) selected by the dealer at the start of each game from the five available Pattern Cards. The dealer may select any number of patterns (1-5) to qualify as winning patterns for that game.

GAME COMPONENTS

2 PLASTIC GAMEBOARD PANELS:

Each panel has 8 shallow pockets. At the beginning of each game one GAMEBOARD CARD will be placed face-up in each of the 16 pockets. Certain ACTION CARDS may allow for additional cards to be played on top of cards already on the gameboard during the game.

IMPORTANT SIDE NOTE: Now that you have this gameboard, all you ever need for a new version of the game is to purchase a new deck of cards that is sold separately at a very significant discount. Learn more at:

TETRAD-GAMES.COM



30 GAMEBOARD CARDS:

On the top side of each of the GAMEBOARD CARDS you will find the **TETRAD** logo. On the face of the card will be a unique image depicting a scene from the Bible. These images will come from both the Old Testament and the New Testament. Each of the 30 GAMEBOARD CARDS will have its own unique image.

For a detailed description of each of the 30 GAMEBOARD CARDS and where the story behind it is found in the Bible, visit us at:

TETRAD-GAMES.COM

THE TOP SIDE OF THE 30 **GAMEBOARD CARDS** DISPLAYS THE "TETRAD" LOGO.



3 EXAMPLES OF IMAGES FOUND ON THE FACE OF THE **GAMEBOARD CARDS:**



STRATEGIC TIP 2:

Never let a card be picked up from the discard pile without you knowing which card it was. If you must step away from the game for any reason, have the game play paused until you get back. If you miss a card being picked up from the discard pile the other players have no obligation to inform you as to what it was. Making such a mistake could easily cost you the game. (For more STRATEGIC TIPS visit us at: TETRAD-GAMES.COM)

73 DRAW CARDS:

The word TETRAD appears on the top side of all 73 DRAW CARDS..

60 of the 73 DRAW CARDS are made up of two copies of each of the 30 images from the Bible that are also found on the GAMEBOARD CARDS. .

The 13 remaining DRAW CARDS are ACTION CARDS. These are added to the 60 cards with Bible images. Together they make up the game's 73 DRAW CARDS.

For a detailed description of each of the ACTION CARDS and how they are used in the game see pages 10 and 11.

REMINDER: For a detailed description of each of the 30 unique images found on the DRAW CARDS and where the story behind each image is found in the Bible, visit us at: TETRAD-GAMES.COM

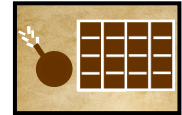
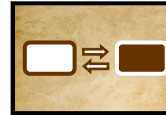
THE TOP SIDE OF THE DRAW CARDS



3 EXAMPLES OF IMAGES FOUND ON THE FACE OF THE DRAW CARDS:

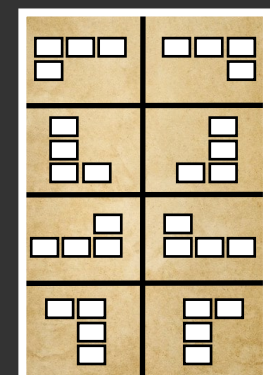
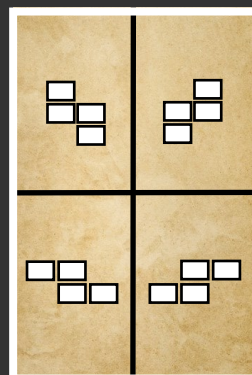
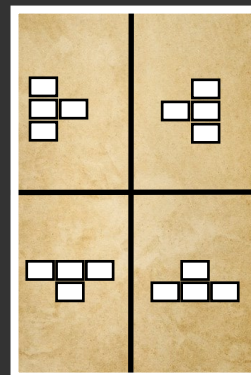
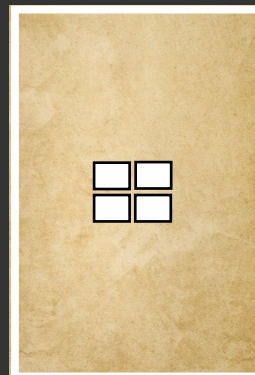
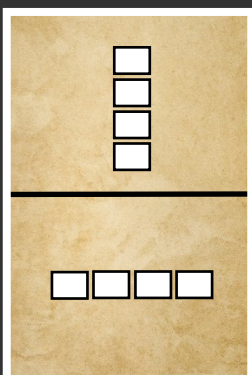
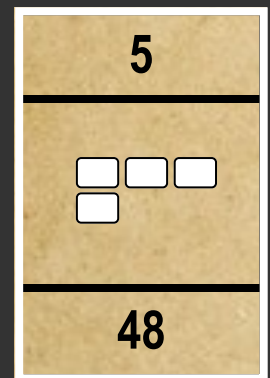
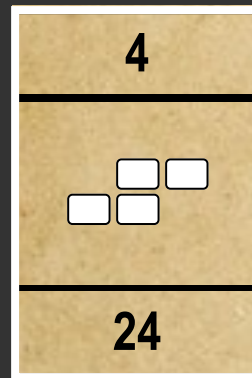
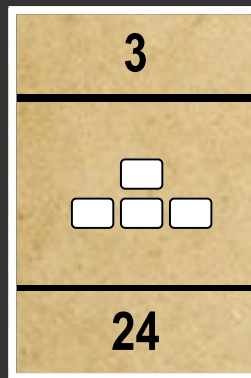
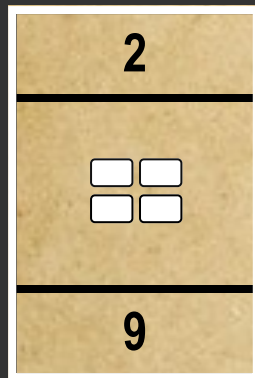
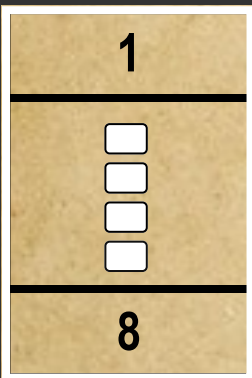


