

TRI-LEX™

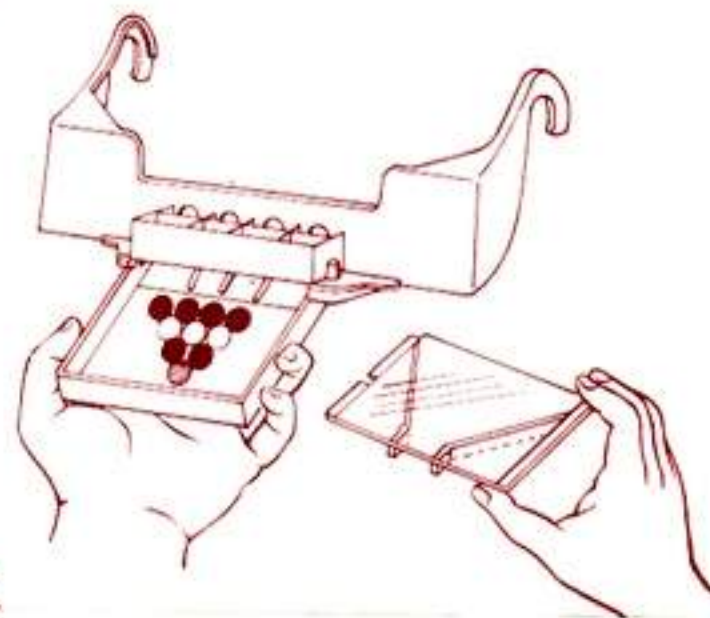
INSTRUCTIONS

TRI-LEX is a game of skill played against 2-XL™. The object of the game is to get 3 checkers of your color (black) in a straight line or together in a triangle.

PUTTING THE TRI-LEX HOLDER ON 2-XL

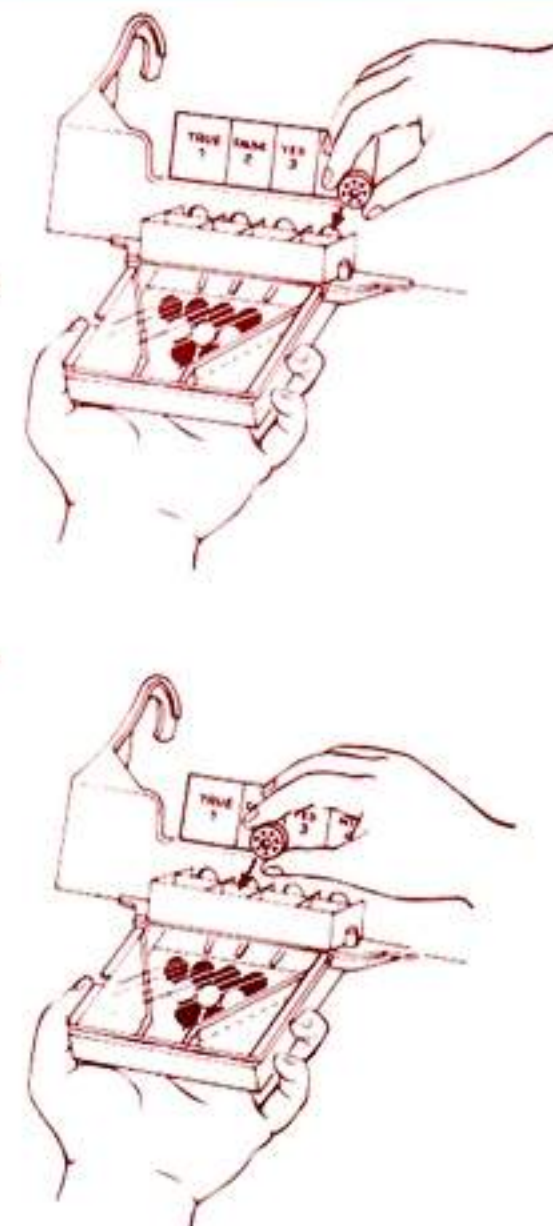
1. Put the special label that came with TRI-LEX over 2-XL's buttons so they are re-labeled as follows:
2. The TRI-LEX holder fits on 2-XL like eyeglasses fit on people. Put ONE SIDE of the holder around the middle side bulge on 2-XL. Now fit the holder properly and evenly over 2-XL's buttons. Next, put the other side of the holder over the opposite middle side bulge on 2-XL.
3. Snap clear plastic cover into holder with point of "V" at bottom of diagram—see illustration. →
4. Be careful when removing checkers from plastic frame as edges may be sharp.
5. Unwrap tape cartridge and insert into 2-XL's mouth. Turn volume down and wait for 2-XL to "click." He is now ready to play so turn up volume. NOTE: You may have to wait up to 2 minutes for 2-XL to "click."
6. To remove the TRI-LEX holder, TAKE ONE SIDE OFF AT A TIME.

