

"Give & Take" Rules:

Players: 2-4, ages 5 and up.

Play time: Aprox. 15 minutes.

Object: Be the first to complete a row of your color (diagonal, horizontal or vertical)

Directions:

Setup: Begin the game with the blank, uncolored portion of each cube up. Each player chooses a color.

The youngest player goes first and rolls the three dice. Two dice featuring numbers and letters that instruct which block on the grid to turn to the player's color by using the alphabetical and numerical markers on the X and Y axes.

If a blank cube or opponents' colored cube is on that spot, the player turns the cube to their color. If it is already the player's color, then no move is made.

AFTER making this move, the player then follows the special instructions on the third die:

"ROLL" - Roll all three dice and go again.

"CHILL" - No special move is made. Pass the dice to the next player.

TAKE: Player chooses any opponents' cube and changes it to their color.

GIVE: Player chooses any of their own cube and changes it to any opponents' color.

ALL: (signified by all four colors) Player chooses ANY cube (blank cube or an opponents' cube) and turns it to the "All" side. This side has all four players' colors and can be used by any player to complete a row.

"X" Turn any one "All" cube or any one of your cubes and turn it to any opponents' color. You can not turn it to your own color.

If the special instructions can not be completed for whatever reason, then no move is made and the next player continues.

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Modifications can also be made to the rules to personalize the game.

If every blank cube has been turned to a color or the ALL color side and no one has completed a row, then the game is over and the player with the most of his or her color showing wins. Ties are possible.

