DTHER WAYS TO PLAY!

Ages 7 & Up

RELAY RACE

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



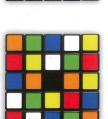
and L



Stripes



Cross



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

THREE COLOR CONTEST

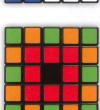
these patterns. opponent so you each colors and race to create have eight tiles of three Trade tiles with your



Boxed-in



Book-ends



Octopus

CUBE CHALLENGE

cube (sold separately) showing a random Each player must copy the pattern on the side facing him or her. each color on the sides facing the players). arrangement of colors (no more than four of Try replacing the Scrambler with a Rubik's



REINVENT RUBIK'S RACE

different patterns and make up your own rules so you can play your personal version of Rubik's Race. There's no need to stop here. Use your imagination to create

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> the trays on either side. There should be a total of 24 tiles and one empty space Move the frame to the upright position. GET READY top of a tile frame until it snaps into place. pieces together. degrees. Then push both game base either side of the game base and position at 90 the base by aligning the tabs with the slots. Cubes from the plastic bag and place them in the Scrambler. Race to slide your colored tiles and be the Randomly place four tiles of each color in spaces on the black base. Snap the clear top into SETUP OBJECT Tiles: Push each colored tile square into the Frame: Place the frame into the groove on Scrambler: Remove the Nine Colored Mini first to match the pattern shown on the TI ANTOS TI BOLIS U Rubiks Race GAME BASE HINGED FRAME EMPTY SPACE 24 TILES Ø 2 Players

WARNING:

in each tray.

Not for children under 3 years. CHOKING HAZARD-Small parts.

CONTENTS

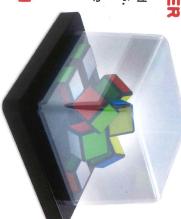
- Game base with frame (3 Pieces)
- 48 Colored Tiles
- Scrambler (2 Pieces)
- 9 Colored Mini Cubes

Let's play!



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.

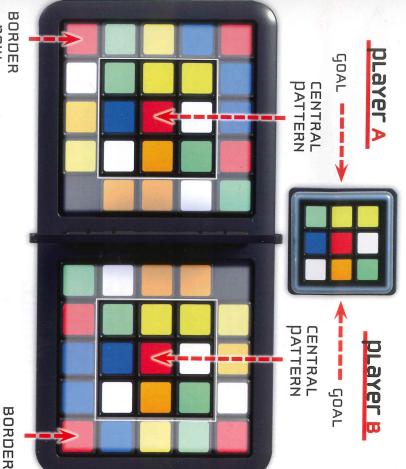




REVEAL THE PATTERN

Place the Scrambler next to the game to reveal the pattern and begin the race!

Note: If more than 4 squares of the same color appear in the Scrambler, shake it again to create a new pattern.





SNIM NOV GIO

or her position, not sideways or

The first player to match the pattern slams down the frame down and wins!

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

ROW

ROW