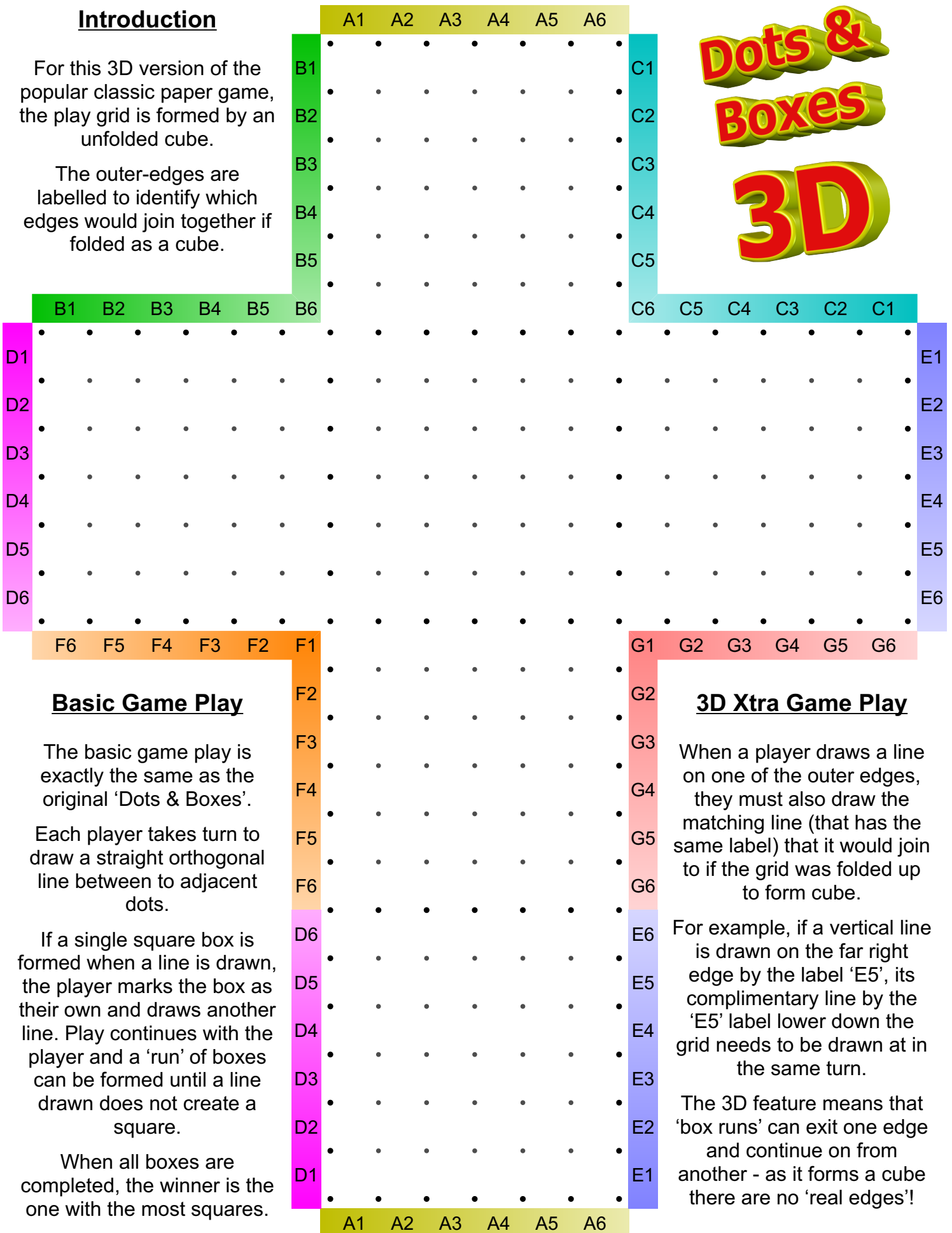


Introduction

For this 3D version of the popular classic paper game, the play grid is formed by an unfolded cube.

The outer-edges are labelled to identify which edges would join together if folded as a cube.



Basic Game Play

The basic game play is exactly the same as the original 'Dots & Boxes'.

Each player takes turn to draw a straight orthogonal line between two adjacent dots.

