

Add-Vantage™

An original game for 2-4 players age 7 and up
Inventor: Mr. Jeff Glickman. Developed by Gaya Games.

Content:

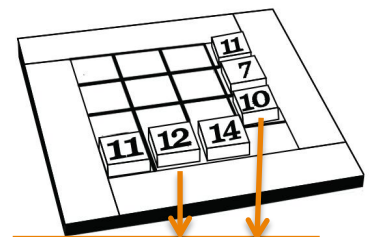
- 4 wooden boards
- 36 dice
- 26 wooden tiles:
 - 1 tile with the number 7
 - 2 tiles with the number 8
 - 4 tiles with the number 9 (the tiles represent the number 9 and not 6)
 - 6 tiles with the number 10
 - 6 tiles with the number 11
 - 4 tiles with the number 12
 - 2 tiles with the number 13
 - 1 tile with the number 14
- 8 coins

Subject:

The objective of the game is to match the sum of 3 dice to the number on tiles at the end of each row or column, and gain maximum tiles points.

Preparation:

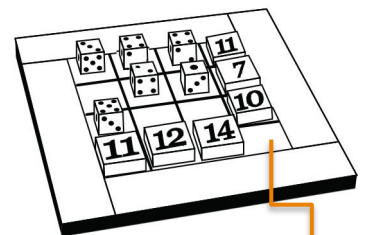
- Each player gets one wooden board and two coins.
- Place the tiles on the table with the numbers facing down (cannot see the numbers) and mix them well. **Each player blindly draws 6 tiles and places them on their board (see sketch to the right).**
The tiles can be placed anywhere on the board. 3 in the column on the right and 3 at the bottom row.
- Two additional tiles are drawn, and placed on the table, face up. Any remaining tiles are not used.
- Place all of the dice in the center of the table.
- Players will choose the first player and continue in the order of players decided hence.



Place 3 tiles in the right column and another 3 tiles on the bottom row

Playing The Game:

- The first player throws 2 dice and places them on any square of their board. (2 dice because he has 2 coins > see below)
- Players take turns until their board is filled. The objective of the game is to match the sum of 3 dice to the number on tiles at the end of each row or column. (If only two dice total the amount on a tile, it doesn't count.) **The sketch to the right represents the sum of 11 made up of 3 dice in the upper row.**
- Once a player matches the sum of 3 dice to the number on the tile, the tile is removed from the board and at the end of the game the player will get the tiles points.
- Once a die has been placed on the board it cannot be moved during the game.



The Bonus line

Bonus:

There are two tiles in the center of the table. Players may claim a tile when their diagonal line (as shown on the sketch) match the number on one of the two tiles. The player then takes the tile and at the end of the game he will be granted extra points. **At the end of the game there may be dice that will not match the tile at the end of the row or column. In which case the player will not get points for those tiles.**

Using the coins:

The coins add an element of deviousness. Each Player has 2 coins that allows him to throw 2 dice. (One roll for each coin). The coins can be used in two ways: Giving up on a die or "buying" a die from another player.

Giving up on a die:

If a player throw a die and does not want to place it on their board , they can give up one coin (put it in the center of the table) and not place the die on their board.

This coin will be out of the game.

Each turn player may pass only one die thrown.

"Buying" a die from other players:

Alternatively players may choose to "buy" a die from another player, in exchange for a coin. This constitutes as a turn (For example – If a player has two coins, they cannot "buy" a die and throw another die for the other coin).

Players cannot refuse another players offer to "buy" the die.

Furthermore, a player cannot "re-buy" the same die that was taken from his board in the next round – However players can "buy" a similar die from a different player or from the same buyer, provided they have a different die with same number on it. If a player gave up a coin (whether they bought a die or gave up a die), and they left with a single coin, in the next round they may throw only one die (one roll for each coin).

Players with more than 2 coins must toss at least 2 dice but are not committed to throw more than 2 - only if they chooses to do so.

Players with no coins left cannot continue playing – but they must stay in the game as other players may buy one of their die and pay them a coin. Once the player acquires a coin they can continue playing.

At the final round, if a player has 2 coins and only one space left on the board – they can throw 2 dice and chose which one to place on their board.

End of the game:

The game ends when all the boards are filled with 9 dice.

Scoring:

Each player counts the tiles removed from the board. Player with the bonus tiles count these tiles as well.

The player with the highest sum of tiles wins the game.

Optional additions:

- In a game for two players only – we recommend not to take the tiles out when the sum of 3 dice has reached, but to leave the tile on the board. When one player "buys" a die from that line (row/column/diagonal), the other player need to recomplete the sum of the tile again. This 2 players game will ends when 2 players have a full board (9 dice) and only then players will take out the tiles matching the dice. The player with the highest sum of tiles wins.
- Try to play the game with players placing their tiles on the side – allowing only them to see the numbers on the tiles.
- Another bonus rule may be added – a player can give up a die already placed on his board in exchange for a coin. The coin is out of the game. A player can give up only one die at a turn.

Good Luck!

תורה GAYA
The Art of Thinking

Tov Shop