3 EXAMPLES OF THE ACTION CARDS:



5 PATTERN CARDS:

1. On the front of each of the five pattern cards and at the top of the card you will find the number associated with that particular pattern design beginning with the number "1" through to the number "5".
2. The basic arrangement or design of that pattern is shown in the middle of the card.
3. The total number of possible locations on the gameboard for each pattern is listed at the bottom of the card.
4. On the back of each card, players will find the various possible layouts in which each pattern could appear on the gameboard, unlocking up to a mind-blowing 113 paths to victory! See the next page for examples.

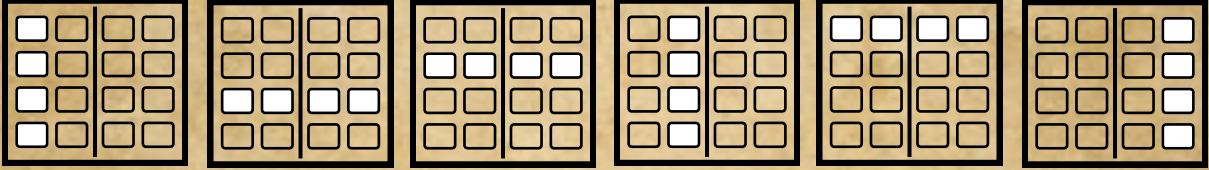


EXAMPLES OF SOME OF THE POSSIBLE LOCATIONS OF WINNING PATTERNS FOR EACH OF 5 DIFFERENT PATTERN CARDS

1

8

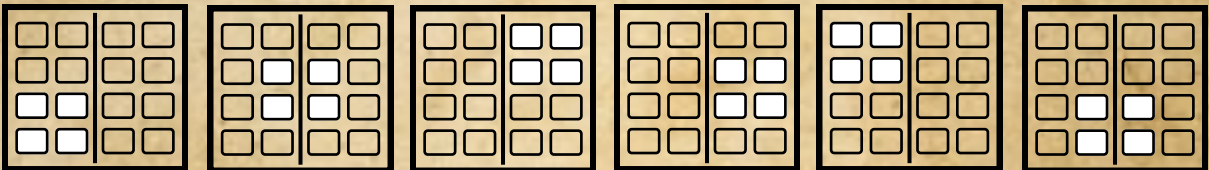
1 SIX SAMPLES OF THE 8 POSSIBLE LOCATIONS OF WINNING HANDS WITH PATTERN "1".
 YOU HAVE A WINNING HAND IF YOUR FOUR CARDS APPEAR ON THE GAMEBOARD IN EITHER A HORIZONTAL OR VERTICAL LINE SIMILAR TO THE EXAMPLES SEEN BELOW. THERE ARE TWO ADDITIONAL LOCATIONS FOR A WINNING HAND USING PATTERN "1" THAT ARE NOT SHOWN.



2

9

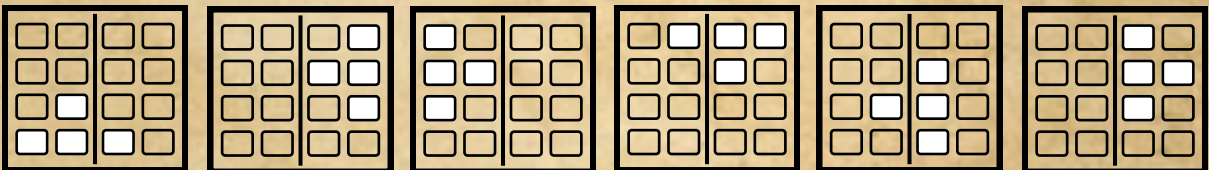
2 SIX SAMPLES OF THE 9 POSSIBLE LOCATIONS OF WINNING HANDS WITH PATTERN "2".
 YOU HAVE A WINNING HAND IF YOUR FOUR CARDS APPEAR ON THE GAMEBOARD IN A RECTANGULAR FASHION SIMILAR TO THE EXAMPLES SEEN BELOW. THERE ARE THREE ADDITIONAL LOCATIONS FOR A WINNING HAND USING PATTERN "2" THAT ARE NOT SHOWN.



