

NUMBER OF PLAYERS: 2 to 4 **AGES:** 8+

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

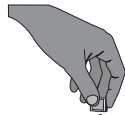
OBJECT: Be the first player to collect 5 Blackout™ cards. Cards are won by placing the 5th chip on the last open number on a card. Digits are “blacked out” by rolling the dice and matching the dice roll to open numbers.

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.

1

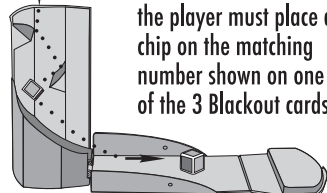
BLACKOUT CARDS: Each card features 5 random numbers; 1 through 5. Players match the numbers they roll to the numbers on the cards, trying to blackout all the numbers on each card with chips.

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



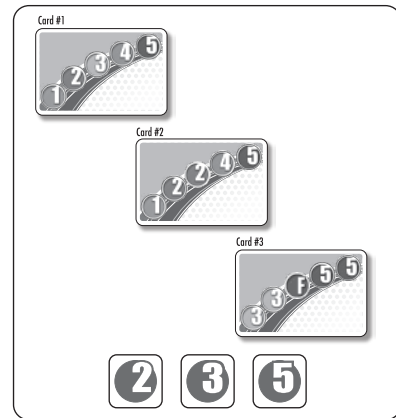
The dice will slide out the bottom tray. This is the player’s “roll.”

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



2

PLAY EXAMPLE: Player #1 rolls a 2-3-5:



- 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.

3

- The player must place a chip on the 5 on Card #1, Card #2 or one of the 5’s on card #3.
- If a number rolled does not match any card, that part of the roll is lost.

After chips have been placed, the player to the left now rolls the dice. That player puts the dice into the Slider and lets them roll out to the tray. That player now covers any open (uncovered) numbers that match the numbers rolled. When a card is completely “blacked out,” (all numbers covered with chips), the last player to cover a number on that card gets to take it.

A new card is then drawn from the card holder and placed face up next to the two other cards. The player may continue placing chips if any numbers remain from his/her roll. A player may win more than one card in a turn, if he/she covers the last number on each card.

4

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.

5



+



+



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.

6
