



FOURTEEN™

Players: 2-6 Ages: 8+

Object of the Game:

Players add, subtract, or barter with each other to eliminate the 14 numbers on their score sheet.

Game Set-up:

You will need a Smiley Game Cube to play this game. You will need to print out a sheet of Smiley Tokens and Fourteen Number Score sheets. For best game play experience print on heavy paper. Cut out game pieces and store in a plastic bag until you are ready to play. Players will need a pencil.

Players roll the Smiley Game Cube to see who goes first. The highest number rolled, adding both the inside and outside numbers, goes first (☺=0). Then the players take turns clockwise until a winner is declared. Players starts with a score sheet and one Smiley Token. Place the remaining Smiley Tokens in the middle of the playing area.

Game Play:

If a player has no Smiley Tokens draw one at the beginning of a turn. The player then rolls the Smiley Game Cube and adds / subtracts the two numbers. When subtracting always subtract the smaller number from the larger number (no negative numbers). Then choose one of the numbers and eliminate it from your score sheet.

If a player cannot use the number rolled then that player can:

- Return a Smiley Token to the pile and reroll the inside number only, or
- Barter it to another player in exchange for one or more Smiley Tokens. Any player can choose not to barter.

If a player rolls a ☺, take a Smiley Token from the pile and roll again.

Once a player has four Smiley Tokens that player must return them to the pile and:

- Mark off any one of their own numbers, or
- Unmark any one number from another players score sheet

If the player just rolled the ☺, then this must be done before they roll again.

Fair Play Rule: If it cannot be determined which inside number is facing up then the player must reroll the Smiley Game Cube.

Winning Conditions:

The first player to mark off all 14 numbers from their score sheet is the winner.

Note: If a player receives a fourth Smiley token in a trade that also gives another player their last number needed, then the player with four tokens must turn in their Smiley tokens (and make their mark/unmark selection) before a winner is declared. This could result in two winners.