

Waffle Waffle

4	4	0	1	2	3	6
1	4	3	6	0	3	2
2	0	5	2	5	1	3
5	0	3	4	5	1	6
4	2	6	1	0	4	2
0	1	4	4	6	5	2
2	3	6	5	1	0	6
3	4	6	0	3	1	5

Filter Pattern

YOU CAN PLAY ON THIS BOARD IF YOU DON'T HAVE ACCESS TO A SET OF DOUBLE-SIX DOMINOES, OR YOU CAN PRINT THIS PAGE OUT ON CARDSTOCK, CUT THEM APART, AND USE THEM AS DOUBLE-SIX DOMINOES.

PITTER PATTERN RULES, CONDENSED:

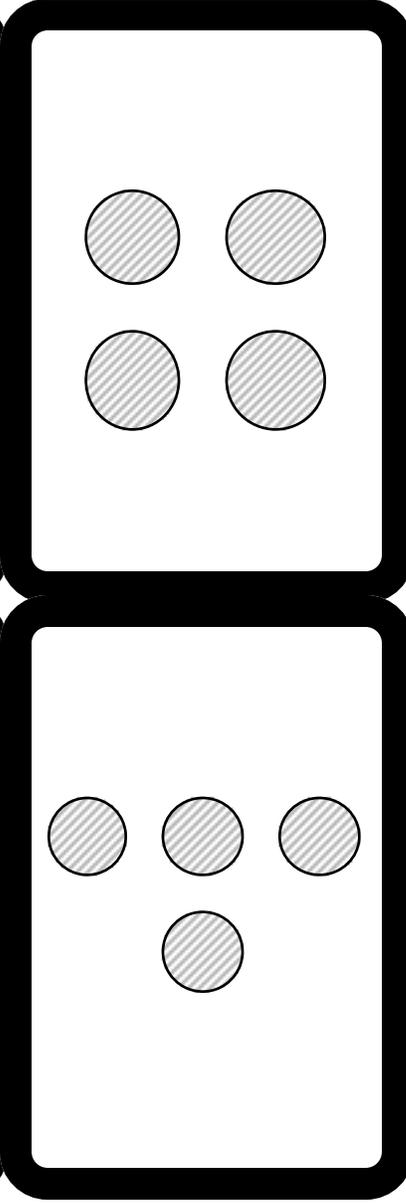
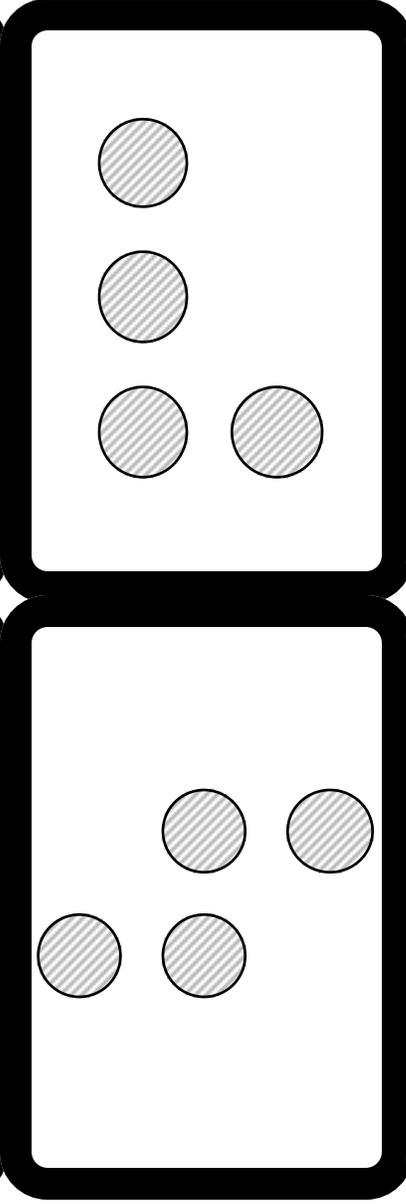
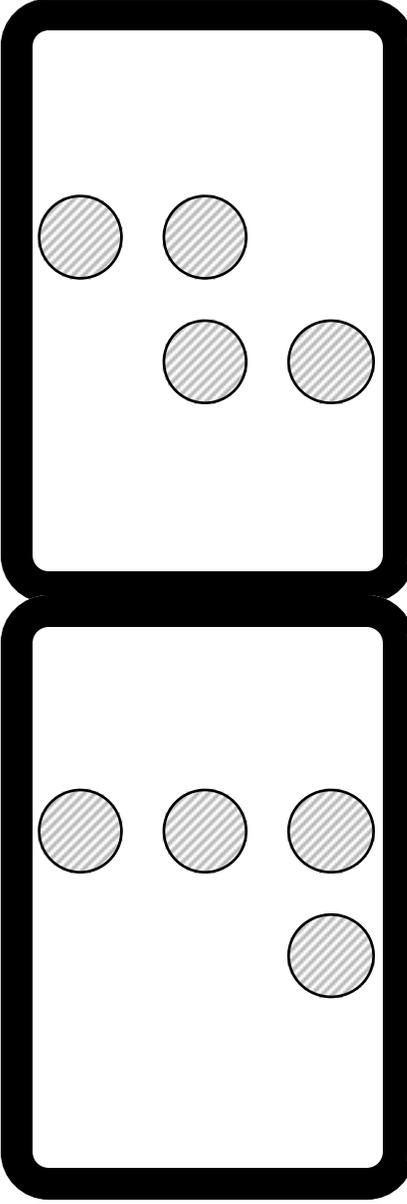
GOAL:
PLACE TOKENS ON A BOARD TO MATCH PATTERNS ON YOUR CARD OR (EVEN BETTER) ON YOUR OPPONENT'S CARD.

