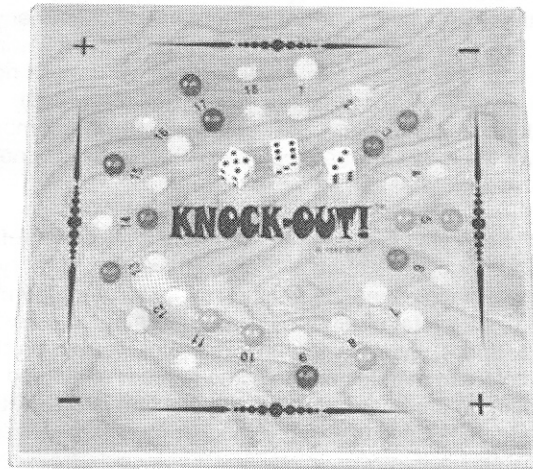


KNOCK-OUT!™



Thinking Beyond the Obvious!

Ages 6 to Adult
2 - 4 Players

CONTENTS:
Wooden Game Board,
80 Marbles (20 each of 4 colors),
4 Removable Marble Trays, 3 Six-sided Dice

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OBJECT

Add three numbers together to make a total. Then use your best thinking skills to break that total into its parts to knock your opponents off the board while capturing numbers for yourself! From the mathematically challenged to the mathematically gifted, ***KNOCK-OUT!***, with its multi-leveled play, is guaranteed to make math fun again!

RULES OF THE GAME

Each player selects a marble color. (20 marbles per player.) Each player must first roll all three dice and add the numbers shown to get a total. The player with the highest total becomes Player #1. Play continues clockwise.

Player #1 begins the game by rolling all three dice and adding all three numbers together to make a total. Each die must be used one time and one time only. Player #1 may use the total one of two ways:

Option 1: Place one marble on either the inside or outside of the number representing the total of the three dice.

Option 2: Place marbles on either the inside or outside of any combination of numbers that, when added together, equal the total of the three dice. There is no limit to the number of marbles that can be used.

NOTE: Marbles may not be placed on both sides of the same number on the same turn, i.e., the same number may not be used twice in one turn.

For example, Player #1 (blue marble color) rolls a 6, 3, and 6 making a total of 15. Player #1 may either place one blue marble above or below the 15 (*Option 1*) or break that total down into any combination of numbers that total 15 (*Option 2*). For example, Player #1 places a marble on each of the following numbers: 1, 2, 3, 4, and 5 since these five numbers add up to a total of 15 (the total of all three dice). It does not matter on which side of a number the player places the marble - the inside or outside circle. (***See Figure 1***) A player may continue to shift the placement of new marbles during a single turn until satisfied with the combination. Once the dice have been passed to the next player and/or the move declared complete, the player may not change the combination anymore.

KNOCK-OUTS

Until a player has a marble of their own color on both the inside and outside of a number, that marble is in danger of being knocked-out by another opponent's marble. For example, Player #2 (yellow marble color) rolls a 2, 3, and 5 making a total of 10. Player #2 places a marble on each of the following numbers: 1, 2, 3, and 4 since these four numbers add up to a total of 10 (the total of all three dice). In doing so, Player #2 will knock-out Player #1 (blue marble) from numbers 1, 2, 3, and 4, thus leaving only one blue marble on the board. (***See Figure 2***) There should never be two different colors of marbles on the same number at the end of any player's turn. It is suggested that knocked-out marbles remain on the board until the player's turn is complete, thereby reducing the chance that a number might mistakenly be used twice in one turn. Knocked-out marbles may be reused on future turns.

CAPTURES/SCORING POINTS/WINNING THE GAME

When a player's marble color is placed on the opposite side of a number currently occupied by that player's same marble color, then that player has captured the number and scored one point. The captured number is now closed to all players and may not be used in other play. Marbles on captured numbers remain on the board for the duration of the game and cannot be removed. **The first player to score five points (or capture five numbers) wins the game.** For example, Player #1 (blue marble) rolls 6, 5, and 3 making a total of 14. Player #1 places marbles on 2, 3, 4, and 5 (equaling 14) which captures the 5 for blue for 1 point and knocks-out yellow from 2, 3, and 4. (***See Figure 3***) This is not the only option but is one which allows the player to have the satisfaction of not only scoring a point but also knocking a player off the board - the really fun part of the game!