3

24

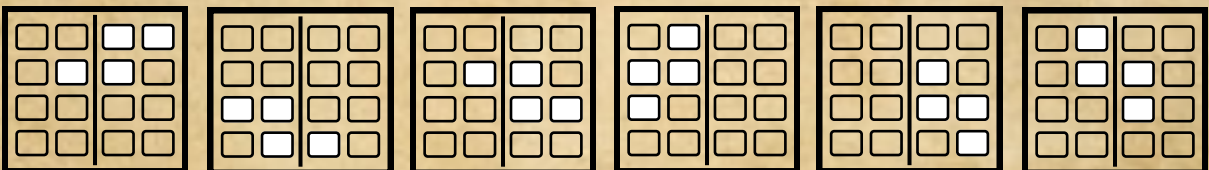
3 SIX SAMPLES OF THE 24 POSSIBLE LOCATIONS OF WINNING HANDS WITH PATTERN "3".
 YOU HAVE A WINNING HAND IF YOUR FOUR CARDS APPEAR ON THE GAMEBOARD IN A SIMILAR FASHION TO THE EXAMPLES SEEN BELOW. THERE ARE EIGHTEEN ADDITIONAL LOCATIONS FOR A WINNING HAND USING PATTERN "3" THAT ARE NOT SHOWN.



4

24

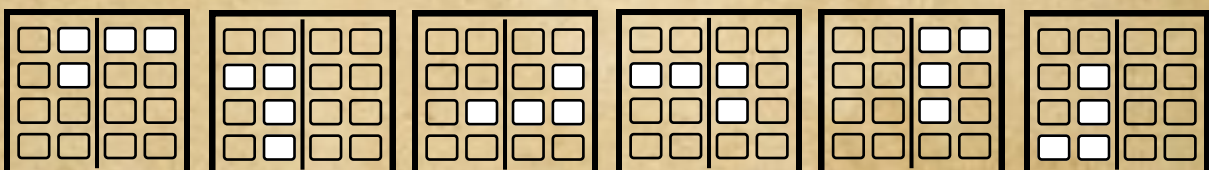
4 SIX SAMPLES OF THE 24 POSSIBLE LOCATIONS OF WINNING HANDS WITH PATTERN "4".
 YOU HAVE A WINNING HAND IF YOUR FOUR CARDS APPEAR ON THE GAMEBOARD IN A SIMILAR FASHION TO THE EXAMPLES SEEN BELOW. THERE ARE EIGHTEEN ADDITIONAL LOCATIONS FOR A WINNING HAND USING PATTERN "4" THAT ARE NOT SHOWN.



5

48

5 SIX SAMPLES OF THE 48 POSSIBLE LOCATIONS OF WINNING HANDS WITH PATTERN "5".
 YOU HAVE A WINNING HAND IF YOUR FOUR CARDS APPEAR ON THE GAMEBOARD IN A SIMILAR FASHION TO THE EXAMPLES SEEN BELOW. THERE ARE FORTY-TWO ADDITIONAL LOCATIONS FOR A WINNING HAND USING PATTERN "5" THAT ARE NOT SHOWN.



OBJECT OF THE GAME

1. Be the first player to collect four DRAW CARDS in your hand, each bearing identical images to four cards displayed on the gameboard. These cards on the board must share at least one side in common with each other in such a way that the four cards correspond to a winning pattern that has been selected by that game's dealer.
2. On your turn, place each of your four cards on top of the four GAMEBOARD CARDS bearing the identical images so other players can see and confirm the winning pattern.

SETUP

1. Set the two gameboard panels together as shown in **FIGURE 1**.

2. After having one player shuffle the GAMEBOARD CARDS, have another player cut the deck. Once this is done, beginning at the top-left corner, place one card face-up in each of the 16 pockets, filling the top row from left to right. Continue this pattern row by row until all 16 pockets are filled.

Afterwards, place the remaining cards face-down at the bottom center of the gameboard. (see **FIGURE 2**)

FIGURE 1.



3. Keep this rulebook accessible to all players, emphasizing its availability to everyone during each game. Players are encouraged to consult it for any queries regarding gameplay or components. Particularly beneficial for new players, it aids in understanding available PATTERN CARD options and their significance. However, the most common reason newer players refer to the rulebook is to clarify the usage rules of each ACTION CARD discreetly, avoiding the need to ask other players and revealing their own hand.

4. The player who has the first birthday in the calendar year will be the dealer for the first game. The first duty of the dealer is to select which of the five PATTERN CARDS will qualify as winning patterns for that particular game. Flip each selected PATTERN CARD over so players can see any variations of how that pattern might be found on the gameboard. There are 31 pattern selection options available to each dealer. This selection will give players anywhere from 8 to 113 ways to win a game. See page 12 for all possible options. Any patterns not selected will NOT qualify as winning patterns and should be set aside until the next game.

5. The dealer must select and then announce to all players which side of the gameboard represents the FRONT VIEW (See page 7.). The dealer has the flexibility to select the orientation of the FRONT VIEW. More experienced dealers can use this option to rotate the gameboard and position it in front of a new or less experienced player. This gives that person more opportunities to quickly understand the FRONT VIEW and its role in determining the location of the three FREE SPACES."

While the dealer has the liberty to choose *the location of the FRONT VIEW relative to the players*, announcing the location of the FRONT VIEW and the location of each of the three FREE SPACE opportunities is **not optional**. If any dealer fails to announce this information, and another player mistakenly lays a FREE SPACE card on the incorrect space, it will nevertheless be counted as a FREE SPACE and can therefore be used as part of a winning hand for that individual. Thus, not notifying players of the correct FREE SPACE locations can lead to unnecessary losses for a dealer. However, the failure to notify players can never give the dealer that same advantage in forming a winning hand using a location that is not a legitimate FREE SPACE.

