

**RULES FOR**

**TAKE**

**12**



TRADEMARK

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# TAKE

# 12

**WHO MAY PLAY:** **TAKE 12** may be played by any number of players or with a single opponent. In addition it is a fine solitaire game. Adults and children will find it fascinating, exciting and educational.

**THE OBJECT OF THE GAME:** The object of **TAKE 12** is to win as many of the cubes numbered 1 through 12 as possible in order to make the highest possible score. This is accomplished by rolling the dice and matching the **total** of the two dice with the numbers appearing on the white cubes.

**POSITION OF THE WHITE CUBES:** Before play can start all of the white cubes must be at the top of their channels. The black dot which appears on one side of each white cube should be placed face down in the channel. You will note that the same number appears on 3 sides of each cube which will enable opponents to check each other quickly and easily.

**WHO PLAYS FIRST:** To determine who plays first, shake and throw the dice into the playing field. The player with the highest score on the first throw starts the play.

**HOW TO PLAY:** The first player shakes the dice and throws them into the playing field. He then totals the two dice and takes the numerical equivalent in a white cube or cubes by sliding the white cubes from the top to the bottom of their individual channels. However, if the player throws **doubles**, he may play the total or he may double that total and play the larger sum.

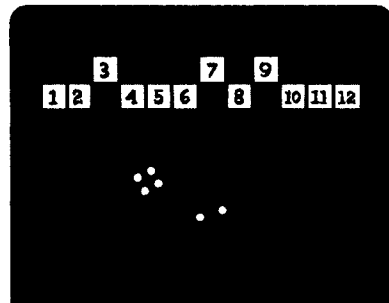
### EXAMPLES:

**First throw** — First die turns up a 3 and second die turns up a 5, player may take the 8 or any combination totaling 8 such as 7 and 1; 6 and 2; or 5 and 3.

**Second throw** — First die turns up a 6 and second die turns up a 6, i.e. double 6's.

The player may use the 12 or any combination of 12 or he may double the 12 and use any combination of 24.

The same player continues to shake and throw the dice into the playing field and to take the equivalent white cubes until he cannot match the total of the two dice with the remaining cube or cubes.



Play has been terminated on this turn because the player has thrown a 6. There is not a 6 or any possible combination of 6 remaining at the top of the channels. The score for this player is the total of all the numbers on the cubes he has taken. In this illustration his score is 59.

The dice are then rolled by his opponent who continues to play on the same basis as previously described. At the conclusion of the opponent's play his score is also recorded on the score pad.

This alternating action continues until each player has completed 4 turns. The score for each player is then totaled. The player with the highest score wins.

The maximum score possible on any individual turn is 78. Therefore, it is possible to quickly determine a player's score for a single turn by

deducting the total of the cubes that remain from the known total of 78.

Children will not only enjoy the excitement of **TAKE 12** but at the same time will receive constant mathematical exercise as a result of the addition and subtraction in the scoring.

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Questions on this game will be answered gladly if correct return postage is enclosed.

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