If a single square box is formed when a line is drawn, the player marks the box as their own and draws another line. Play continues with the player and a 'run' of boxes can be formed until a line drawn does not create a square.

When all boxes are completed, the winner is the one with the most squares.

3D Xtra Game Play

When a player draws a line on one of the outer edges, they must also draw the matching line (that has the same label) that it would join to if the grid was folded up to form cube.

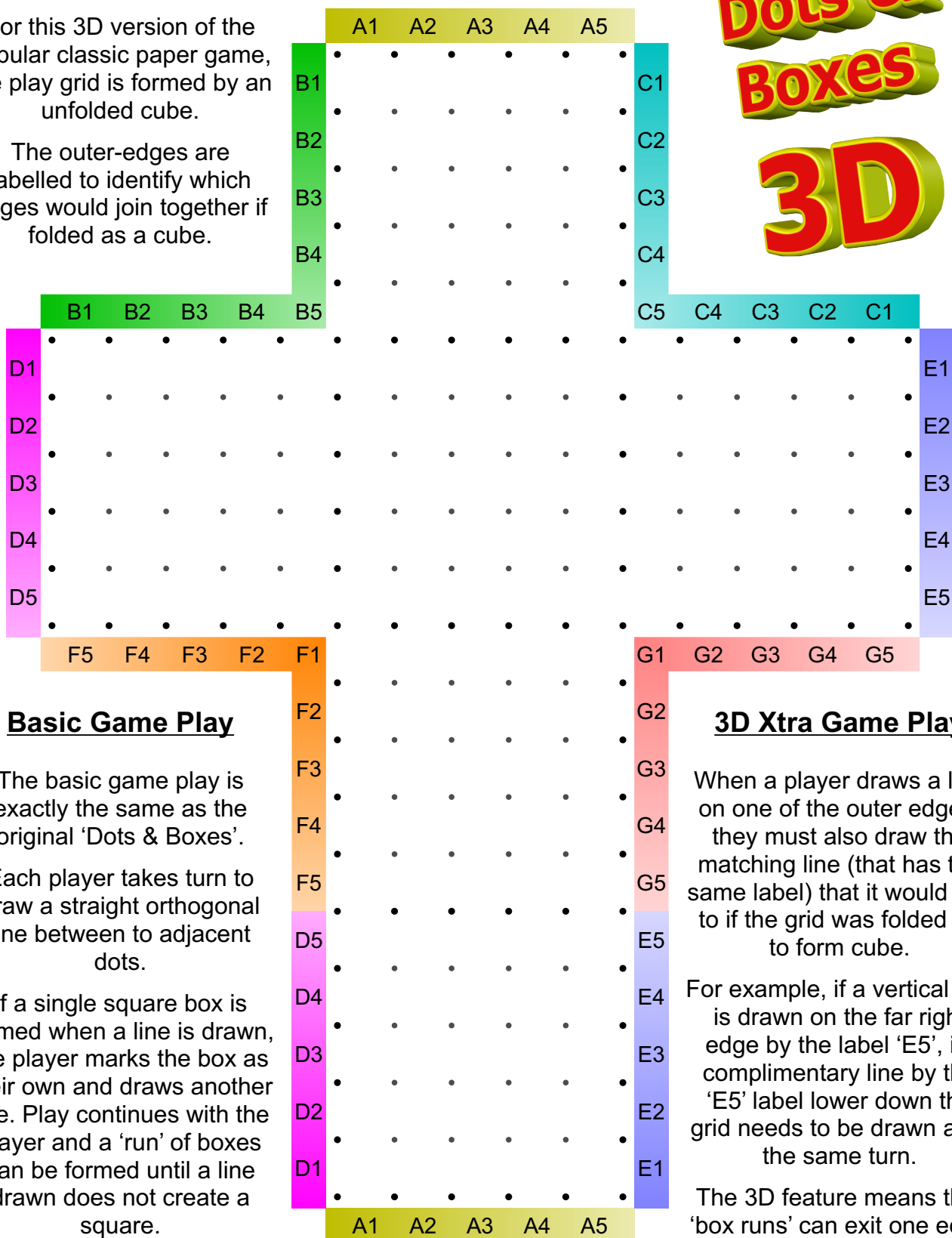
For example, if a vertical line is drawn on the far right edge by the label 'E5', its complimentary line by the 'E5' label lower down the grid needs to be drawn at in the same turn.

