



GAME PLAY

Placing a Cube. The first player starts the game by placing a *code block* on any space. The first *code block* of the game may not be placed in the center *system tile*. Beginning with the second player, on your turn you must place a single *code block* on a single colored *space* on your target *system tile*. Your target *system tile* is the tile whose color/icon matches the color/icon of the *space* where your opponent just placed a *code block*. If all of the spaces in your target *system tile* are filled, you may choose to place your next *code block* on any *system tile* on the board.

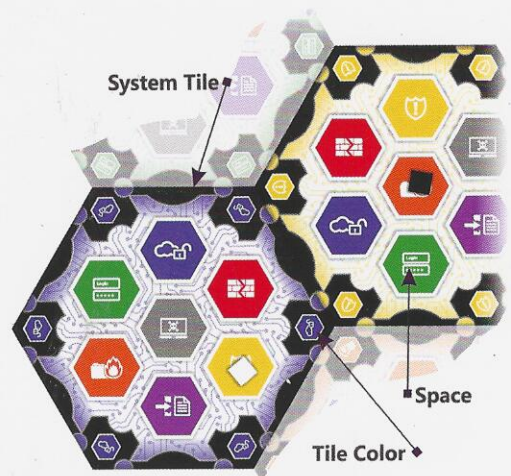


Diagram B

Example: As shown in *Diagram B*, the White Hat player places her *Code Block* in the **blue** *System Tile*, on the **yellow** *Space*. The Black Hat player must place his *Code Block* in any available *Space* in the **yellow** *System Tile*. He chooses the **orange** *space*.

Controlling a System Tile.

There are 5 possible ways to gain control of a *system tile* as illustrated in *Diagram C*. They include 3 ways by straight line and 2 ways by triangle.



Diagram C

Placing a Control Marker. When you place the *code block* that gains you control of a *system tile*, you place a *control marker* (meeple) as well - in a corner of the tile, indicating permanent control of that *system tile*. Both players can and will place *code blocks* in this *system tile* in future turns but control cannot be taken away from you once you have gained it.

Winning The Game. The first player to control three (3) adjacent *system tiles* wins the game. *System tiles* are adjacent if they have at least one side in common. There are 21 possible ways to win the game, as indicated in *Diagram D*. Each player may only place 24 *code blocks*.

It is possible to control 4 tiles and not win. It is possible to tie. In the case of a tie, play again!

Diagram D



6 Ways to Win

6 Ways to Win

3 Ways to Win

6 Ways to Win

Variations. *Intelle* can be played with the following alternate win conditions.

1. First player to control any 3 tiles - this is a good primer version of the game for younger or less experienced players.
2. First player to control any 4 tiles OR if neither player controls 4 tiles, the player controlling the most tiles - for players who like variety.

