

FYRA - a matching and stacking game for 1 to 4 players, age 3 and up.

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Contents - 68 corner tiles, 4 solid tiles, rule booklet, and storage box.

Note

The tiles are textured on the back with a uniform black color. The front of each tile has color in addition to the embossed marker. If playing with sighted players remember to conceal the fronts from them. Place all tiles down with the back, texture side facing down. Use the storage box to make it harder for players to preview what tiles they pick on each turn. Tiles are meant to lock together and not slide apart when a correct match is made, but it is recommended to play on a table with a towel or other textured surface so the whole pile doesn't move when touched. Red = X shape. Blue = Square shape. Yellow = 4 dot shape. White = ring shape. The 4 solid, single color / marker tiles have jagged edges.

General rules

There are 4 different solid "team" tiles which allow for up to 4 people to play at the same time. Players take turns matching and overlapping the corner markers of the regular 4-corner tiles in their hand to those already in the play field. When matching up 1, 2, or 3 corners, the player takes 1 replacement tile. If they find a spot to match up all 4 corners, they don't take any replacement tile. If they can't find a spot to put a tile so that its corner markers match up correctly, they get to put the tile anywhere they want in an open area that is touching the existing pile, where the corner grid lines match up, and must take 2 replacement tiles.

The goal of the game is to put down your tiles so that you match up all 4 corner markers of the tiles. you don't need to take a replacement tile, and the number of tiles in your hand gets smaller. Eventually you want to get rid of all your tiles this way and "go out." When you do, you need to count up all the corner markers in the play field at that time that match your solid team tile. Remember this score as the remaining players continue playing without you. As the other players go out or the tiles in the box run out, you compare scores and the player with the lowest score wins.

You can play a solo version of the game without the solid team tiles and just try to make the smallest pile in the playing field as you can.

Sample game

Setup 1

- Find the 4 solid tiles.
- Each player gets one to mark their team.
- Remove any extras if there are more solid tiles than players.

Setup 2

- Mix the tiles and place in the box randomly with texture facing away from you.
- Place 2 tiles face up in the center of the play field next to each other.

Setup 3

- Players take 3 tiles each for their hand.
- Decide who goes first. Play proceeds clockwise.

Example round 1.1

- Player 1 puts a tile in the play field so at least some of its corners overlap and match.
- They then take one replacement tile from the box.

Example round 1.2

- Player 2 puts a tile in the play field so at least some of its corners overlap and match.
- They then take one replacement tile from the box.

Example round 1.3

- Player 3 has no place to put any of their tiles so that the corners overlap and match correctly.
- They put one of their tiles next to one in the play field, anywhere they want.
- They then take two replacement tiles from the box.

Example round 1.4

- Player 4 finds a place where all of the corners of their tile corners overlap and match.
- Since all corners match they don't take any replacement tiles.

First out

- Later in the game, after a few rounds...
- Player 4 has used the last tile in their hand so that it matches all 4 corners when placed in the play field.
- They count the number of corners that match their solid team tile as their score.

Game end

- Later in the game, after a few more rounds...
- Players 4 and 2 have used all their tiles.
- Player 1 has used the last tile in their hand so that it matches all 4 corners when placed in the play field.
- They count the number of corners that match their solid tile as their score.
- Player 3 has 2 tiles left in their hand and must add 4 points for each tile to their score.
- Remember - the lowest score wins.