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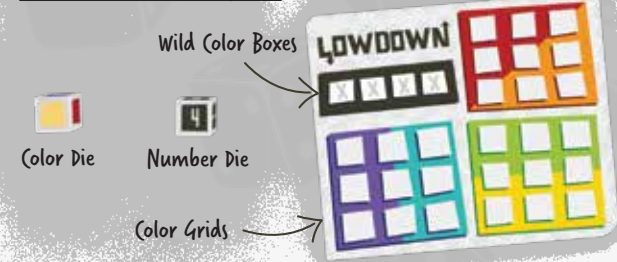
OBJECT
TO HAVE THE **LOWEST** SCORE AT THE END OF THE GAME.

SETUP
1. EACH PLAYER CHOOSES A BOARD AND TAKES ONE DRY ERASE MARKER.
2. YOUNGEST PLAYER GOES FIRST.

GAME OVERVIEW: WHAT TO DO ON YOUR TURN

- ROLL 4 DICE (2 COLOR AND 2 NUMBER). AT THE SAME TIME, THE PLAYER TO YOUR RIGHT ROLLS 2 DICE (ONE COLOR, ONE NUMBER) AND KEEPS THEM SECRET FROM YOU.
- PICK ONE COLOR AND ONE NUMBER FROM THE DICE YOU ROLLED OR CHOOSE THE SECRET DICE (MORE ON THAT LATER), THEN WRITE YOUR CHOICE DOWN ON YOUR BOARD.
- ALL OTHER PLAYERS PICK ONE NUMBER AND ONE COLOR DIE FROM THE REMAINING DICE, BUT CAN'T USE THE ONES YOU PICKED.
- CROSS OUT A ROW OF 3 IF YOU CAN (3-OF-A-KIND OR ADD UP TO 10).
- WHEN YOUR TURN IS OVER, KEEP 2 DICE AND PASS THE OTHER 4 DICE TO YOUR LEFT.

What's on Your Game Board



1. ROLL 4 DICE, THE PLAYER TO YOUR RIGHT ROLLS 2 DICE

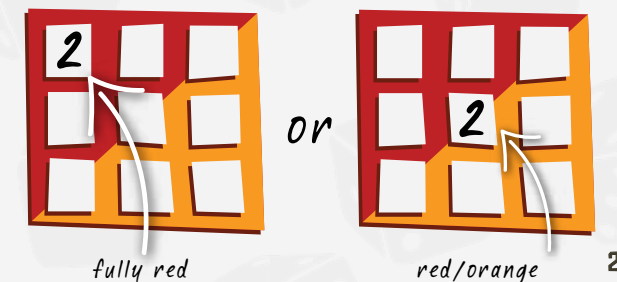


- YOU ROLL **FOUR** DICE: TWO NUMBER AND TWO COLOR.
- THE PLAYER TO YOUR RIGHT ROLLS **TWO** DICE: ONE NUMBER AND ONE COLOR.
- THE PLAYER TO YOUR RIGHT KEEPS WHAT THEY ROLLED **SECRET FROM YOU**.

2. PICK A COLOR AND A NUMBER, WRITE THEM DOWN ON YOUR BOARD

- CHOOSE TWO OF THE DICE YOU ROLLED (ONE NUMBER AND ONE COLOR) TO WRITE ON YOUR BOARD.
- IF YOU DON'T LIKE ANY OF THE CHOICES FROM THE FOUR DICE YOU ROLLED, YOU MAY CHOOSE TO USE THE TWO DICE THE OTHER PLAYER ROLLED AND IS KEEPING SECRET FROM YOU. **NOTE:** ONCE YOU SEE THE HIDDEN DICE, YOU MUST USE THEM.
- WHEN FILLING OUT YOUR BOARD, WRITE YOUR CHOSEN NUMBER ON THE GRID THAT HAS A COLOR MATCHING THE COLOR YOU CHOSE. FOR EXAMPLE, IF YOU CHOOSE 2 AND **RED**, WRITE A "2" IN A **RED** BOX ON THE BOARD, OR A **RED/ORANGE** BOX ON THE BOARD.

NOTE: THE GRIDS HAVE SOME BOXES THAT ARE FULL COLOR, AND SOME THAT ARE HALF COLOR. FOR EXAMPLE, ON THE **RED/ORANGE** GRID, IN A BOX THAT IS FULLY **RED**, YOU MAY ONLY WRITE IN A NUMBER THAT IS **RED**. IN THE BOXES THAT ARE **RED** AND **ORANGE**, YOU MAY WRITE IN A **RED** NUMBER OR AN **ORANGE** NUMBER.



USING WILD COLOR BOXES



- FOUR TIMES DURING A GAME, YOU MAY CHOOSE TO USE A WILD COLOR INSTEAD OF ONE OF THE COLORS THAT HAVE BEEN ROLLED. THIS IS PARTICULARLY USEFUL IF YOUR GRID IS FULL AND YOU HAVE NO CHOICE, OR IF YOU WANT TO ELIMINATE A ROW BUT THE COLORS ROLLED DON'T HELP.
- PICK ONE OF THE NUMBERS ROLLED, THEN WRITE THAT NUMBER IN A BOX ON A COLOR GRID OF YOUR CHOICE.
- PLACE AN "X" IN ONE OF THE WILD COLOR BOXES TO SHOW HOW MANY TIMES YOU USED IT.