1 TRUE ○	2 FALSE ○	3 YES ○	4 NO ○
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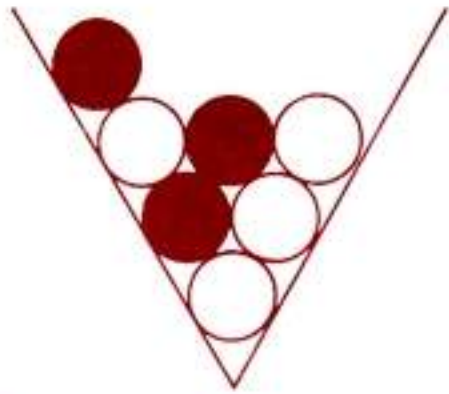
RULES FOR TRI-LEX

- You MUST answer all questions accurately and you must follow all instructions exactly. Failure to do so will make the game invalid and 2-XL will not play properly.
- There are two types of moves in TRI-LEX:
REGULAR MOVES where the checkers hit 2-XL's buttons as you place them in the back slot of the TRI-LEX holder.
ALL MOVES ARE REGULAR UNLESS 2-XL TELLS YOU OTHERWISE.
NOTE: Make certain that when placing checkers in the back slot (regular move) the 2-XL button is pushed all the way in.
FRONT MOVES where 2-XL will tell you to put checkers in the front slot where they will NOT hit 2-XL's buttons. Only make front moves when 2-XL tells you to do so.
- You may turn 2-XL OFF after a move (as soon as the computer sounds begin) in order to have more time to think-out your next move or plan a strategy.
- When each game is over listen carefully to 2-XL's instructions. If 2-XL tells you to "turn the volume down to zero" here is what you should do. Lower the volume on 2-XL completely but do NOT turn 2-XL off. At this point snap off the clear plastic cover, remove the checkers, and replace the cover on the TRI-LEX holder. You must now wait. When the next game is ready, 2-XL will CLICK YOU BACK ON which will sound like somebody is pushing 2-XL's buttons. At this time raise the volume to normal listening level and be ready to play another game of TRI-LEX.
- 2-XL always uses the RED checkers and you use BLACK. (Remember R-R ROBOT-RED)



HOW TO WIN AT TRI-LEX™

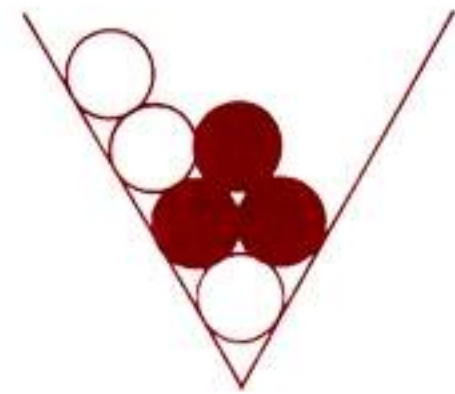
Here are some examples of how the TRI-LEX board may look. For the pictures below ○ = red, and ● = black. 2-XL™ may win, lose, or draw.



