

OTHER WAYS TO PLAY!

RELAY RACE

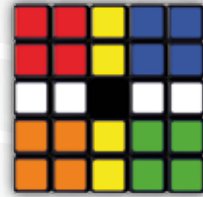
Using all 24 tiles, start with a random arrangement and race your way through these four patterns in sequence.



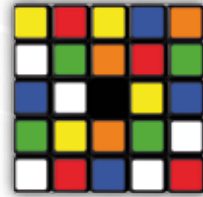
I and L



Stripes



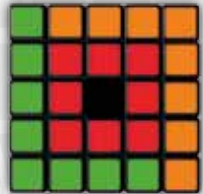
Cross



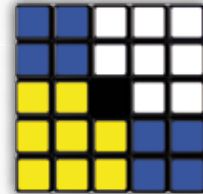
Mix-up
(no touching tiles of the same color)

THREE COLOR CONTEST

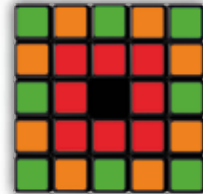
Trade tiles with your opponent so you each have eight tiles of three colors and race to create these patterns.



Boxed-in



Book-ends



Octopus

CUBE CHALLENGE

Try replacing the Scrambler with a Rubik's cube (sold separately) showing a random arrangement of colors (no more than four of each color on the sides facing the players). Each player must copy the pattern on the side facing him or her.



PLAYER A
copies this side.

PLAYER B
copies this side.

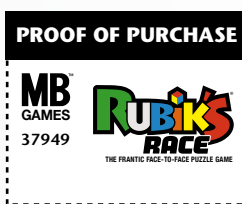
REINVENT RUBIK'S RACE

There's no need to stop here. Use your imagination to create different patterns and make up your own rules so you can play your personal version of Rubik's Race.

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RUBIK'S RACE

AGES 7+
2 Players
Adult Assembly
Required

THE FRANTIC FACE-TO-FACE PUZZLE GAME

OBJECT: Race to slide your colored tiles and be the first to complete the pattern shown on the Scrambler.

ASSEMBLY:

Scrambler: Remove the nine colored cubes from the plastic bag and place them in the spaces on the black base. Snap the clear top into the base by aligning the tabs with the slots.

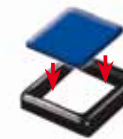
Frame: Place the frame into the groove on either side of the game base and position at 90 degrees. Then push both game base pieces together.

Tiles: Push each colored tile square into the top of a tile frame until it snaps into place.



CONTENTS:

- Game base (2 pieces) with frame
- 48 Tile Frames
- 48 Colored Tile Squares
- Scrambler



HINGED FRAME
GAME BASE
EMPTY SPACE
24 TILES



GET READY!

Move the frame to the upright position. Randomly place four tiles of each color in the trays on either side. There should be a total of 24 tiles and one empty space in each tray.

LET'S PLAY!

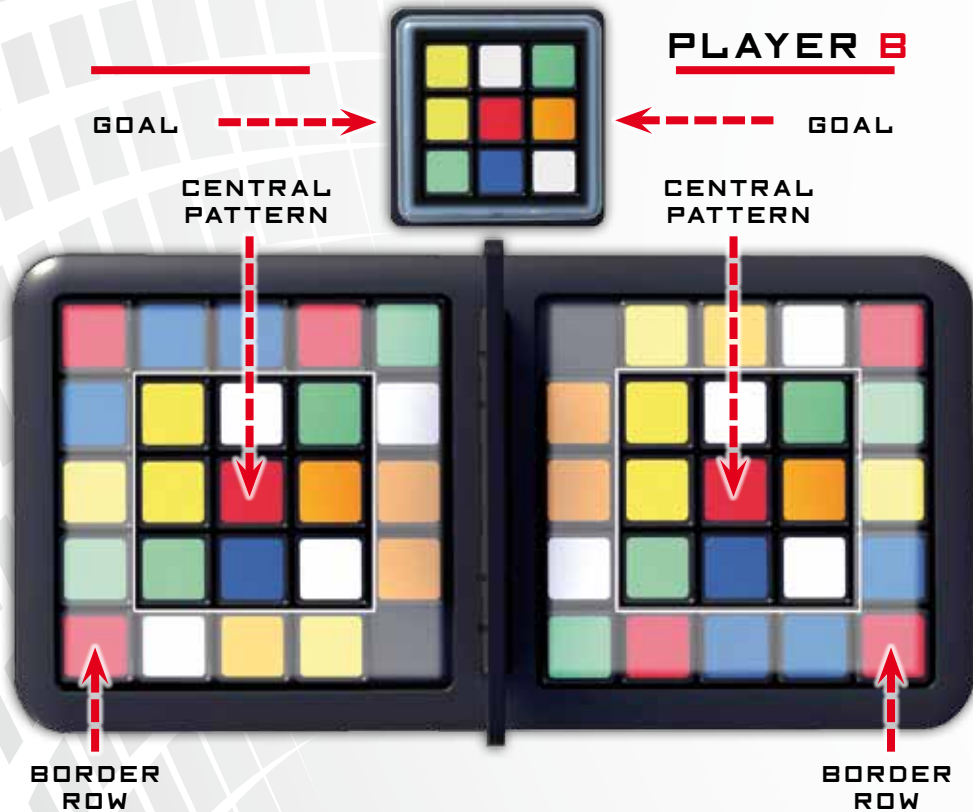
1 SHAKE THE SCRAMBLER

Place your hand over the Scrambler and give it a good shake to mix up the cubes. Keeping the Scrambler covered by your hand, shake it from side to side to settle the cubes into place.



2 REVEAL THE PATTERN

Place the scrambler next to the game to reveal the pattern and begin the race! Note: If more than 4 squares of the same color appear in the Scrambler, just shake it again to create a new pattern.



3 START SLIDING

Players slide their tiles until the nine in the center of their trays match those in the Scrambler. The border row of tiles around the central pattern does not count in this game. Each player must copy the pattern as seen from his or her position, not sideways or upside-down.

DID YOU WIN?

The first player to match the pattern slams down the frame and wins.



THE WINNING PLAYER SHAKES THE SCRAMBLER TO START THE NEXT RACE.