

# SPACED

🎲 A New Dimension in Puzzles! An Exciting Four-in-a-row 3D Game!

## Concept

SPACED takes place in a three-dimensional field and takes advantage of the unique shape of Artec blocks. The first player to get four in a row wins. Connect your blocks in any direction. This puzzle game is for advanced players, requiring high-level thinking and strategy.



JET BLACK



LIME GREEN



ROSE PINK

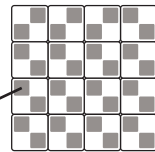
## How to Play

★ Base Color / JET BLACK: Light gray, LIME GREEN: Gray, ROSE PINK : White

- 1 Make a base using 16 base color pieces. For the base, each block needs to have two holes facing up.



The studs of the blocks should be hidden.

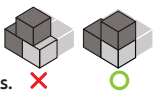


- 4 Take turns connecting new blocks. Win the game by shouting "SPACED!" after arranging four blocks in a row - vertically, horizontally, or diagonally. Just lining up the blocks does not mean you win automatically. If another player notices that four blocks are already in a row, they can win by shouting "SPACED!" at the beginning of their turn.

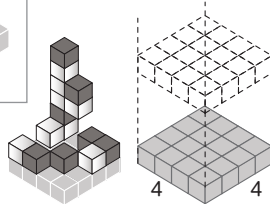
- 2 One player keeps 24 pieces of either the remaining color or clear blocks. Decide who will receive which colors by doing rock, paper, scissors or a game of your choice. Whoever goes first will use the color blocks.

- 3 Take turns adding one block at a time anywhere inside the 4 x 4 block base area. As long as you stay inside the 4 x 4 area, you can keep adding blocks.

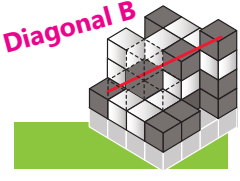
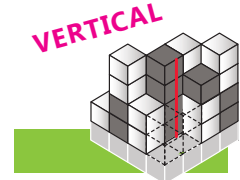
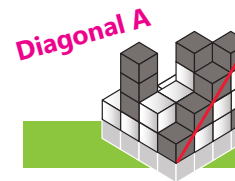
Blocks must be centered. Do not straddle two or more blocks. ❌



Connect blocks within the 4 x 4 base area.



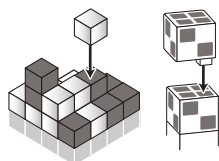
No limit!



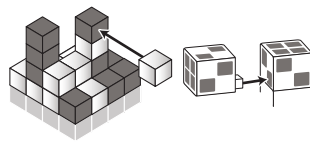
- 5 If either player runs out of pieces before there is a winner, the game is a draw!

## How to Connect Blocks

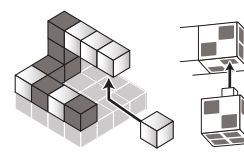
From above



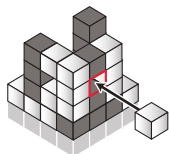
From the side



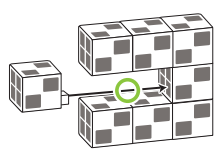
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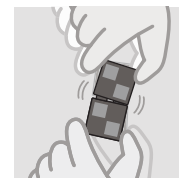
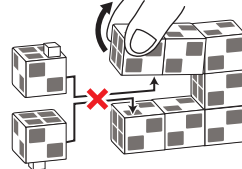
Fill in the gap



You can insert a block into gaps.



Do not try to force two or more blocks into gaps.

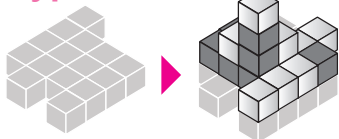


Blocks can be easily removed by wiggling them apart.

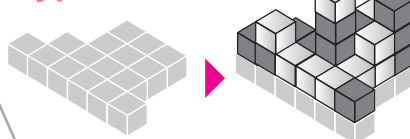
## Variations

Try making your base with different shapes!

Type 1



Type 2



Type 3

