CYBO™

The Game

The game uses a 12-sided die.

There's a grid of numbers, 1 thru 12,
arranged in 4 rows of 3 as follows:

1	5	9
2	6	10
3	7	11
4	8	12

Each game consists of 13 rounds of play for 2 to 6 players.

There are four levels of play: Beginner, Advanced,

Master and Grand Master. The below rules are for the advanced level, which is the normal level of play.

In each round, each player gets three rolls of the die to collect as many points as possible.

As soon as a player rolls a number not included in a possible row, column or diagonal of three adjacent numbers, that player's turn is over, even if they haven't rolled three times (for example, a 1 followed by an 8).

Scoring
Scores for each player in each round are kept by the house on a score pad or indicated in some other clear way.

If a player rolls three adjacent numbers in any order in the same row, column or diagonal (for example 5, 9 and 1), they receive 3 points. This is known as a "Trinity."

If the three adjacent numbers were rolled <u>in order</u> (for example 9, 5 then 1), the player's score is tripled to 9 points.

If a player's Trinity lies within a column, they have the option for a fourth roll to see if they can hit the fourth number in that column. This is known as a "Quad" worth 16 points. However, if they miss the fourth number in the column, points are reduced to 3, even if the score would have been 9 if the fourth number hadn't been attempted. NOTE: The player has the option to decline the fourth roll and keep their current points or risk a portion of their points on the fourth roll to earn a Quad.

Winning:
The player with the highest score at the end of 13 rounds is the winner.

Alternate Play Levels:
<u>Beginner:</u> Each player may have 4 rolls of the die each round to try for three adjacent numbers.

<u>Master:</u> Players must always roll a Trinity in numerical order only, whether forwards or backwards. For example, 1, 5 & 9 or 9, 5 & 1 but 5, 9 & 1 won't count because the numbers aren't in sequence.

<u>Grand Master:</u> Players must duplicate at least one Trinity, in the same order as first rolled, in order to qualify for Grand Master Level and then must continue to duplicate that same Trinity as many times as possible within the 13 rounds. For example, if the roll first duplicated is 1, 5 & 9, this sequence must continue to be rolled in that order. No other order will count. Each duplicate is worth 12 points.

If a player manages to duplicate a Quad, then that Quad must continue to be duplicated in the same order it was initially rolled as well.

Scorecard

The scorecard should have 5 places in each round to indicate the numbers rolled and the total points for that round as indicated below:

ROUND	TRINITY			QUAD	TOTAL POINTS
1					

Here is a sample of what a player's first 6 rounds might look like this:

ROUND	TRINITY			QUAD	TOTAL POINTS
1	5	9	1	Ø	3 (TRINITY)
2	4	8	11	Ø	0 (NO TRINITY)
3	2	6	10	Ø	9 (TRINITY IN NUMERICAL ORDER)
4	5	6	7	8	16 (QUAD)
5	10	4	7	Ø	3 (TRINITY)
6	2	6	10	Ø	12 (TRINITY IN ORDER + DUPLICATE OF ROUND 3)

CYBO™

1	5	9
2	6	10
3	7	11
4	8	12

CYBO™

Round	Trinity			Quad	Total Points
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					