

## GAME RULES

Each player has up to three throws per turn. The object of each turn is to try and match combinations listed on the score sheet.

There are 10 rounds and the player with the most points after round 10 is the winner.

## DIRECTIONS:

On your first roll, roll all three cubes.

If you get a combination that you need you can stop and mark it on the score sheet.

If not you can keep any cubes you want and roll the rest. You can do the same for roll three.

If you don't get a combination required then you must mark a '0' in one of the score boxes.

## SCORING:

**Part 1 of the score sheet** contains five scoring sections:

1. Triangle logo
2. Meridian 3
3. Design & Print
4. Three dots
5. Three rings



You score 1 point for each one of the corresponding pictures you throw in a turn.

If you get all three in a turn then you get 5 points.

If you score 14 points or more in this top part of the score sheet, then you receive a bonus 5 points.

### Part 2 of the score sheet

also contains five scoring sections:

6. **Three of a kind** (20 points)  
(Three of a kind is three of the same of any of the pictures on the cubes).



7. **2&1** (10 points)  
(2&1 is two of any one picture and one of another).



8. **Straight** (20 points)  
(A straight is the three pictures 'Meridian 3', 'Design & Print' and the triangle logo).



9. **M3** (30 points)  
(M3 is all three of the large coloured blobs).



10. **M3 Chance** (2 points for each colour blob)  
(M3 Chance is a 'buffer' where you can score extra points if you're attempting to roll the 'M3' but don't manage it. You receive 2 points for any of the colour blobs you roll).

After the 10 rounds add up the scores and the player with the highest score is the winner.

