

Age 8+ 2-4 Players

DRUMMOND
PARK

LOGO Grab

Contents:

- 2 large bell-filled dice*
- 6 large lettered dice
- Dice bag
- 48 coasters

* Please note: the bells are contained within the dice and are not supplied loose.

In Brief:

Lay out a 3X3 grid of coasters and deal two more to every player. All are laid out face up. Players take turns at pulling four dice from the bag and rolling them. Everyone at once tries to spot a brand in the 3X3 grid that starts with one of the dice letters.

The first to spot a match shouts out the brand and grabs the dice. If the dice rings, the player does not pick up the brand coaster they shouted out and has to put back one of their own coasters from their own collected coasters. If the dice is silent the player collects the brand coaster they shouted out and it is replaced by a coaster from the main deck.

The first player to collect two sets of 3 same-coloured coasters (6 coasters in total) wins. Each coaster has a coloured band across each end, which represent brand categories. There are 12 red, 12 yellow, 12 blue and 12 green brand coasters.

In Detail:

Getting Ready To Play

1. Shuffle the 48 coasters and lay out a 3 by 3 grid (9 coasters) on the table.
2. Deal each player two coasters from the deck.
3. Grid coasters and players' coasters are all laid out face up.
4. Put all eight dice in the bag – there should be 2 ringing dice and 6 silent ones.
5. The youngest player goes first and play moves clockwise round the table.

To Play:

- The player whose turn it is shakes the bag and pulls 4 dice out (without looking in the bag).
- He throws the dice into the centre of the table visible to – and within reach of - all the players.
- All the players try to spot a brand in the 3 by 3 grid that starts with one of the letters shown on the top side of the dice.

- The first player to spot a match shouts out the brand name and grabs the dice with the matching letter. If two or more people shout out a brand the first to grab a correct dice "wins" that turn.
- If there is no match the dice are replaced in the bag and the next player pulls out four dice.

The Twist:

- The player that has just grabbed the dice shakes it to see if it contains a bell. If it does, that player LOSES one of their coasters which they place at the bottom of the main deck. They choose which one they want to lose.
- If the dice is silent the player adds the brand coaster they have just shouted out to their collection. The coaster is replaced in the grid from the main deck.

To Win:

- The first player to collect two different coloured sets of 3 coasters (6 in total) wins.
- For example 3 red coasters and 3 green coasters will win, but six green coasters will not win.

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WARNING! Not suitable for children under 36 months due to small parts.
CHOKING HAZARD.

Colour and contents may vary from those shown. Please retain this information and packaging for future reference.

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