WHAT IS THE "FRONT VIEW" AND WHY IS THE DEALER RESPONSIBLE TO CONFIRM EACH PLAYER KNOWS THE EXACT LOCATION OF EACH OF 3 POSSIBLE FREE SPACES?

The "FRONT VIEW" is the view of a person sitting facing the gameboard who has the draw card pile directly in front of them and between them and the gameboard (See FIGURE 2).

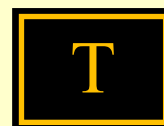
It is this perspective that dictates the locations of the 3 potential "FREE SPACE" locations that a player may choose from if they have the "FREE SPACE" ACTION CARD (See page 10 for details). However, the dealer bears the sole responsibility of making sure that each player knows which 3 spaces qualify to be used by any player with a "FREE SPACE" ACTION CARD.

If the dealer fails to point out these 3 locations to each player and one of these players mistakenly assumes an incorrect orientation of the gameboard resulting in the wrong space being selected in using the "FREE SPACE" ACTION CARD, that player will not be penalized if they actually have a winning hand. However, a dealer can never win under those same circumstances. If another player finds the dealer using the wrong location for a "FREE SPACE" card, the dealer must pick their cards up and continue play as usual. They must continue playing with the same cards they had, as they cannot benefit from their mistake.

For any questions you might still have on the "FRONT VIEW", visit us at "TETRAD-GAMES.COM".

FIGURE 2.

- FRONT VIEW -



SAMPLE OF A "FREE SPACE" ACTION CARD.



6. Deal one card to each player in a clockwise direction until each player has four cards. Place the remaining cards face-down on the playing surface and flip the top card over, setting it beside the deck. This now becomes the discard pile. If the first card flipped over is an ACTION CARD, it cannot be picked up from the discard pile. Instead, a card must be drawn from the pile of draw cards. ACTION CARDS are NEVER allowed to be picked up from the discard pile. If the draw card pile is depleted during gameplay, any player should collect all discarded cards (except those currently face-up on the gameboard), shuffle them thoroughly, and have another player cut the deck. The newly shuffled and cut deck is then placed face-down at the bottom of the gameboard, becoming the new draw pile. The top card is flipped over to start a new discard pile, following the same ACTION CARD rule above

7. The player to the left of the dealer will always go first and then becomes the dealer for the next game. Play always continues in a clockwise direction and the turn passes to the next player immediately after a team discards.

A HELPFUL TIP FOR MAXIMUM GAMEPLAY ENJOYMENT

If it ever happens that after playing "TETRAD" a number of times, you find that players are going longer than usual periods of play and not drawing any ACTION CARDS, you may find it helpful to simply redistribute the ACTION CARDS more evenly throughout the DRAW CARDS. After redistributing the ACTION CARDS, shuffle the deck, have another player cut the cards, and return them to the playing surface. Then flip over the top card. This will help ensure that players continue to experience the highest level of competition and the over-the-top fun that they have come to expect from playing "TETRAD"!

(For more tips to add to your "TETRAD" gaming experience, visit us at: TETRAD-GAMES.COM)

