

Playing the Game

Round 1 - The teacher or any player turns over the top Q•bitz card. The first player from each team places one cube in the tray to start recreating the pattern on the card. The cube can be rotated any way to fit. Once the player has put in a cube, he or she moves to the end of his or her team's line and the next player races to place the next cube. Players continue the relay race until one team has recreated the pattern shown on the card. It is acceptable for players to adjust any previous player's cube(s) if necessary. The first team to complete the pattern shouts, "Q•bitz!" If all teams agree the pattern is correct, the winning team is awarded the card. If the pattern is not correct, play resumes.

Round 2 - The teacher or any player turns over the top Q•bitz card. The first player from each team rolls all cubes on the table like dice. Using the cubes as rolled (face up), the first player places one cube in the tray to start recreating the pattern on the card. Once the player has put in a cube, he or she moves to the end of the team's line and play passes to the next person in line. This player may place a cube without rolling as long as a face-up cube is needed for the pattern. If not, the player rolls the cubes until a useable side lands face up. It is acceptable for players to adjust any previous player's cube(s) if necessary. Players continue the relay race until one team has recreated the pattern shown on the card. The first team to complete the pattern shouts, "Q•bitz!" If all teams agree the pattern is correct, the winning team is awarded the card. If the pattern is not correct, play resumes.

Round 3 - The teacher or any player turns over the top Q•bitz card. Players have 10 seconds to memorize the card. The card is then turned face down and players must try to arrange the cubes in their tray to match the card from memory. Teams play in relay fashion as described in Round 1 until one team has completed the pattern and shouts, "Q•bitz!" The team with a correct pattern, or the most cubes in the correct places, wins the card.

Winning the Game

Play 3 relays of 3 rounds. The team with the most cards wins!

Class Play Option

Choose one of the rounds of play, rather than all three, and play as many rounds as you wish!



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CLASSROOM EDITION

Q•bitz

VISUAL DEXTERITY. CUBED.

For 1 to 72 Players • Ages 8 & Up

Contents:
120 Q•bitz Cards
12 Wooden Trays
12 Sets of 16 Cubes



Q•bitz

VISUAL DEXTERITY. CUBED.

Solitaire Play – for one player

Object

Correctly arrange your cubes to match the pattern on the card.

Set Up

Use one tray and a set of 16 same-colored cubes. Place a stack of Q•bitz cards face down in front of you. Each round of play starts with all cubes out of the trays.

Playing the Game

Round 1 - Turn over the top Q•bitz card and recreate the pattern shown on the card by rotating the cubes in any way and positioning them in the tray.

Round 2 - Turn over the top Q•bitz card. Roll all of the cubes on the table like dice. Using the cubes as rolled (face up), place as many cubes as possible in the tray to recreate the pattern shown on the card. Re-roll all remaining unusable cubes until they roll shapes that are needed to complete the pattern.

Round 3 - Turn over the top Q•bitz card. You have 10 seconds to memorize the card. Turn the card face down and arrange the cubes in the tray to match the card from memory.

Solitaire Play Options

Add a timer and record your score. See how quickly you can complete each round of play.

Group Play – for 2 to 12 players

Object

Be the first player to correctly arrange your cubes to match the pattern on the card. Collect a card each time you win. The player with the most cards after nine rounds wins the game.

Set Up

Each player takes a tray and a set of 16 same-colored cubes. Place the stack of Q•bitz cards face down in the center of the playing area. Each round of game play starts with all cubes out of the trays.

Playing the Game

Round 1 - Any player turns over the top Q•bitz card. Players race to recreate the pattern shown on the card using their set of cubes, rotating them in any way. The first player to complete the pattern shouts, “Q•bitz!” If all players agree the pattern is correct, the winner is awarded the card. If the pattern is not correct, play resumes.

Round 2 - Any player turns over the top Q•bitz card. Players roll all of their cubes on the table like dice. Using the cubes as rolled (face up), players place as many cubes as possible in their tray to recreate the pattern shown on the card. Players race to re-roll all remaining unusable cubes until they roll shapes that are needed to complete the pattern. The first player to complete the pattern shouts, “Q•bitz!” If all players agree the pattern is correct, the winner is awarded the card. If the pattern is not correct, play resumes.

Round 3 - Any player turns over the top Q•bitz card. Players have 10 seconds to memorize the card. The card is then turned facedown and players must try to arrange the cubes in their tray to match the card from memory. The player who thinks he or she has recreated the pattern or has the most cubes in the correct places shouts, “Q•bitz!” The player with a correct pattern, or the most cubes in the correct places, wins the card.

Winning the Game

Play 3 sets of 3 rounds. The player with the most cards wins!

Group Play Option

Choose one of the rounds of play, rather than all three, and play as many rounds as you wish!

Team Relay Play – for the entire class

Object

Be the first team to correctly arrange your cubes to match the pattern on the card. Collect a card each time your team wins a relay. The team with the most cards after nine relays wins the game.

Set Up

Divide the class evenly into teams of at least two players each. You may have up to 12 teams. Each team takes a tray and a set of 16 same-colored cubes and places them at the front of their line of players. Place the stack of Q•bitz cards face down in front of the team lines where all teams can easily see it. (Players will have an easier time seeing the cards if enlargements are made prior to game play.) Each round of game play starts with all cubes out of the trays.