

2

1

4. **Second Earned Throw.** If player arranges all 7 letters into connecting words within the time limit he earns a second throw to be played same as first throw.

5. **Length of Game.** Any number of rounds, depending on time available. Usual procedure — agree to end game with one, two, or three more rounds.

6. **Words that qualify.** No slang; no foreign names; no proper names — only dictionary words (excluding proper names) qualify.

If players disagree time will be saved and disputes avoided by making available dictionary the final proof. (Regardless of size of dictionary.) If no dictionary is available the opinion of the majority shall be final.

7. **Other Games and Rules.** As in Poker, Gin Rummy, etc., groups of players often make their own rules. Here are some interesting variations:

(a) Some players give a special count for arranging all seven letters in one word—15 for mixed colors—30 if all one color.

(b) Some like to play with two sets of I-Qubes instead of one, allowing double time of three minutes for arrangement.

(c) When a player's time is up and he has made the best count he can, any other player who has been studying the throw and thinks he can make a higher count may make a bid for that purpose. Only the highest bidder is entitled to rearrange the dice and he is only allowed half the regular time.

Example: Score of original player is ten (10). Highest bidder says he can make 15. If he makes it, 5 points are added to his score. If he fails, 5 points are subtracted from his score and added to the original player's score.

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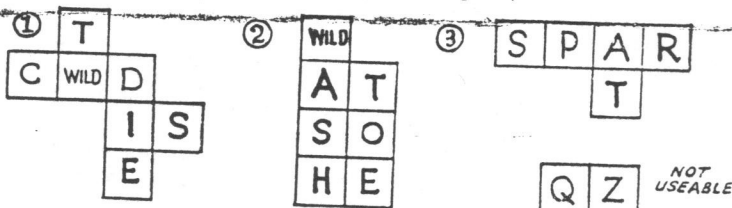
I-QUBES (Crossword Dice)

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THE RULES OF THE GAME

1. The game set consists of 7 dice, 42 sides. Forty sides bear alphabet letters, one half red and one half black. The other two sides, which bear the word "WILD" (one red and one black) may be used for any letter of the same color which the player elects to call it, and if used to make two cross words it must be called the same letter both ways, ~~no other letter where the~~ "WILD" is declared an "O" by the player.

2. The Game may be played as solitaire or with two to five competitors (no partners). If more than five players it is better to divide up into two tables. Each player throws the dice in turn and has one or 1½ minutes (as agreed upon) in which to arrange all 7 dice (or as many as possible) into words, all of which must be connected horizontally or vertically. If no vowel or "WILD" turns up in first throw, player is entitled to rethrows until vowel or "WILD" turns up. (See examples.)



3. **Counting Score.** Count the number of letters in each word and *double* the number for all words made with letters of *one color*. The counts for the examples above are as follows:

(1)	(2)	(3)
COD—doubled 6	DASH—doubled ... 8	SPAR 4
TO " 4	TOE " 6	AT 2
IS " 4	AT " 4	
DIE—single 3	SO " 4	
	HE " 4	
	17	26

(over)

Capex

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I-QUBES (Crossword Dice)

Copyright 1948

THE RULES OF THE GAME

1. The game set consists of two dice.

4. **Second Earned Throw.** If player arranges all 7 letters into connecting words within the time limit he earns a second throw to be played same as first throw.

5. **Length of Game.** Any number of rounds, depending on time available. Usual procedure — agree to end game with one, two, or three more rounds.

6. **What Words Qualify.** No slang, no foreign names, no proper names — only dictionary words (excluding proper names) qualify.

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Arlington Heights, Illinois

EXACT SAME GAME

2 DIFFERENT COMPANIES

2

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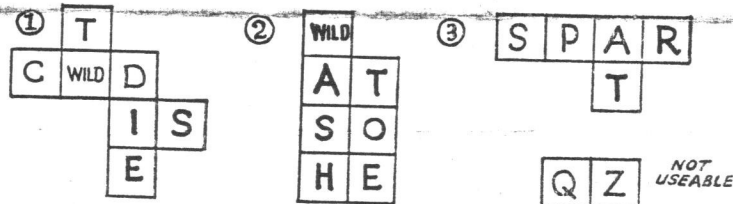
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(over)