NO MOVE

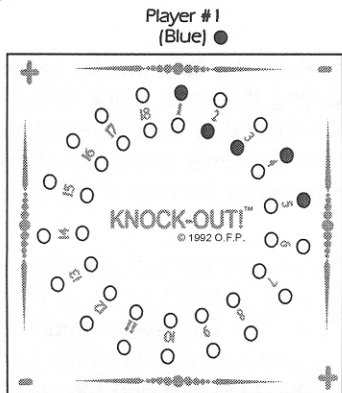
If a player has no possible move on a turn, then that player must declare "no move" and pass the dice to the next player. Remember, all three dice must be used - no partial totals allowed.

GAME ENDS

The game ends when one of the following occurs:

- One player scores 5 points and is declared the winner, or
- After 2 consecutive rolls by each player with no available move. The winner is then decided by the player having the most points (or captures) at that time. In case of a tie, the player with the most marbles on the board is declared the winner.

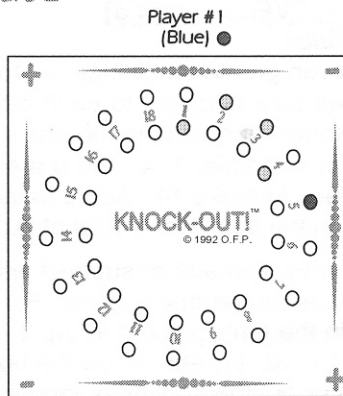
Figure 1



Player #2
(Yellow) ○

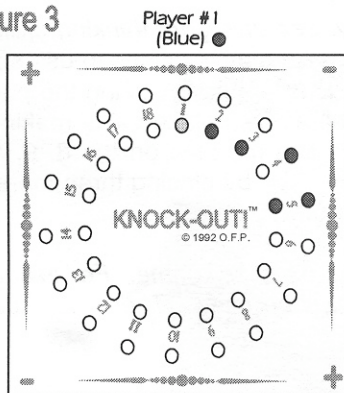
*This is a
sample
game with
2 players.*

Figure 2



Player #2
(Yellow) ○

Figure 3



Player #2
(Yellow) ○

MULTI-LEVELS

Face Value:

Younger players may want to begin playing **KNOCK-OUT!** with only two dice and by using only the numbers represented by counting the dots on the dice (face value) or their total when counted or added together. For example, a player rolls a 4 and 6. Marbles could be placed on the board on the 4 and 6 or the 10. If none of these numbers are open (i.e. the 4 and/or 6 or the total of 10 are already captured), then the player must pass their turn without a move. When using two dice, the winner is the first player to score three points (or capture three numbers). Players may then continue to increase the skill level by using three dice instead of two. The winner is then the first player to score five points (or capture five numbers).

On the face-value level of play, if doubles are rolled on the dice, the player may automatically capture that number (place their marbles on both sides of the same number on the same turn) and score a point as long as both the inside and outside of the number are empty. *This is the only level in which this is allowed.*

When players are ready to go beyond the face value level, the regular version of **KNOCK-OUT!** may be introduced using any combination of numbers to create the total rolled by using only two dice. As in the face value level, the winner is the first player to score three points (or capture three numbers).

MULTI-LEVELS (cont'd)

Place Value:

For an even greater challenge, try forming two digit numbers and breaking the total into its components. Place two dice adjacent to each other with the left number representing the ten's place value and the right number representing the one's place value. The third die is then added or subtracted to make the total. For example, 1, 4, and 6 are rolled on the dice. Place the **1** in the ten's place and the **4** in the one's place to make 14. Add **6** to the 14 to make a total of 20. The player might then use the 1, 2, 3, 4, and 10 on the board for a total of 20.

Players may also add or subtract two of the numbers and use this total in the ten's place. The third die is then used in the one's place. For example, using the 1, 4, 6 roll, combine $6 + 1$ to equal 7. The 7 is placed in the ten's place and the **4** in the one's place to make a total of 74. The player might then use the 10, 13, 16, 17, and 18 on the board for a total of 74. Remember, there is no limit to the quantity of marbles or numbers used as long as no number is used more than once in a turn and the combination equals the total made by the dice.

For an even higher level of strategy, use divergent thinking skills to create the answer before the dice are even rolled! For example, suppose a player wishes to use spaces 8, 9, 12, 15, and 17. The total of these numbers is 61. The player rolls 3, 5, and 6. Using the place value level, the player places the **6** in the ten's place value and the **5** in the one's place value making a 65. The player then adds **3** to this for a total of 68. The player places five marbles on the 8, 9, 12, 15, and 17 for a total of 61. The balance of the total is 7 which can be used by placing three more marbles on the 1, 2, and 4. When all eight numbers are added, the total is 68.

NOTE: Only one level of play can be used per game. For example, at the beginning of the game, the players determine that place value will be used. Therefore, no other version or level of play may be used except place value.

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