NUMBER OF PLAYERS: 2 to 4  AGES: 8+

EQUIPMENT: Dice Slide™ • 3 dice • 15 chips • 24 Blackout™ cards

OBJECT: Be the first player to collect 5 Blackout™ cards. Cards are won by placing the 5th chip on the last open number on a card. Digits are “blacked out” by rolling the dice and matching the dice roll to open numbers.

SETUP: Remove the Blackout™ cards from the holder, and flip 3 cards face up in the center of the playing area. The remainder of the cards can stay in the holder. Remove the chips from the bag, and place them in a pile near the cards. Place chips on any FREE spaces.

BLACKOUT CARDS: Each card features 5 random numbers; 1 through 5. Players match the numbers they roll to the numbers on the cards, trying to black out all the numbers on each card with chips.

PLAY: The youngest player will begin the game. The 3 dice are placed in the top of the slider.

For each number rolled, the player must place a chip on the matching number shown on one of the 3 Blackout cards.

The dice will slide out the bottom tray. This is the player’s “roll.”

• The player must place a chip on the 2 on Card #1 or any one of the 2’s on Card #2.
• The player must place a chip on the 3 on Card #1 or one of the 3’s on card #3.

SPECIAL DICE ROLLS: Each die features five numbers 1 through 5 and a special character;

WILD: Any number on a card can be covered.

UNDO: One chip may be removed from a card.

REROLL: Chips are placed for the numbers rolled. The REROLL die is then placed aside and the two remaining dice are placed into the Slider. The player may now place chips on the two new numbers rolled.

BLACKOUT: If a WILD, UNDO and REROLL are rolled at one time, the first player to call aloud “BLACKOUT” gets to take and keep the top card from the draw pile. The player who rolled the blackout may then roll the 3 dice again and retake their turn.

• When a player rolls more than one special character on a turn, they may be played in any order the player chooses.

• A BLACKOUT cannot take place on an extra turn.

WINNER: The first player to win 5 Blackout cards wins the game.