



## The NOIRLab Cube Game

- Roll each program once. “NOIRLab” counts as wild, until assigned.
- You may assign a NOIRLab to another program at any time.
- If you would go bust for rolling a program twice, you may spend an unassigned NOIRLab, to balance and remove the extra program.
- Track when you have rolled a face (or use a NOIRLab as a wild).
- You may stop rolling and pass at anytime, but if you go bust your turn is over (ie you have no NOIRLab face to spend).
- The first person to roll a full NOIRLab – all five programs + NOIRLab – wins!
- Flip the page over for more details on game-play.



Tracker

Each time you roll one of the NOIRLab programs, place a token (coin, button, bean, etc) on the corresponding tracker spot. Keep rolling until you have filled each spot on the tracker. If you roll the same face twice, you go bust, and it is someone else's turn.

The only exception is the NOIRLab, which counts as a wild. You may use it in place of any face, or spend the NOIRLab token to balance out the extra program and keep rolling. You may only have one token on the NOIRLab space at a time (unless passing). When you roll a second NOIRLab you immediately place a token on any program spot. Once it is assigned to a program, it is no longer available to use as a wild. Only tokens currently placed on the NOIRLab spot may be used to cancel out rolling a program a second time. The NOIRLab token must be used and moved to a program spot to take this action.

After filling three spots you may choose to pass and get a free NOIRLab token to be spent on your next turn (this may be a second NOIRLab token) You may not pass to win the game. You may not pass if you have more than one NOIRlab token.

The first person to roll a NOIRLab (NOIRLab plus five programs) wins! For more details on how to play, and alternate modes of play, visit: [NOIRLab.edu/Cube-Game](https://NOIRLab.edu/Cube-Game).