HOW TO PLAY

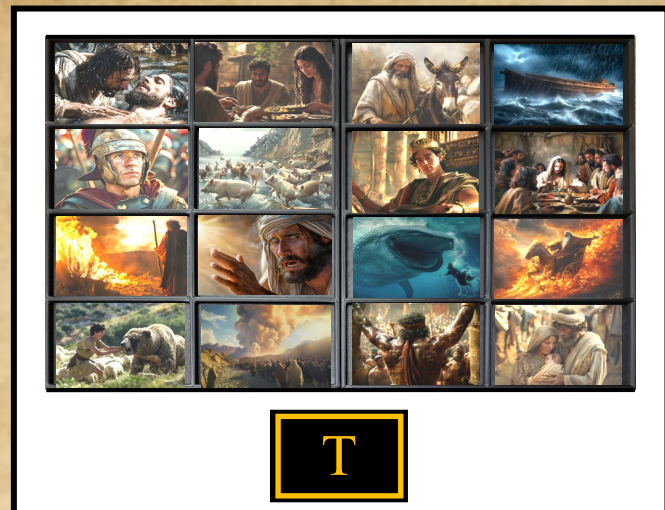
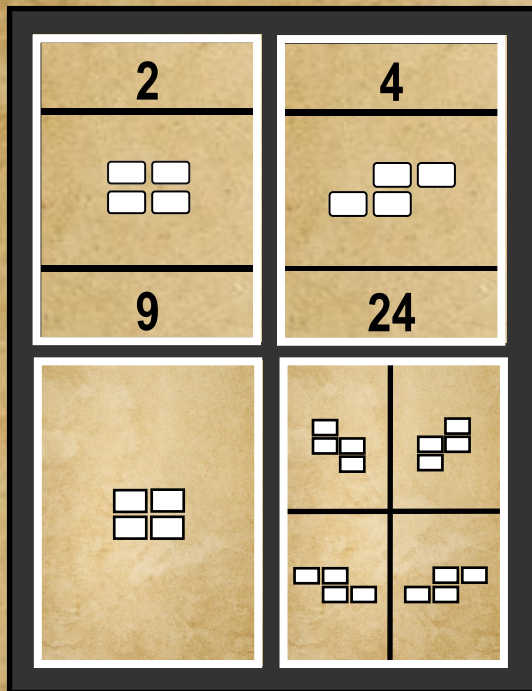
1. Pick up your four cards while being careful to prevent other players from seeing the images, which could easily end up costing you the game. Therefore, if you possess any card already on the gameboard, or multiple cards that are but you also have at least one card that is not, use the card that is not, to cover the cards that are. This precautionary step prevents opponents from exploiting exposed cards to target you with an ACTION CARD, that could hinder or stop you completely from being able to use that card in a winning hand.
2. Look to see if any of the cards in your hand have the same image as a card appearing on the gameboard. Again, your objective is to be the first player to collect four DRAW CARDS in your hand, each bearing identical images to four cards displayed on the gameboard. These cards on the board must share at least one side in common with each other in such way that the four cards correspond to a winning pattern that has been selected by the game's dealer. (Note: Keep in mind that under the right conditions, a player can use a "FREE SPACE" ACTION CARD in lieu of the actual images found on the draw cards. If you have questions about the use of a "FREE SPACE" ACTION CARD see page 10 of this rule book.)
3. Every single turn of the game (with only the one exception listed below) begins with a player drawing a card from either the DRAW CARD pile or the DISCARD pile, and ends with that same player discarding one card. Each player must retain four cards throughout the game, except for the brief time on their turn after they have drawn a card and before their turn is completed. **EXCEPTION: If a player is found to have five cards after the turn has passed to the next player, that individual with the extra card is not allowed to pick up a new card on their next turn but instead the player must discard one card and the turn immediately passes to the next person.**
4. A player who has chosen to use an ACTION CARD on a turn must follow the rules pertaining to that particular card as detailed on pages 8 and 9. A player who is going to discard an ACTION CARD without using it, will first announce that fact and afterward simply discard the ACTION CARD and the turn passes to the next player.
5. Except for when a player discards at the conclusion of winning a game, a player's turn immediately ends upon discarding and passes to the next player.
6. Play continues in this fashion until it is the turn of a player who has or gets four DRAW CARDS in hand which, if placed on their matches on the gameboard will make a pattern that was chosen by the dealer. (Again, depending upon the location of the card it is placed upon, the "FREE SPACE" ACTION CARD may qualify to act as one of the four cards used in a winning pattern. See the description of the "FREE SPACE" ACTION CARD on page 10 to determine if it qualifies.)

WINNING THE GAME

Once it is the turn of any player who has or gets four DRAW CARDS that match four cards on the game board as well as a pattern chosen by the dealer, that player must take those four cards (either four image cards or 3 image cards and one "FREE SPACE" ACTION CARD that qualifies to be used on the location chosen by the player using it) and place them on top of the four matching gameboard cards. If the four cards match any of the PATTERN CARDS "1-5" which were selected by the dealer of that game, that player must then discard and is the winner of that game. This action should be applauded by the other players while the winner does the "TETRAD DANCE" with joy! :) The other players can feel free to join in the dance with the winner of the game! In case you are not yet familiar with how the "TETRAD DANCE" is done, you simply stand up and joyfully dance however you choose while moving back and forth in the TETRAD "pattern" the player used to win the game!

If a player incorrectly claims a winning hand and places any cards on the gameboard, once the error is discovered, that player must: (1) Retrieve all the cards they placed on the gameboard. (2) Return those exact same cards to their hand. (3) Continue to play with those cards, even though they may have been revealed to the other players. This serves as a natural consequence for the incorrect claim, as it would be unfair to allow a player to benefit from their mistake by receiving new cards. (4) The turn then passes to the next player. Play continues as normal.

EXAMPLE OF A WINNING HAND



THE IMAGES ABOVE AND THE DESCRIPTION BELOW PRESENT AN EXAMPLE OF YOU WINNING A GAME :

At the beginning of the game the dealer selected the two patterns seen above and to the left: (PATTERN 2 and PATTERN 4). Between the two options you had a total of 33 possible ways you could win the game ($9 + 24 = 33$). As the game progressed you reach the point that you had the four cards in your hand that are shown below the gameboard. Shortly thereafter, when it was your turn, you drew a fifth card which is shown beneath your other four cards. With this new card you now have four cards that appear on the gameboard in a winning form of PATTERN “4”.

Therefore, you would: (1) Announce that you have a winning hand. (2) You would then place each of your four cards on the top of their identical image found on the gameboard announcing which pattern the dealer selected that you are matching. (3) You would then have another team confirm the winning hand. (4) Once it is confirmed, you would then discard the ROMAN SOLDIER image and be declared the winner! (5) You would do the “TETRAD DANCE” with joy! See “WINNING THE GAME” on page 8 for details on how to do the dance.

STARTING A NEW GAME

1. Collect all the DRAW CARDS including any “BLOCKER” ACTION CARDS that might have been placed on the game board. Return any ACTION CARDS to the DRAW CARD pile. Then take all 73 of the DRAW CARDS and shuffle them thoroughly so they are ready for the next game play.
2. Remove all the gameboard cards from both panels. Collect all the cards including the remaining cards that were not on the gameboard, and shuffle them all together. Afterwards, simply place 16 newly selected cards face up on the gameboard. Place the remaining cards face down at the bottom center of the gameboard to remind all players this location signifies which side of the gameboard presents the “FRONT VIEW” so, if necessary, players can determine which spaces will qualify for them to use a “FREE SPACE” action card.
3. The person to the left of the previous game’s dealer, now becomes the dealer for the new game. At the beginning of each new game and prior to the cards being dealt, the dealer must again select any number of the five pattern cards to qualify as a winning pattern(s) for that specific game. Each pattern card that is selected by the dealer must be announced and then placed in a location that is visible to all players. Any pattern cards not selected by the dealer will NOT qualify as a winning hand.
4. Return to #6, found on page 7, and continue to follow the directions as you did in the previous game.

