

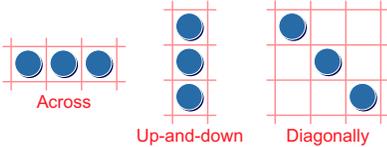
Instructions for the game of DOUBLES WILD[®]

2 to 4 players, ages 8 to adult



OBJECT OF THE GAME

The object of the game is to score points by placing your markers on three squares in a row, across, up and down, or diagonally.



STARTING THE GAME

Players select marker colors. Each player rolls 3 dice. Highest total plays first. (Re-roll to break ties.) Play proceeds clockwise.

Distribute markers as follows: 2 player game: 24 markers each. 3 player game: 16 markers each. 4 player game: 12 markers each.

Each player also takes one additional marker to be used in keeping score. Place this marker on the Scoring Strip at '0'.

YOUR TURN

At your turn, roll two red dice and two blue dice. Total the blue dice, and find that number along the blue edge of the board. Total the red dice, and locate that number along the red edge of the board. Your roll has selected the square where the row and the column meet.

A double on either red or blue is WILD, you may select any square that you do not already own from that row or column. (example: if you roll blue 4-4 and red 2-3, you may select any square along the red 5 row.) If both pairs are WILD you may select any square that you do not already own from anywhere on the board.

If you don't like your first roll, you may re-roll both blue dice, both red dice, or all four dice. You may not re-roll only one red die or only one blue die.

NO DOUBLE:
This roll selects
row 4,
column 10

	7	8	9	10	11
3					
4					
5					
6					

DOUBLE:
You choose
any square in
row 5

	3	4	11
3			
4			
5			
6			

THE PLAY

Once your rolling is complete, play the square on which you have landed as follows:

If the square is vacant, you now own it. Place one of your markers on the square.

If the square is already yours, take no action. Do not play a marker on this turn.

If the square is owned by your opponent, and it is part of a 3-in-a-row, take no action. Do not play a marker on this turn.

If the square is already owned by your opponent, and it is not part of a 3-in-a-row, place your marker on top of your opponent's marker and battle for the square with your opponent. The marker of the player losing the battle is removed from the board and is NOT returned to its owner.

BATTLES

The player who already owns the square is the DEFENDER. The player trying to gain

control of the square is the ATTACKER. Because the attacker rolls first in each round, battle rules favor the defender.

Each player takes 3 dice of one color. The battle consists of three rounds.

Round 1: First the attacker, then the defender, rolls all three dice.

Round 2: First the attacker, then the defender, re-rolls any or all of their dice. (A player may choose not to roll any dice.)

Round 3: First the attacker, then the defender, again re-rolls any or all of their dice. (A player may again choose not to roll any dice.)

Highest total after round 3 wins the Battle. Note that the defender rolls last and can simply choose not to roll any dice if he/she already has the higher total.

In case of a tie, an additional round is played. In this round, each player must roll at least one die.

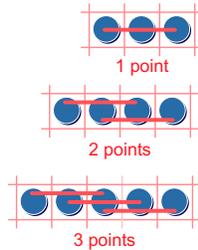
SCORING

A player scores 1 point for every 3-in-a-row made with their markers, be it across, up-and-down, or diagonally.

A marker may be part of more than one scoring row. For example, a line of 4 markers of one color contains two 3-in-a-rows and so scores 2 points, while a line of 5 scores 3 points, and so on.

Remember not to score the same 3-in-a-row more than once. When adding a marker to an existing 3-in-a-row, score only the newly created 3-in-a-rows. (see the bottom diagram)

Use one of your markers on the scoring strip to keep track of your score.

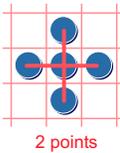


WINNING THE GAME

The game ends when the turn passes to a player who has run out of markers. In other words, when one player runs out of markers, every other player gets one more turn.

High score wins.

To break a tie, clear the board and begin again. First 3-in-a-row wins.



TEAM PLAY

Four players may play as two teams.

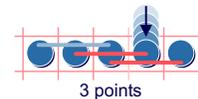
Teammates sit across from each other. Each player takes 12 markers of a different color.

Points are scored only for 3-in-a-row of the same color. Only two scoring markers are used, one for each team.

When a player lands on a square occupied by their teammate, they may:

treat it as if it were occupied by themselves or,

if the marker is not part of a 3-in-a-row, replace the teammate's marker with their own, in which case the teammate's marker is removed from play and is not returned to the teammate.



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DOUBLES WILD™ was invented by Andy Daniel. Rules by Andy, Sara Ellen, Elliot & Shayna Daniel.
Board and box art by Godi Gutierrez, GDG Design, San Francisco. Photography by Intermedia, San Jose.
Thanks to the participants at the American Mensa 1999 Mind Games competition for suggesting the clarifications to the rules.
This is a game for adults & kids. Play it with your children!
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