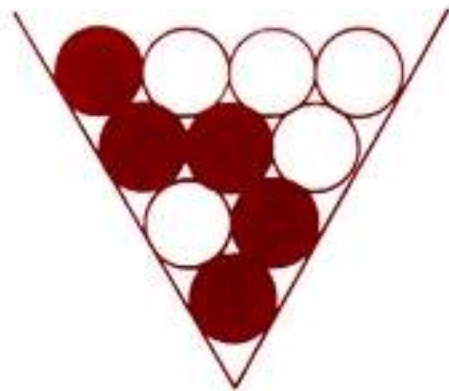
This shows 3 in a row up the right side. A win for 2-XL.



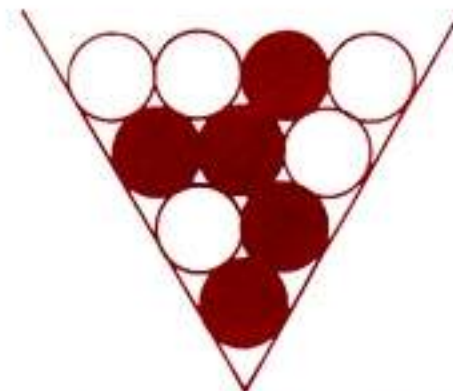
This shows 3 in a triangle at the top left. A win for you.



This shows 3 in a triangle. A win for you.

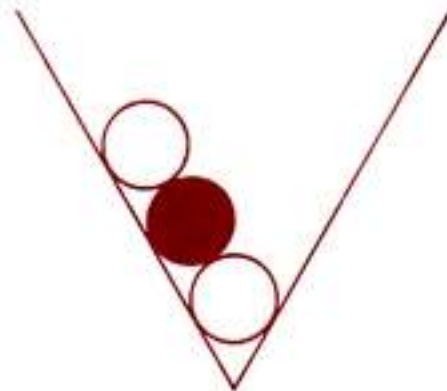


This shows 3 in a row across the top and a triangle. A win for 2-XL.

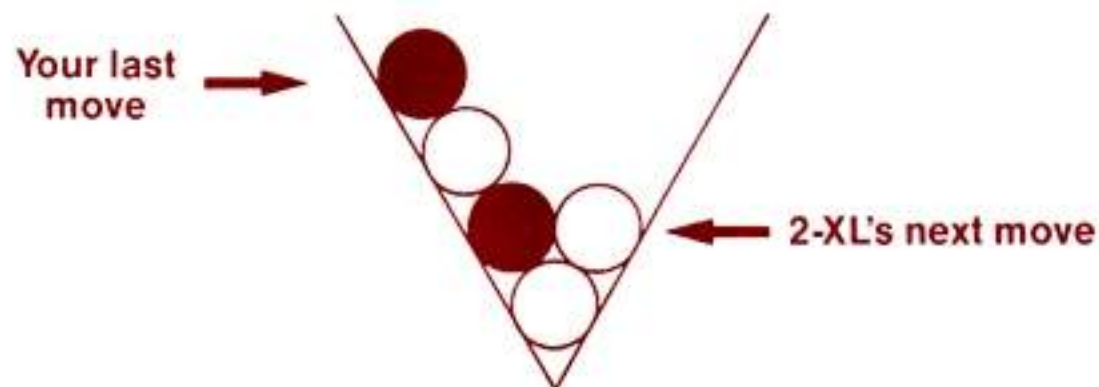


This shows a draw. Nobody wins.

It will take you a little while to figure out just where the checkers fall in TRI-LEX. This is half the fun. Remember that you often have places to move that you may not see right away. For example, if the board looks like this:



You may choose to go in slot 1 creating 4 checkers in a row up the left side. Once you do this, you now know FOR SURE where 2-XL's next checker will land up. It can only land as shown below:



In this way you can plan ahead, sometimes 2 or 3 moves in your attempt to beat 2-XL.

One last word. Good luck! 2-XL loves to win!