

TAKE-OUT

**Fast to Learn,
Fun to Play**



Another Great Game
to you by Marina Games

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continues to roll the white dice and remove the total from the red cubes. This process continues until they can no longer remove any red dice. Example, if the remaining red dice are 8, 2, 2 and the combination rolled is 5, no dice can be removed as there is no combination of 8, 2, 2 that can add to 5. At this point, the player would add the total of all remaining dice (red and white). In the above example the total dice would be $8+2+2+5 = 17$.

If a player is able to remove all red dice, they have had a total take out and acquire a score of -10.

Blanks can be used in place of any number. However, they can only be removed when accompanied by one or more numbered cubes. When scoring, any blanks that are unable to be removed incur a penalty of 20 points.

Object:

To avoid accumulating a score of 150 points.

Play:

Players roll one die to see who goes first. Lowest roll goes first.

The starting player rolls the 10 red dice first, then rolls the two white dice. The total of the number pips (dots) on both white dice must be removed from the pile of red cubes. Example, if you were to roll a 4 and a 5 with the white dice, you would have rolled a 9. Using the number 9, take out the RED cubes (any combination) that total 9. You could take a 4 and a 5 or a 9 or an 8 and a 1, etc. You may only take out one combination of 9, not multiple combinations of 9. After the first combination is taken out of the red dice, the player

Scoring:

Each player starts with a score of 50. If they have remaining red dice, they would add the total of all dice remaining to their 50 points. If they remove all dice, they would remove 10 points from their 50 points. Scoring continues by adding or subtracting to their scores until one player reaches 150 points. When a player reaches 150 points, s/he is eliminated from the game. The game continues until one player is left and s/he is the winner!

Alternative (Easier) Play:

To make the game easier, players can agree to allow blanks to be removed without a numbered cube accompanying it. Therefore, just a blank can be removed on any given roll. The last player to reach 100 points would be declared the winner.