ACTION CARDS

Below and on the next page, you will find the imagery and details of the game's ACTION CARDS which players will utilize either offensively or defensively. Occasionally, under certain circumstances, a player might even find the opportunity to employ a single ACTION CARD for both offensive and defensive purposes simultaneously!

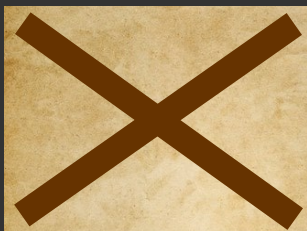
There are 8 different varieties of cards that make up the total of the 13 ACTION CARDS. The quantity of each type of ACTION CARD appears in parenthesis directly underneath its description found below and on the next page. However, before detailing the specific play of the various types of ACTION CARDS, we must first examine two cardinal rules pertaining to ACTION CARDS that apply universally to all players:

- (1) *Players are **NEVER** allowed to pick up an ACTION CARD from the DISCARD pile—NO EXCEPTIONS!* Regardless of when an ACTION CARD sits atop the DISCARD pile or how it got there—even if it was the first card turned over from a newly shuffled deck—players are never, under any circumstance, allowed to pick it up. Instead, that person must draw the first card located on the top of the DRAW CARD pile. Again, there are no exceptions!
- (2) *A player who possesses or draws an ACTION CARD is **NEVER** obligated to perform the action associated with it!* During the player's turn, that person is in complete control of the decision to either use the card at any time, hold it for possible use later, or to discard it *without carrying out the action*. These decisions rest entirely with that person. Once a player has determined to use or to discard the ACTION CARD, **that choice must be announced out loud to the other players**. Depending upon that choice, the player will follow the appropriate directions given below:

- a. If the choice is to **NOT** carry out the "action", the player simply discards the ACTION CARD and play will pass to the next person as usual.
- b. However, for the player who chooses to carry out the action, and after announcing that decision, the player must do the following:

- 1). Place the ACTION CARD face up on the **playing surface**, NOT THE DISCARD PILE! After all, once a player discards, without exception, that person's turn IMMEDIATELY ends! So instead, until the "action" is completed, simply keep the ACTION CARD face-up on the table or other playing surface. The only exception to first placing an ACTION CARD that is being used on the playing surface is when that ACTION CARD is a "BLOCKER" card. In that unique situation (discussed in detail below), the player will simply discard the "BLOCKER" card onto the gameboard atop the boardgame card of the player's choice instead of the DISCARD pile. After doing so, that player's turn has ended. Play then passes to the next person in a clockwise direction.

- 2). For any other type of ACTION CARD except the "BLOCKER" card, if the action did not result in the player now having a winning pattern, the player will simply discard the ACTION CARD after completing the action according to the rules pertaining to that card. If the ACTION CARD being used results in that player now having a winning hand, before discarding (which again, ALWAYS immediately ends a player's turn) that player will place the four matching cards onto the appropriate cards on the gameboard to confirm the winning pattern, and then discard. (For additional details, see the heading: "**WINNING THE GAME:**" on page 8.



"BLOCKER" card - This is the only ACTION CARD that when a player chooses to use it, **it will be DISCARDED by being placed ON THE GAMEBOARD rather than on the DISCARD pile**. By placing this card on top of any gameboard card, that card is now blocked from being used with any winning hand **unless** a player has a "FREE SPACE" card (see below) that qualifies for that specific location on the gameboard, or if a player has the ACTION CARD which allows them to add a new card to the gameboard. It is only these two ACTION CARDS that can overcome a BLOCKER card. Without one of those two cards, the BLOCKER card remains on top of any card it is placed upon until the end of that game unless "the bomb" ACTION CARD is dropped. When this happens, all the cards on the gameboard are removed and any "blocker cards" are returned to the DRAW CARD pile. If another ACTION CARD being played results in this card being moved to another location, *the blocker card and any card under it are all moved to the new location*. If the ACTION CARD that allows for a new gameboard card to be added to the gameboard, that player may choose to place that new card on top of this blocker card and the new card is now the card in play.

(2)

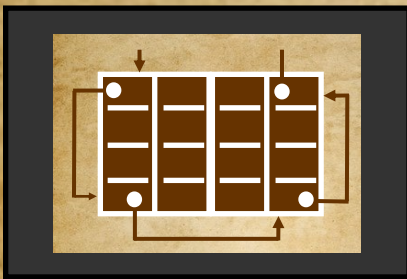


"FREE SPACE" card. This card gives you three "FREE SPACE" opportunities to help you create a winning pattern. Therefore, you only need three other cards in your hand that can help you complete the winning pattern. If the fourth card you need is on any one of the three spaces showing a 'smiley face' (**FROM A "FRONT VIEW" ONLY! See page 7**), you get that space FREE regardless of what letter is actually in the space! Even if a "BLOCKER" card has been placed on the "FREE SPACE" location it can still be used for a winning hand with this ACTION CARD. If having this "FREE SPACE", along with your other three cards provides you with a winning hand, when it is time for you to place your cards on the gameboard to prove your win to the other player(s), you will simply take the three matching cards in your hand and place them on top of their identical images found on the gameboard, then you place your "FREE SPACE" card on the boardgame panel where the "smile" is located on the ACTION CARD that completes your winning pattern.

