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# Walled-In<sup>®</sup>

Work it Out to Wall it In



8+

2-4

15-30

## 2 PLAYER GAME

- Since you're reading this, you're in charge...
- Each player chooses a dot colour from the tiles.
- Flip a tile to determine which player goes first.
- Each player can place a white tile on the board at the start of the game. (See reverse for details)
- Players take turns placing red tiles into the board creating walls.
- The player who completes the fourth wall around a square 'claims' it (gains a point), by placing their chosen dot colour on top and has another turn.
- The game ends when no more empty squares can be 'claimed'.

## 3-4 PLAYER GAME

Rules are the same as above but the third and fourth players use black tiles with their chosen dot colour to claim squares.

## AT THE END OF THE GAME THE PLAYER WITH THE MOST POINTS WINS

**NOTE:** When a tile is placed into the board and released it can no longer be moved.

Players can leave square's unclaimed (i.e.: sacrifice) unless they are challenged by any player before the next players turn.

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## COMPONENTS

**PLEASE REMOVE ALL COMPONENTS FROM PACKAGING AND COMPARE THEM TO THE COMPONENTS LIST. IF ANY ITEMS ARE MISSING, PLEASE CONTACT US VIA OUR WEBSITE. [WWW.STRATEGIA-GAMES.COM](http://WWW.STRATEGIA-GAMES.COM)**

### (1) GAME BOARD 7X7

This is where all the fun is played out. Insert only red tiles into the board. The patented board enables you to turn a piece over if you accidentally put the wrong dot colour down.

### (166) RED TILES

Only use these tiles to fit into the board to create walls. In a 2 player game the colour-coded dots show who claims which squares. We've included some spares – just in case the vacuum gets a couple!

**(42) BLACK TILES** – for 3rd and 4th players, by adding black tiles with colour-coded dots, the game becomes suitable for up to 4 players.

**(6) WHITE TILES** – game extension. Before you start the game, each player can place a white tile on the board. White tiles score 1 extra point when you claim the square that they have been placed on.

**(1) RED ZIPPER BAG** – for taking on the go. Portable, durable and easy to spot in a messy room! Walled-In® is ideal to take away and play with family and friends, on holiday or carry to your local café.

**WALLED-IN TIMER (FREE)** – game extension. Our free, easy-to-use App adds the pressure of time! Records up to 4 players' turn times... And awards bonus points to the fastest. Can be found on Apple App Store and Google Play. Just search for Walled-In Timer or scan the QR codes below:

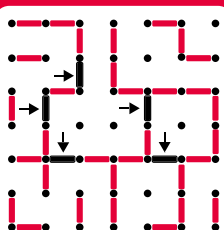


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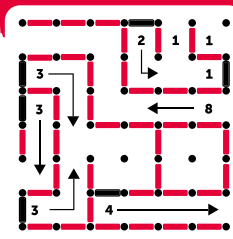
## STRATEGY

**AS WELL AS SIMPLY ATTEMPTING TO LOSE THE LEAST TO WIN THE MOST, PLAYERS CAN ALSO ADOPT OTHER KEY STRATEGIES:**

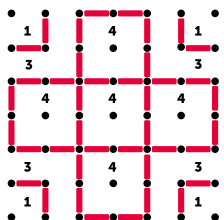


Place your tiles down in such a way as to stop 'long chains' appearing on the game board.

Depending on where you place tiles, will dictate how many squares you leave for others players to take.



Place tiles in such a way as to create small areas which can be utilised later-on during gameplay.



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