

# RUBIK'S RACE™ GAME INSTRUCTIONS

From the Makers Of Rubik's Cube™

**A Game For 2 Players/Ages 7 to Adult**

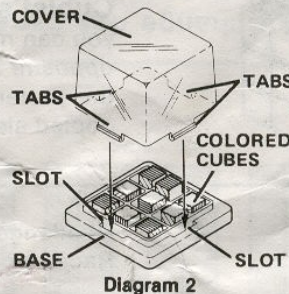
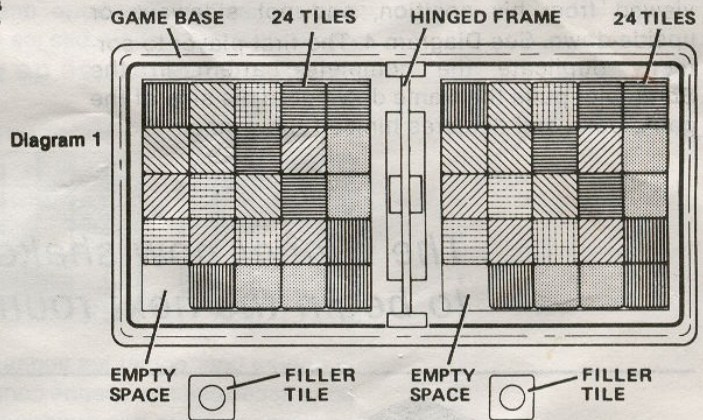
*It's a race to make the scrambled "Cube Face"!  
It's Rubik's Race, the fastest game in town—a head-to-head challenge form of the world's most diabolical puzzle craze!*

**Object:** To win the race to copy a random 3x3 square pattern of 9 colored squares by sliding the tiles on your side of the game base.

**Equipment:** Game base with hinged frame, 48 colored tiles in 6 different colors, Scrambler dice shaker base and top, 9 colored cubes, 2 filler tiles, 8 bumpers.

**Preparation:** Separate the TILES from runners. Raise the FRAME to its upright position as shown. Place 4 tiles of each color in each tray on both sides of the game base. There should be a total of 24 tiles and 1 EMPTY SPACE on each side. When not in use, place FILLER TILES in empty spaces. Assemble the Scrambler box by placing the 9 COLORED CUBES in the base and snapping on the clear plastic COVER. See Diagrams 1 & 2.

Remove 6 bumpers from runners and place one in each hole on the bottom of the game base as shown (Diagram 2A).



## Play:

**(1) Shake the Scrambler:** Pick up the Scrambler box by placing your hand, palm down, on the top of the box. Lift the Scrambler and shake it briskly. When you think the cubes are thoroughly scrambled, place the Scrambler on the table. Keeping your hand on top to cover the Scrambler, shake it gently side-to-side until all the cubes are heard to fall into place. See Diagram 3.

**(2) Remove your hand from the Scrambler:** The pattern of 9 colored squares in the Scrambler is the pattern both players race to copy in the center of the tray on their side. (There will be a "BORDER ROW" of tiles around the CENTER PATTERN that does not count in the pattern.) See Diagram 4. Note: Occasionally the Scrambler pattern will show 5 squares of the same color. Since such a pattern cannot be duplicated with the tiles, re-shake the Scrambler and continue to play.

