Ultimate Shut The Box

Michaud Toys
Handcrafted in Canada
Est. 1984
www.michaudtoys.org

Object of the Game: The object of the game is to move all your marbles to the "SAFE" zone by rolling two dice. The winner of the game will be the first player to do this. Therefore any number 1 to 12 will be played at least twice to Shut the Box. The first time playing a number will move it to the "CAUTION" zone & the 2nd time playing the number will be to move the marble into "SAFE" zone. Once you have your marble into the "SAFE" zone then no other opponent can move it back to "CAUTION" zone.

To Start: At the beginning of each round, move all the marbles down to the "START" zone. Player rolls two dice, then move one or more marbles upwards to the "CAUTION" or "SAFE" zones. The sum of the two dice must equal the sum of the marble(s). For example, if a 6 and 2 are rolled on the dice, the sum is 8. Now any one of the following marble combinations may be used ~ 8 alone, 7 & 1, 6 & 2, 5 & 3, 5 & 1 & 2 etc (ref to back of card). As long as the marble(s) equal the dice. Once a marble(s) has been moved upward or down your turn is over. The other players now roll the dice again and keep moving their marble(s) or their opponents marble(s) with the same rules. This continues until one player moves all their marble(s) to the "SAFE" zone thus Shut The Box.



Options for each move:

1) Move your own marble(s) or your opponents into the "CAUTION" zone
2) Move your own marble(s) into the "SAFE" zone
3) Move your opponents marble(s) or your opponents from "CAUTION" to "START" zone
4) Move some of your own marble(s) & some of opponents (as long as it equals the dice value)
5) Move your own marble(s) out of "SAFE" position back to "CAUTION". This is not recommended. However, a player must use the face value of each of the dice on every turn, therefore sometimes having to open your marble(s) out of "SAFE" zone. Strategically you try to move your own marble(s) into "SAFE" zone while trying to occasionally move your opponents marble(s) back to "START" zones.

Note: Only you can move your marble(s) out of your "SAFE" zone, no other opponent can move it back and vise versa!

cont...

Variation : You can play the game with a more advance variation. The rules are exactly the same as above the only difference is you can subtract as well. For example is you roll a 6 & 2 your different combinations are as following:

8 only
6 & 2
5 & 3
7 & 1
1 & 2 & 5
4 & 3 & 1 (whatever adds to 8)

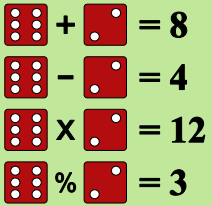


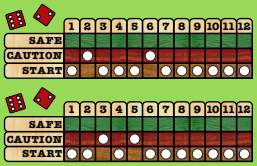




➡ Rolling doubles allow you to move your marble up two spaces to the "SAFE" zone.

Advanced Playing





Advanced Playing: Now the other options is to subtract as well, lets say 6 & 2 is still the example then subtract 6 - 2 = 4 Move the marble up in number 4. For the most advanced players you can add, subtract, divide & multiply what ever the two dice equal etc: 6 & 2 you can multiply to equal 6 x 2 = 12 or Divided to 6 % 2 = 3

Below is an example of white moving up the "2" and then moving back yellow "6" to start zone





WARNING:
CHOKING HAZARD - Small Parts.
Not for Children under 3 years old.

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