The 3D feature means that 'box runs' can exit one edge and continue on from another - as it forms a cube there are no 'real edges'!

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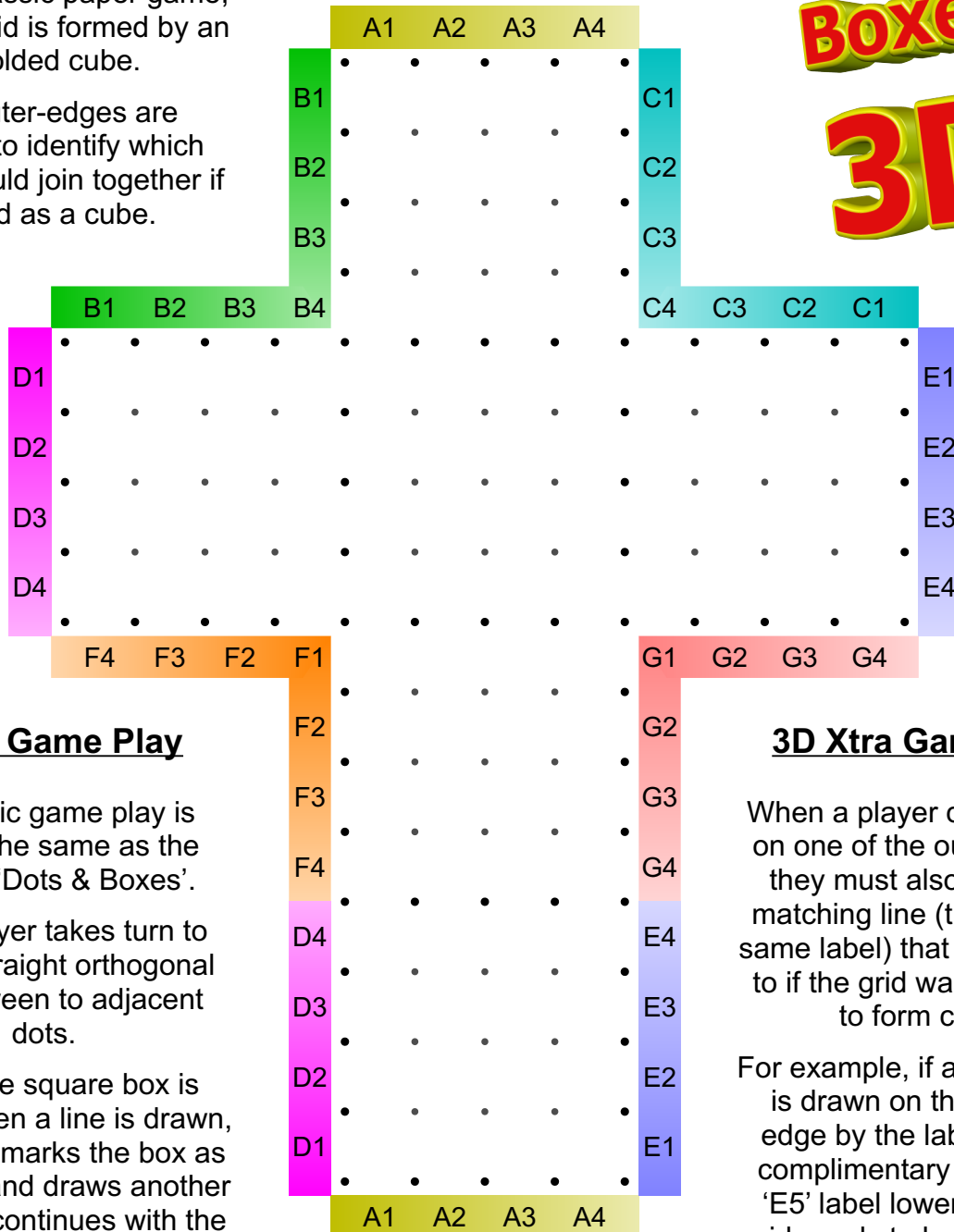
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