EXAMPLE "USING A WILD COLOR":

- YOU ROLL A 5, 1, **PURPLE** AND **RED**.
- ON YOUR BOARD, THERE ARE NO **PURPLE**, **PURPLE/BLUE**, **RED** OR **RED/ORANGE** SPACES AVAILABLE.
- YOU MAY CHOOSE TO USE EITHER THE 5 OR THE 1 WITH A WILD COLOR.
- YOU CHOOSE "1" AND PUT IT IN AN AVAILABLE **GREEN/YELLOW** SPACE.
- YOU THEN WRITE AN "X" IN AN AVAILABLE WILD COLOR BOX.

NOTE: IF YOU CHOSE TO USE A NUMBER AND A WILD COLOR, YOU MUST STILL CHOOSE ONE OF THE COLOR DICE AND REMOVE IT FROM THE PLAYING AREA.

3. ALL OTHER PLAYERS WRITE DOWN A NUMBER AND COLOR, BUT CAN'T USE THE ONES YOU PICKED

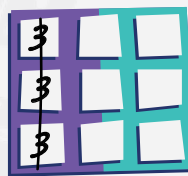
- ONCE YOU HAVE CHOSEN YOUR COLOR AND NUMBER, SET THOSE DICE ASIDE.
- THE OTHER PLAYERS MUST CHOOSE ONE NUMBER AND ONE COLOR FROM THE REMAINING FOUR DICE.
- THEY MAY CHOOSE ANY COMBINATION THEY WANT, EVEN IF THE OTHER PLAYER CHOOSES THE SAME COMBINATION.
- IF THEY ARE UNABLE TO FILL IN ANY OF THE BOXES ON THEIR BOARD, THEY CAN CHOOSE TO USE A WILD COLOR.

NOTE: IF AT ANY TIME, A PLAYER HAS NO MOVE AND ALL THEIR WILD COLOR BOXES HAVE BEEN USED, THEY MUST BLACK OUT A BOX OF THEIR CHOICE WHICH WILL COUNT AS "+6".

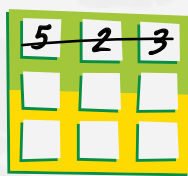


4. CROSS OUT ROW OF 3 IF YOU CAN

- YOU CAN ELIMINATE ENTIRE ROWS OF NUMBERS IF YOU HAVE FILLED IN YOUR BOXES STRATEGICALLY.
- YOU MAY CROSS OUT A ROW (3 BOXES) WHEN (A) IT IS THREE OF THE SAME NUMBER OR (B) THE THREE NUMBERS ADD UP TO 10.

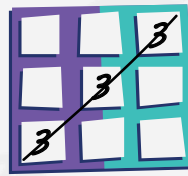


"three of a kind"

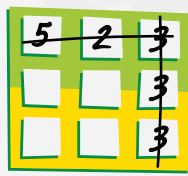


"adds up to 10"

- YOU MAY CROSS OUT VERTICALLY, HORIZONTALLY, AND DIAGONALLY, BUT YOUR LINES **MAY NEVER CROSS**.



okay



not okay

NOTE: DIAGONALLY IS THE LEAST EFFICIENT WAY TO CROSS OUT A ROW, AS IT WILL PREVENT YOU FROM CROSSING OUT OTHER ROWS ON THE SAME GRID, BUT SOMETIMES IT IS YOUR ONLY OPTION.

5. PASS 4 DICE TO YOUR LEFT, TAKE 2 FROM THE PLAYER ON YOUR RIGHT

- WHEN YOUR TURN IS OVER, PASS FOUR OF THE DICE (TWO COLOR AND TWO NUMBER) TO THE PLAYER TO YOUR LEFT, AND TAKE THE TWO DICE FROM THE PLAYER ON YOUR RIGHT (ONE COLOR, ONE NUMBER).
- RETURN TO STEP 1 AND BEGIN THE NEXT TURN, WITH THE NEXT PLAYER ROLLING THEIR FOUR DICE WHILE YOU SECRETLY ROLL THE TWO YOU KEPT.

WINNING

THE GAME ENDS WHEN ANY PLAYER HAS COMPLETELY FILLED IN 2 OF THE 3 GRIDS ON THEIR BOARD. WHEN THIS OCCURS, THE OTHER PLAYERS MUST STILL FINISH THEIR PART OF THE TURN. NEXT, ALL PLAYERS COUNT UP ALL THE VALUES THAT AREN'T CROSSED OUT ON THEIR BOARD. REMEMBER, ANY SQUARES YOU BLACKED OUT ARE WORTH 6 POINTS. THE PLAYER WITH THE LOWEST SCORE WINS!

WANT TO PLAY AGAIN?

JUST WIPE THE BOARD CLEAN WITH A DRY TISSUE!

This product may stain or stick to some surfaces. Protect play area before use.

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