YOU NEED:
A SET OF DOUBLE-SIX DOMINOES
A SIX-SIDED DIE
A DECK OF PATTERN CARDS
A SET OF HOMOGENEOUS TOKENS FOR EACH PLAYER. (28 PIECES FOR 2 PLAYERS, 19 PIECES FOR 3 PLAYERS, 14 PIECES FOR 4 PLAYERS.)

SETUP:
TAKE A SET OF DOUBLE-SIX DOMINOES. LAY THEM OUT IN A 8x7 RECTANGLE.
EACH PLAYER GETS ONE PATTERN CARD.

PLAY:
ROLL: (THIS STEP IS OPTIONAL. YOU MUST ROLL IF THE PREVIOUS PLAYER FILLED A BLANK SPACE) ROLL THE DIE.
FILL: PUT A PIECE IN A VACANT SPACE THAT SHOWS THE SAME NUMBER AS THE DIE. IF THERE ARE NO AVAILABLE MOVES, YOU MAY PUT A PIECE IN A VACANT BLANK SPACE. IF THERE IS NO VACANT BLANK SPACE TO FILL, THEN ROLL AGAIN. PLAY PASSES TO THE LEFT. THE GAME ENDS WHEN ALL SPACES ARE FILLED. WHEN THE GAME ENDS, YOU MUST REVEAL YOUR PATTERN CARD.

WINNING:
STARTING WITH THE LAST PLAYER, EACH PLAYER TAKES TURNS LIFTING (REMOVING) ONE SEQUENCE OF HIS OR HER OR TOKENS THAT MATCHES ONE OF THE FOLLOWING PATTERNS:
IF YOU LIFT YOUR PATTERN, YOU GET 4 POINTS.
IF YOU LIFT A STRAIGHT LINE OF 4, YOU GET 5 POINTS.
IF YOU LIFT THE PATTERN OF THE PLAYER TO YOUR RIGHT, YOU GET 6 POINTS.
ONCE ALL AVAILABLE PATTERNS HAVE BEEN



THESE ARE THE PATTERN CARDS. CUT THEM OUT AND USE THEM AS DESCRIBED IN THE RULES.

