

Game Instruction

## Playing with

2-4 players age 4 and up.

## What's in the box?

36 magnetic discs. Shape die. Color die. Game instructions.

## A Few words about Clack

Clack is a swift and race-like game. Players speed to collect discs determined by the color and shape dice. The player who collects the most discs is the winner.

## Preparation for the game

Spread all 36 discs on the table or floor face up. No need to leave too much space between discs.

## Ready... Go!

When all players are ready, the oldest player tosses the dice. Players try to collect as many discs as possible with the combination of color and shape indicated by the dice.

## Example:

If the 'color die' is red and the 'shape die' is a flower then players should look for discs in which a red flower is found. Players can only collect discs with one hand and by using the magnetic force of the discs. Collected discs are placed next to the player in a tower-like manner stacked one on top of the other.


## The blank face of the dice

One face of each die is blank. When a die lands on a blank face it is ignored.

- When the shape die is blank, players collect all shapes with the color indicated by the color die.
- When the color die is blank, players collect the shape indicated by the shape die in all colors.
When both dice are blank, players should collect as many dice as possible, ignoring shapes and colors. (Remember to use only one hand!)


## What happens when there is nothing to collect?

When the dice indicate shape and color that do not appear on any of the discs, roll again. A player who touches any of the discs that are on the table must return two discs to the table from his previously collected discs.
The game is played in rounds
The dice are thrown, all relevant discs are collected, the dice are thrown again. In such manner all 36 discs are collected.

## Who is the winner?

After all 36 discs have been collected; the player with the highest tower (who collected most discs) is the winner.

## Recommendation

When one of the players is too young and has difficulty competing with older players, play in the following manner: Each player throws the dice in his turn and collects the relevant discs. When there are no more discs to collect the turn passes to the next player. The game ends when all 36 discs have been collected and player who collected the most discs is the winner.

