

**SET-UP:** Give one player all of the blue spheres, and the other player all of the gold spheres.

### STEPS TO PLAY:

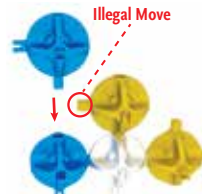
1. To start the game, add one of your colored spheres to the white neutral sphere and pass both of these spheres—now in play—to your opponent.
2. Your opponent now adds one of his or her spheres by connecting it to any of the pegs or holes on the spheres in play and passes back to you.
3. Play continues back and forth until one player gets four spheres in a row—in any dimension. The player with four in a row WINS!

### IN CASE OF A TIE:

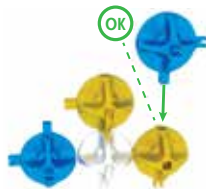
When either player runs out of spheres, the game is a tie. Pull the spheres apart and play a tie-breaker!

### ACCEPTABLE AND UNACCEPTABLE MOVES:

- **Once a sphere is in play, you cannot remove it. No exceptions. If you have to adjust a sphere in any manner in order to make your move, that move is illegal. Any other move is fair game!**



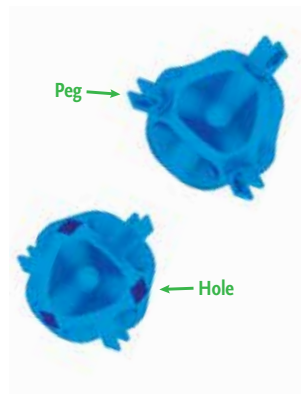
- A sphere can be added anywhere as long as it somehow attaches to the other spheres in play. This means two holes can touch if your sphere is connected at another point.



- The white sphere is neutral. It cannot be used as one of your four winning spheres, but it can be used as a blocker. To win the game, the four connected spheres must be all blue or all gold.

### STRATEGY TIP:

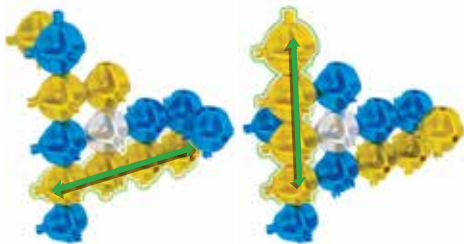
- Each sphere has three pegs and three holes. The pegs can act as blockers, so think carefully about how to use them to your advantage.



### ABOUT THE INVENTOR:

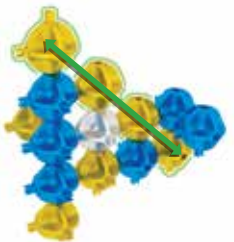
Stratos Spheres™ was invented at Big Monster Toys. Located in Chicago, “BMT” has created hundreds of toys and games, making children all over the world happy! This game was invented by Jeremy Posner, a proud BMTer who is quite proud of all the things he likes. Posner likes dogs and pickles and laser tag and blanket forts and root beer and board games and nature and hugs and smiles and a little bit of chicken fried and talking to people in elevators and Thai food and bike rides and garage sales and playing the banjo.

**THE GOAL:** Be the first player to get four of your spheres in a row—horizontally, vertically, or diagonally—IN ANY DIMENSION!



Horizontal

Vertical



Diagonal

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# STRATOS SPHERES™

2-PLAYER STRATEGY GAME

INSTRUCTION MANUAL



2  
PLAYERS

AGES  
7 to adult

**Take four-in-a-row to the 3rd dimension!**

Stratos Spheres™ is a board-less 4-in-a-row game that you build as you go. Think strategically and connect four of your spheres together before your opponent does. But be careful—the pegs can be used as connectors or as blockers, adding a new dimension to play. The first player to connect four spheres in a row WINS!



**INCLUDES:**

1 White Sphere • 12 Blue Spheres • 12 Gold Spheres  
• Game-Go Bag • Instructions