TRI-LEX INSTRUCTIONS

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.

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)

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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:

Your last move

2-XL's next move

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!