



*RULES OF PLAY*  
**IN A NUTSHELL...**

Think of Tic-Tac-Toe and you have the basic premise behind JINX™. But here's the difference: the dice will show you where on the board's grid to place your game pieces - so it's up to Lady Luck who'll be the first to get three in a row!

**GETTING STARTED**

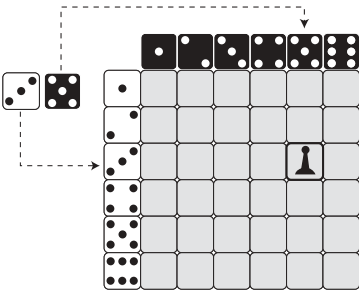
Each player selects a color and takes all 9 of their game pieces. Select a player to keep score. Roll to see who goes first (highest roll).

**GAMEPLAY**

The playing area of the board consists of the blank grey squares that form a grid. The black and white dice squares on the top and side of the grid guide players in placing their game pieces.

If you are the first player, roll both the black and white dice (throw the dice into the gamebox). *What you roll tells you where to place your game piece on the board.*

For example, if your roll shows a '3' on the white die and '5' on the black die, place one game piece on the grey square as indicated below:

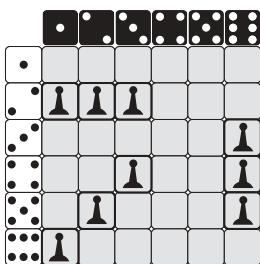


After you have placed your piece on the board, play then passes clockwise to the next person, who rolls the dice to place one of their pieces on the board.

There are two things to look out for during your turn:

- If you happen to roll and land on a square that already contains one of your game pieces - this is called a *JINX!* - you must remove *all* of your game pieces from the board and start over again!
- If you happen to roll and land on a square that already contains one of your opponents' game pieces, remove that piece from the board (hand it back to them) and place your own piece on that square.

The first player to line up 3 of their game pieces consecutively on the board - either horizontally, vertically or diagonally - *wins the round* (any one of the three possibilities shown below):



The player who wins the round gets an 'X' marked on their first circle on the Scoresheet. All the game pieces are then cleared off the board and the next round begins (with the winner rolling first)...

**Note:** If all of your game pieces have been placed on the board, and you still have not managed to line up 3 of them consecutively, remove all your game pieces and start again (but your opponents' pieces stay where they are)!

The first to win 3 rounds - i.e, to have 3 circles marked on the Scoresheet - **WINS THE GAME.**

- ENJOY THE GAME! -

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# JINX

Feel Lucky?



## SCORESHEET

PLAYER	PLAYER	PLAYER	PLAYER	PLAYER

# JINX

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