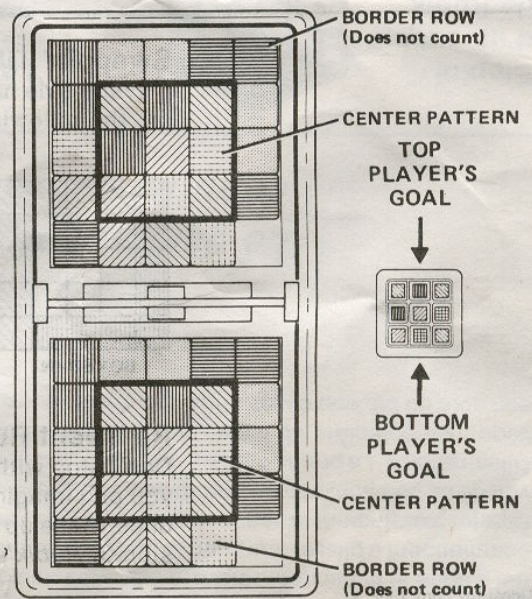
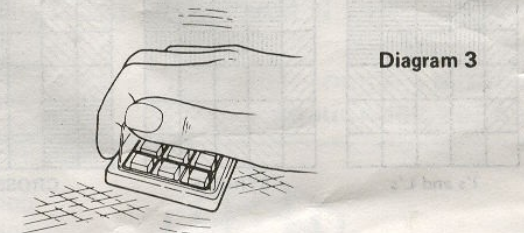


Diagram 4

**(3) Slide the Tiles!** At the moment when the player who has shaken the Scrambler removes his hand, both players begin sliding their tiles. Each player must copy the pattern in the Scrambler as viewed from his position, and not sideways or upside-down. See Diagram 4. The first player to correctly duplicate the complete pattern in the Scrambler pulls the frame down onto his side of the game base and declares himself the winner.

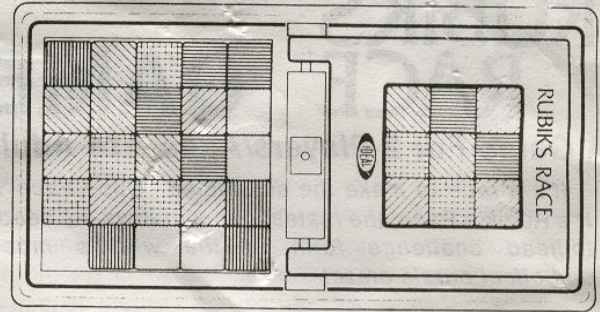
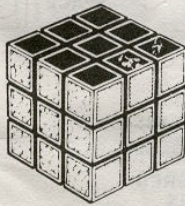


Diagram 5

*The winner now shakes the Scrambler to begin the next round.*

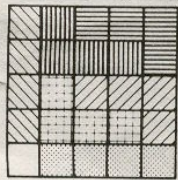
Using a Rubik's Cube



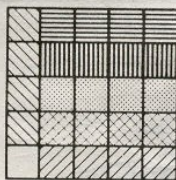
**Cubist's Curve:** If you have a *Rubik's Cube*™ (and who doesn't?!) you can mix it up and place it on the table, using the patterns on *two opposite sides* in place of the Scrambler. Each player races to copy the pattern on the Cube side facing him. The pattern must not be copied sideways or upside-down.

More Patterns to Rubik's Race

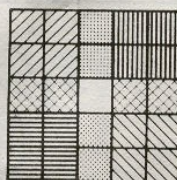
Challenge each other with patterns other than those of the Scrambler. Race to copy the patterns below:



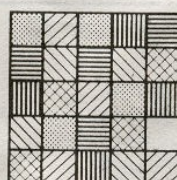
I's and L's



STRIPES



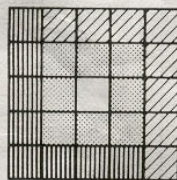
CROSS



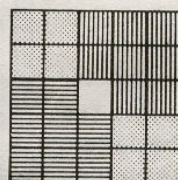
MIX-UP  
(No two of the same color touching)

*You can race to make these patterns from a random arrangement of your tiles, or begin with one pattern and race to another . . .*

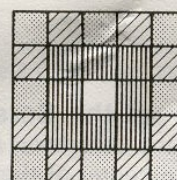
**Swappin' Tiles:** If you trade tiles so that each player's side has only 3 colors (8 tiles of each color), the following patterns can be raced:



BOXED-IN



BOOK-ENDS



OCTOPUS

**Re-Invent Rubik's Race!**

Don't stop with these patterns—any arrangement you can imagine can be raced! Think up different ones, make up your own rules—play your own version of *Rubik's Race!*