

MIX IT UP - OTHER WAYS TO PLAY!

CUBE CHALLENGE

Try replacing the Scrambler with a Rubik's cube showing a random arrangement of colours (no more than four of each colour 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.

RELAY RACE

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



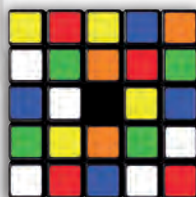
I and L



Stripes



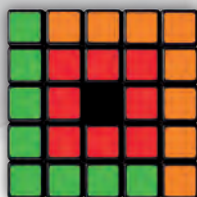
Cross



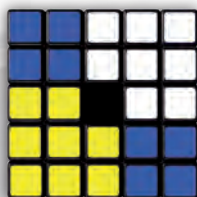
Mix-up
(no touching tiles
of the same colour)

THREE COLOUR CONTEST

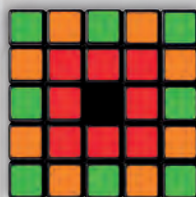
Trade tiles with your opponent so you each have eight tiles of three colours and race to create these patterns.



Boxed-in



Book-ends



Octopus

RE-INVENT 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

Ages 5+

RACE

THE ULTIMATE FACE TO FACE GAME

A fast-paced game for two players that will get your brain and fingers racing. Go head-to-head with your opponent to match the pattern of nine coloured squares.

ASSEMBLY:

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

CONTENTS:

Game base with hinged frame, 48 coloured tiles in six different colours, Scrambler dice shaker with nine coloured cubes.



HINGED
FRAME

GAME
BASE

EMPTY
SPACE

24
TILES

PREPARE TO PLAY

Move the hinged frame to the upright position as shown. Place four tiles of each colour in the trays on either side. There should be a total of 24 tiles and one empty space in each tray.

HOW TO 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

The person who has shaken the Scrambler removes his or her hand to reveal the pattern and the race begins.

PLAYER A

GOAL →

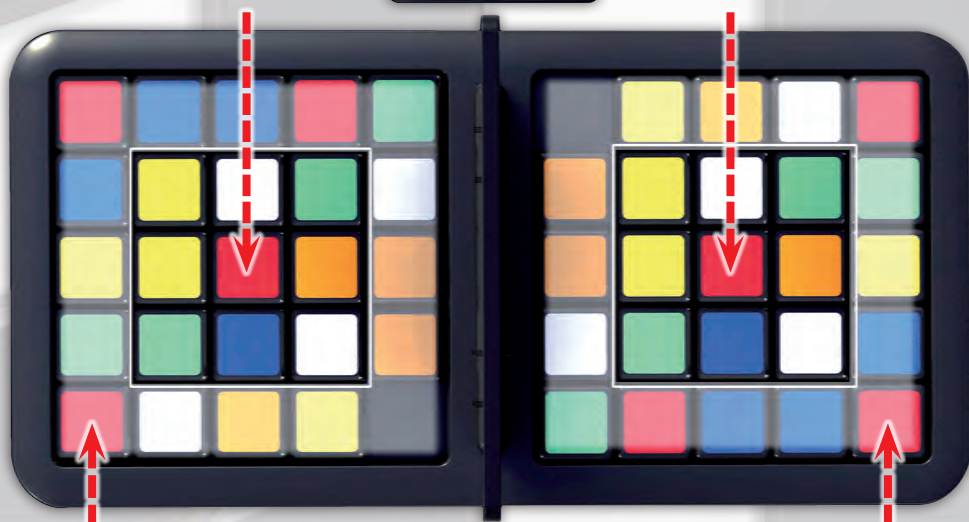
CENTRAL
PATTERN



PLAYER B

← GOAL

CENTRAL
PATTERN



BORDER
ROW

BORDER
ROW



START SLIDING

Players slide their tiles until the nine in the centre of their tray 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.

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



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

NOTE: If more than 4 squares of the same colour appear in the scrambler, just shake it again to create a new pattern.