Any space not showing a smiley face from the "FRONT VIEW" of the gameboard as shown on this ACTION CARD does not qualify for a FREE SPACE.

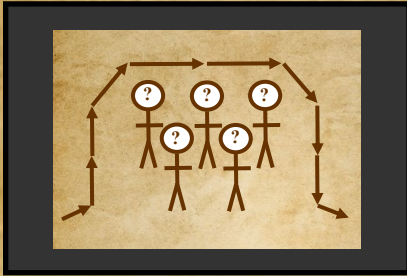
For a detailed explanation of "FRONT VIEW", see the top of page 7.)

(1)



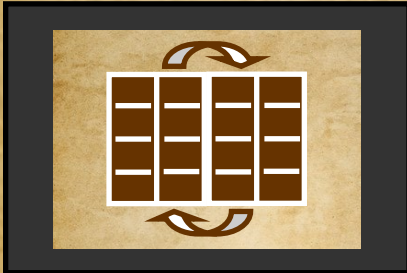
“**CORNER ROTATION**” card. A player using this card will rotate all four corner gameboard cards to the corner that is counter-clockwise to that card’s present location. So a card located where a circle appears on the DRAW CARD will follow the path from the circle to the arrow, which will be the first corner in a counter-clockwise direction. Once all four corner cards are in their new location, unless the action resulted in this player now having a winning hand, the player will discard this ACTION CARD and play continues in the same direction.

(1)



“**SKIP ANY OPPONENT’S TURN**” card — When using this ACTION CARD, a player must first announce which opponent's next turn they wish to skip. The chosen opponent must immediately place their four cards face-down on the playing surface and in exchange, is given this ACTION CARD to hold. That opponent may not touch or pick up their four cards again until their next turn arrives. When that player's next turn comes, they will simply place this ACTION CARD on the DISCARD pile, pick up their four cards, and play passes to the next person as usual. The player giving this ACTION CARD must ensure their opponent's four cards are face-down before handing it over to prevent any accidental play during the skipped turn.

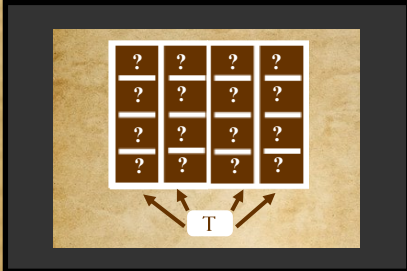
(4)



“**PANEL SWAP**” card A player making use of this card will swap the left gameboard panel and all of its cards with the gameboard panel on the right side and its cards. After making this switch, the panel and cards that had been on the left from a “FRONT VIEW” will now be on the right; and the panel and cards that were on the right will now be on the left. Once this is done, the player discards the ACTION CARD. Game play continues in the same direction.

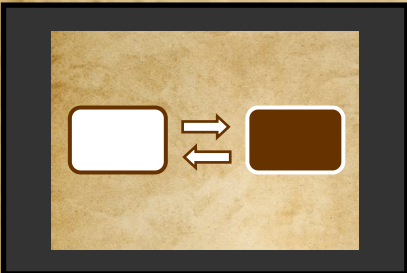
*(For an example of a “FRONT VIEW” see the GAMEBOARD image on page 7
For a definition of FRONT VIEW, see number 2 on the previous page under “SETUP;”.)*

(1)



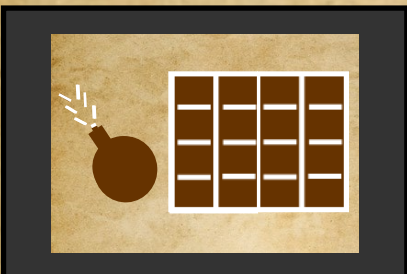
“**NEW GAMEBOARD CARD**” — This is the only ACTION CARD where the player choosing to use it must draw another card, but NOT from the DRAW CARD pile; instead, this card must be drawn from the gameboard card pile. After drawing the top card from this pile, the player must place it face up on top of any one of the 16 cards presently on the gameboard. This new card can also be placed on top of any “BLOCKER” ACTION CARD that might have already been placed on the gameboard. After doing this, the player will discard this ACTION CARD and play continues in the same direction.

(2)



“**SWAP TWO**” — This card allows a player to select any two cards presently on the gameboard and swap their locations with each other. Afterward, if the player now holds a winning hand, those four cards can be placed on the gameboard to confirm a winning pattern, and this ACTION CARD can then be discarded. If the player does not yet hold a winning hand, that person will discard the ACTION CARD, and play continues in the normal direction.

