

# QUBOSITY™

## Name It & Claim It™

## RULES

### Contents

9 Category Cubes (54 Categories), 25 Chips, Electronic Timer/Letter Generator (21 Letters)

### Object

Think fast to name something in one of the categories and grab that cube, avoiding collecting Chips if the random timer stops on your turn!

### Set Up

- Place the Timer/Letter Generator in the center of the play area.
- Put 20 Chips in a pile so everyone can reach them. You may use fewer if you want a shorter game time.
- Everybody grab some of the cubes and get ready to roll 'em!

### Play

- Everyone rolls the cubes onto the playing area!
- Someone hits the button on top of the Timer/Letter Generator—this starts the timer and displays a letter!
- The youngest player goes first, naming something in one of the categories shown on a cube, and it must start with the letter displayed.
- For example, if you see the category “Gross Things” and the letter displayed is “T,” you could say, “tarantulas!” on your turn!
- When you name something, grab that cube. The person to the left goes next, and so on.
- Play until the timer stops or all cubes have been grabbed! NOTE: The timer is random and could stop any time between 30 and 45 seconds...you never know! Just hurry because you don't want it to stop during your turn!

- If the timer stops during your turn, the round ends and you must take a Chip (you don't WANT Chips...the goal is to be the player with the LEAST Chips!).
- If all of the cubes are grabbed before time is up, the last player to grab a cube gets to give one of their Chips to any player they choose! That player then gets to start the next round.
- Everyone pick up some cubes and roll them again, and press the Timer/Letter Generator button again to get a new letter and start the timer. The player who got a Chip in the previous round starts this new round.
- Keep playing until the pile of Chips is gone!

### Winning

When the Chip pile is gone, count the Chips you have. The player with the least wins! In the event of a tie, those players who tied play another round to determine the winner!

**CAUTION:** Do not roll cubes and play on fine wood surfaces; may cause damage to surface.



**PlayMonster™** We wanna hear about all the fun you had!



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