



A new twist on the classic game

## Rules to Play

**PLAYERS:** 2 and up

### OBJECT:

To score the most points by rolling the Prisms and completing the categories listed on the score sheet.

### TO SET UP:

Give each player a score sheet and a pencil (not included). **NOTE:** Only one column of the score sheet is used in a single game.

### TO PLAY:

On your turn, roll all eight (8) Prisms in front of you and group them according to the colour that is facing up. Based on the category from the score sheet that you are trying to complete, set aside the Prisms you want to keep from the first roll, and then roll the remaining Prisms. Again, set aside any Prisms you wish to keep, and then roll the remaining Prisms a third, and final, time. **NOTE:** You do not need to roll all three times, if you are able to complete a category in one or two rolls.

If you were able to complete one of the categories, enter the appropriate score on the sheet next to that category.

Play passes to the left.

### SCORING

You can only collect one score per category. If a category is complete, and there are no other possible categories that could apply to your final roll, then a zero must be entered in a category of your choice.

### CALL-IT

After all other categories have been completed, each player plays a "Call-it" round in which he/she guesses which colour will be facing up on the majority of Prisms after one roll. **NOTE:** The player only rolls the Prisms one time for this special round. If the player guesses correctly, the Call-It score is added to the sheet; if not, a zero is entered for the Call-It category.

### WINNING THE GAME:

After all of the categories are complete, the scores are totalled and the winner is the player with the highest score. **NOTE:** There is a bonus on the upper part of the score sheet of 10points, which is awarded if the upper section score is greater or equal to 20. If earned, 10 points should be written in the bonus square and included in the final total score.