

Roll-It Tic Tac Toe™

RULES

CONTENTS

Roll-It Tic-Tac-Toe™ Clear Game Tray, 4 2-Sided Game Boards, 2 Dice, 6 Sets of Colored Chips.

OBJECT

Get the most **Tic-Tac-Toes** and **Grand Tic-Tac-Toes** on the nine grids.

SET-UP

- Each player picks a set of Colored Chips.
- Insert a Game Board into the Game Tray and place it in the middle of the playing area with the Dice.
- You'll need a piece of paper and a pencil to keep score.

PLAY

- The youngest player goes first, with play passing to the left.
- All players use the same nine-grid Game Board.

On your turn, position the Game Board so it faces you, roll both Dice, add up the numbers on the Dice, and place one of your Colored Chips on a corresponding number on one of the nine grids. For example, if Player 1's Dice roll adds up to 8, he or she puts a red Colored Chip on one available 8 on any grid on the Game Board. Player 2 then rolls, gets 11, and puts a blue Colored Chip on any available 11.

4 3 6	12 9 5	10 11 8
10 11 9	8 3 4	12 5 6
12 5 8	6 10 11	4 3 9
6 8 3	11 4 9	5 12 10
9 12 11	5 6 10	3 8 4
5 10 4	3 12 8	9 6 11
3 6 10	4 11 12	8 9 5
8 4 12	9 5 6	11 10 3
11 9 5	10 8 3	6 4 12

- Play continues to the left with players rolling both Dice and putting their Colored Chip on a corresponding number on any grid. Blocking other players is allowed.

- When you have three of **YOUR** Colored Chips in a row on one grid—either diagonally, horizontally, or vertically—that's a **Tic-Tac-Toe**.

4 3 6	12 9 5	10 11 8
10 11 9	8 3 4	12 5 6
12 5 8	6 10 11	4 3 9
6 8 3	11 4 9	5 12 10
9 12 11	5 6 10	3 8 4
5 10 4	3 12 8	9 6 11
3 6 10	4 11 12	8 9 5
8 4 12	9 5 6	11 10 3
11 9 5	10 8 3	6 4 12

- If you have three **Tic-Tac-Toes** in three adjacent grids—either diagonally, horizontally, or vertically—that's a **Grand Tic-Tac-Toe**. The Tic-Tac-Toes do not need to connect—just the grids.

4 3 6	12 9 5	10 11 8
10 11 9	8 3 4	12 5 6
12 5 8	6 10 11	4 3 9
6 8 3	11 4 9	5 12 10
9 12 11	5 6 10	3 8 4
5 10 4	3 12 8	9 6 11
3 6 10	4 11 12	8 9 5
8 4 12	9 5 6	11 10 3
11 9 5	10 8 3	6 4 12

SPECIAL RULES

- Roll 2, and you lose your turn.
- Roll 7, and you can place your Colored Chip on any available number on one of the nine grids.
- Roll a number that is not available on the Game Board, and you lose your turn.

SCORING AND WINNING

When no player can possibly get any more Tic-Tac-Toes or when all numbers in the grids are filled with Chips, add up the points for each player's color. Players get:

- 1 point for each **Colored Chip** on the Game Board, including those that make a Tic-Tac-Toe.
- 3 points for each **Tic-Tac-Toe**.
- 5 points for each **Grand Tic-Tac-Toe**.

The player with the highest score wins.

SCORECARD FOR SAMPLE GAME

4 3 6 10 11 9 12 5 8	12 9 5 8 3 4 6 10 11	10 11 8 12 5 6 4 3 9
6 8 3 9 12 11 5 10 4	11 4 9 5 6 10 3 12 8	5 12 10 3 8 4 9 6 11
3 6 10 8 4 12 11 9 5	4 11 12 9 5 6 10 8 3	8 9 5 11 10 3 6 4 12

Blue Player

Number of Chips on Board	21 x 1 point	= 21
Tic-Tac-Toes	4 x 3 points	= 12
Grand Tic-Tac-Toes	1 x 5 points	= <u>5</u>
Total Points		38

Green Player

Number of Chips on Board	20 x 1 point	= 20
Tic-Tac-Toes	3 x 3 points	= 9
Grand Tic-Tac-Toes	1 x 5 points	= <u>5</u>
Total Points		34

Red Player

Number of Chips on Board	20 x 1 point	= 20
Tic-Tac-Toes	3 x 3 points	= 9
Grand Tic-Tac-Toes	0 x 5 points	= <u>0</u>
Total Points		29

Yellow Player

Number of Chips on Board	20 x 1 point	= 20
Tic-Tac-Toes	3 x 3 points	= 9
Grand Tic-Tac-Toes	0 x 5 points	= <u>0</u>
Total Points		29

TIEBREAKER

If two players both have the highest score at the end of the game, the point value of their Tic-Tac-Toes is tallied and the person with the highest score wins. The value of each

Tic-Tac-Toe is determined by

adding up the three numbers. For example, the player would get 14 for the first Tic-Tac-Toe ($6 + 3 + 5 = 14$), 23 for the second one ($3 + 12 + 8 = 23$), and 27 for the third one ($10 + 5 + 12 = 27$) for a total score of 64 ($14 + 23 + 27 = 64$).

4 3 6 10 11 9 12 5 8	12 9 5 8 3 4 6 10 11	10 11 8 12 5 6 4 3 9
6 8 3 9 12 11 5 10 4	11 4 9 5 6 10 3 12 8	5 12 10 3 8 4 9 6 11
3 6 10 8 4 12 11 9 5	4 11 12 9 5 6 10 8 3	8 9 5 11 10 3 6 4 12

QUICKER GAME FOR YOUNGER KIDS

Try using just four of the nine grids.



Patch Products wants your comments about **Roll-It Tic-Tac-Toe**, including playing strategies you want to share with other players.

Send comments via US mail to:
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