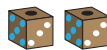
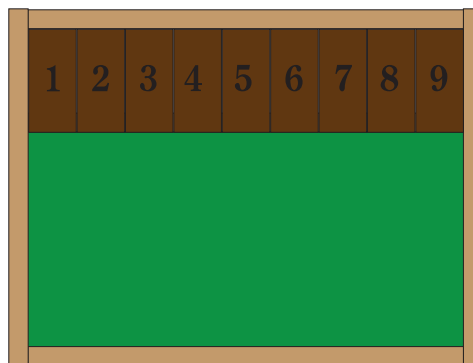


# SHUT THE BOX

Shut the Box can be played solo, or with two or more players, and consists of several rounds per game. The game begins after a preliminary round has decided the first shooter (usually the player with the highest roll of the dice). A round consists of each player taking a turn. During each turn, a player repeatedly throws the dice to "cover the tiles" of the box. At the start of a player's turn, the numbers are visible on all tiles (i.e., they are "uncovered"). Two dice are rolled. A combination of tiles equaling the total are "covered" (hidden from view). For example, if the dice show a 2 and a 3, for a total of 5, any of the following combination of tiles could be covered: 1 and 4, 2 and 3, or the '5' tile alone. If every numbered tile higher than 6 is covered, then only one die is used. The turn ends if no tile could be covered on a throw of the dice. The goal is to cover all numbers, thus "shutting the box," resulting in a penalty score of zero. A player's score is the sum of the numbers remaining uncovered at the end of their turn. The player with the lowest score wins.

Another fun way to keep score is to sum up the numbers on the tiles that you have covered. In this version you open all of the tiles and attempt to close as many as possible using your dice rolls. If you are stopped by an unlucky roll, your score then becomes the sum of all the tiles you closed. All scores for each round are added and the first player to reach a predetermined score is the winner. This can be played to 200 points for a short game, or to 500 points for a longer game. Four people playing to 500 points takes about 20 minutes.



## COMPONENTS

For example, a throw totaling 10 would allow the player to cover these combinations:

