

stolen in this manner.

Winning the Game:

The first player to collect 4 cards AFTER a round is over wins the game. It is possible for a player to collect his/her fourth card, but later, in the same round, one of the other cards is stolen.

If two or more players have four Combination Cards at the end of a round, the player with the most Bear Paw Print cards, wins. If there is still a tie, the player with the most Wolf Paw Print cards wins. If still tied, all tied players win!

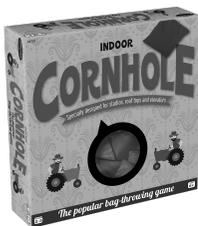
Strategy Tips:

- When players see that another player is getting close to winning his/her fourth card, or when they have won their fourth in the current round, players should focus on stealing a card, and not on collecting a card from the middle grid.

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Ages 8+



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Contents:

- 26 Combination Cards
- 24 Dice (4 sets of 6)

Object of the Game:

The first Player to collect 4 Combination Cards wins the game.

Set Up:

- Shuffle the Combination Cards. Count out the number of cards to use in the game based on the following:
 - 2 players: 6 cards
 - 3 players: 9 cards
 - 4 players: 12 cards
- Put the rest of the cards back in the box. They will not be used in this game.
- Lay 6 cards in the middle of the table, face up, in a 2 x 3 grid.
- The rest of the cards are used as a draw pile to replenish the cards in the middle.
- Each player chooses a set of six dice.

General Game Play:

Fair Game is played in rounds. Each round, players roll their dice and try to match one of the Combination Cards. Players may roll their dice up to three times per round. Players may re-roll any or all of their dice. Between rolls, any player who has made a combination may claim the card showing that combination. Players can also steal Combination Cards won by other players.

Combination Card Notes:

- The Dice showing on the Combination Cards are only examples. For example, with the ALL EVEN card, it can be ANY dice combination as long as all dice are even (i.e. 2, 2, 2, 6, 4, 4).
- The difficulty level of the cards, in general, is denoted on the cards as follows:

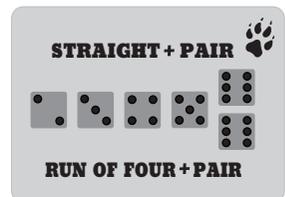


Deer Print image - Easier

Wolf Print image - Moderate

Bear Print image - More Difficult

- When two combinations are shown on a Combination Card, for example, STRAIGHT + PAIR card, a die can only be used for one of the two combinations. One die cannot be used in the straight AND the pair.



First Round:

- All players start a round by rolling their six dice at the same time trying to make combinations shown on the face up cards.
- If a player cannot make a combination, or wants to try to make a different combination, the player can roll his/her dice two more times (a total of 3 rolls of the dice each round). Players do not need to re-roll their dice at the same time as other players.
- A player can re-roll any number of dice. He/She does not have to re-roll all 6 dice.
- Once a player has settled on a combination (i.e. All Even Combination Card), the card is placed in front of the player who made that combination, and the player's dice are placed on this card. For the rest of this round, this card is protected (as indicated by placing the dice on the card).
- Each player can continue to roll (up to three times in a round), in an attempt to win a Combination Card.
- Once each player has rolled three times or has won a Combination Card, the round is over.

Subsequent Rounds:

- Replenish the 2 x 3 middle area grid from the draw pile so that six cards are again showing. If you run out of cards in the draw pile, you will not be able to replenish the cards in the middle. This is ok, and it means the game is getting towards the end.
- All players again start by rolling their six dice at the same time trying to make combinations shown on ALL face up cards – the cards showing in the 2 x 3 grid, AND the cards each player has already won.
- If you make a combination that a player already has in front of them, it is FAIR GAME to steal the card (unless their 6 dice are on the card), and place it in front of you. Cards can continually be