(1)



“**THE BOMB**” card. If and when a player chooses to use this card and “drop the bomb”, every single card on the GAMEBOARD is removed. If any “BLOCKER” ACTION CARDS were on the gameboard, those are to be returned to the DRAW CARDS discard pile. If more than one “BLOCKER” was on the gameboard, separate them when placing them in the back in the DRAW CARDS pile. The other GAMEBOARD CARDS are to be returned to the GAMEBOARD CARDS pile and shuffled. Afterwards, place 16 of the newly shuffled GAMEBOARD CARDS face up onto the GAMEBOARD. Once this is done, the player then discards this ACTION CARD and play continues in the same direction. **Players resume the game with the same cards they had prior to “THE BOMB” card being dropped.**

(1)

STRATEGIC TIP 3:

If you suspect an opponent is close to winning and you have an ACTION CARD, consider using it defensively instead of saving it for your own strategy - especially if you still need multiple cards for your winning pattern. Preventing an opponent's immediate victory is often more valuable than holding onto a card when you're several moves away from winning. Keep in mind that every ACTION CARD can be used defensively!

(For more insider STRATEGIC TIPS from the creator of "TETRAD" visit us at: TETRAD-GAMES.COM)

UNDERSTANDING THE VARIATIONS OF SELECTING WINNING PATTERNS IN TETRAD:

In **TETRAD**, the number of winning patterns chosen by the dealer can impact the game's pace and difficulty. Whichever of the 13 levels a dealer selects, on average each additional player will add 5 to 10 minutes to the game's duration. Of course the more "possible winning patterns" selected will also tend to make the game easier and quicker, but keep in mind this is never a guarantee. To see illustrations of all 113 possible locations for a winning hand visit us at: TETRAD-GAMES.COM

Level 1:

At Level 1, where all five pattern cards are selected, there are 113 possible winning pattern locations. This level tends to be the easiest and fastest to play, *relative to the number of players*.

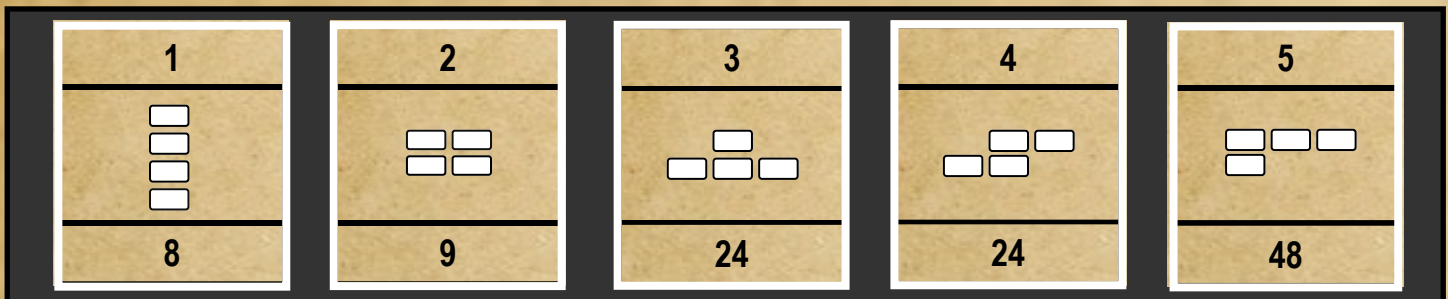
Adjusting Challenge:

Reducing the number of qualifying winning hands (patterns 1-5) or adding more players increases the game's challenge and duration. Before each game, dealers may choose to refer to the provided chart to help them recognize all 31 pattern options available to them in order to tailor the game to the desired challenge level.

Optional Use of Chart: Using the chart is optional and aims to help players customize the game's challenge or duration to their preferences.

Have Fun Pursuing Your Winning TETRAD!

Ultimately, our goal is for every player to enjoy an exciting and fulfilling experience while pursuing their winning TETRAD!



THE <u>AVERAGE</u> EXPECTED CHALLENGE AND TIME NEEDED TO PLAY RANKED FROM THE <u>LEAST</u> TO THE <u>GREATEST</u> .			31 UNIQUE PATTERN OPTIONS	TOTAL POSSIBLE LOCATIONS FOR WINNING PATTERNS	"SUGGESTED" PATTERN(S) TO SELECT PER NUMBER OF PLAYERS IN EACH GAME.
Level	1	Less time	1 + 2 + 3 + 4 + 5 (All 5 patterns qualify for a winning pattern.)	113	7-8 PLAYERS
	2		2 + 3 + 4 + 5	105	
	3		1 + 3 + 4 + 5	104	
	4		3 + 4 + 5	96	
	5		1 + 2 + 3 + 5 <u>or</u> 1 + 2 + 4 + 5	89	
	6		2 + 3 + 5 <u>or</u> 2 + 4 + 5	81	4-6 PLAYERS
	7		1 + 3 + 5 <u>or</u> 1 + 4 + 5	80	
	8		3 + 5 <u>or</u> 4 + 5	72	
	9		1 + 2 + 3 + 4 <u>or</u> 1 + 2 + 5	65	
	10		2 + 3 + 4 <u>or</u> 2 + 5	57	
	11		1 + 3 + 4 <u>or</u> 1 + 5	56	
	12		3 + 4 <u>or</u> 5	48	1-3 PLAYERS
	13		1 + 2 + 3 <u>or</u> 1 + 2 + 4	41	
	14		2 + 3 <u>or</u> 2 + 4	33	
	15		1 + 3 <u>or</u> 1 + 4	32	
	16		3 <u>or</u> 4	24	
	17		1 + 2	17	
	18		2	9	
Level	19	More time	1	8	