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Get ready to shut the Super Box!

Roll the dice and add up the dots to shut the tiles of your choice.

The tile total must match the dot total in any combination you want.

Throw the dice until no more tiles can be shut.

The player with the lowest remaining tile total wins the round and scores 1 point.

Shut all the tiles in the Super Box and score a 1 point bonus!

This fun family game helps develop math skills while being fast to learn and easy to play.

Object of the Game

Try to shut the Super Box or have the lowest tile total to score points.

First player to score 5 points wins the game.

Playing the Game

To start:

Have a piece of paper and a pencil handy to keep score.

Designate a score keeper.

Make sure all the numbers on the tiles are showing.

Each player rolls a die to determine the turn order.

The player with the highest roll starts the game.

Rounds:

One round of the game consists of each player taking one turn.

A turn:

A player throws the dice into the box and adds up the dots.

This total can be broken down into any combination of numbers that corresponds to the dot total.



For example, if the total is 6,
the player could choose one of the following
combinations of numbers if they are
available to be shut:



- 6
- 5 & 1
- 4 & 2
- 4 & 1 & 1
- 3 & 3
- 3 & 2 & 1
- 2 & 2 & 1 & 1

After choosing a combination of numbers the player
shuts the corresponding tiles.

The player can only shut a tile from the second
row if the tile in front of it has already been shut.

The player keeps throwing the dice to shut
additional tiles.

Once a tile is flipped it stays shut.

When the total points on the uncovered tiles is six
or fewer, players can choose to throw only one die.

On each throw the entire dot total must be used,
if it cannot, no tiles are shut for that throw
and the turn is over.

Once the turn is over, the player adds up
the remaining numbers on the uncovered tiles.

All numbers still available
in the first row count for double.

The score keeper writes down the tile total
for that player and it is the next player's turn.

Winning a Round

Double Shutter is played in rounds.
The round is over when each player has had a turn.
The player with the lowest tile total
wins the round and scores 1 point.

Players who shut the Super Box score
a 1 point bonus.

If there is more than one player sharing
the lowest tile total
(a tie) these players each score 1 point.

Winning the Game

First player to score 5 points wins the game.

1 to 6 Players
Ages 6 to Adult
Play time: 10 minutes



www.blueorangegames.com

A game created by Thierry Denoual. © 2007