SUPER MEGA LUCKY BOX™

A SPECTACULARLY FUN GAME
1-6 PLAYERS ★ AGES 8+
RULES OF PLAY

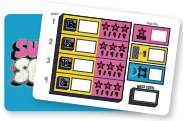
CONTENTS


60 Lucky Box cards


30 Lightning tokens


24 Moon tokens


18 Number cards (2x 1–9)


6 Super Mega Scorecards


6 dry erase markers

OVERVIEW

In this spectacular game of colossal fun, reveal numbers one-by-one and cross off a corresponding square on one of your cards. Get three-in-a-row to unlock bonuses, which can help you cross off more squares and trigger even more bonuses. Use Lightning tokens to nudge numbers to your liking, but don't forget about Moon tokens to avoid an end-game penalty. Score the most points over four rounds to win!

SETUP

Take a moment to familiarize yourself with the Lucky Box cards by reviewing the "Lucky Box Card Guide."



1. Shuffle the Lucky Box cards and place them face down in the center of the play area to form a draw pile.
2. Place the Lightning and Moon tokens in separate piles, alongside the Lucky Box cards.
3. Shuffle all 18 Number cards, and deal 9 face down to form a deck. Place the remaining 9 cards off to the side (without looking at them) until the next round.
4. Each player collects:
   - 1 Super Mega Scorecard
   - 1 dry erase marker
   - 4 Lightning tokens
5. Lastly, each player draws 5 Lucky Box cards and chooses 3 as their starting cards. Place your starting cards face up in a row in front of you, and discard the remaining 2 cards face up next to the draw pile.
   Tip: *Pick starting cards that have all the numbers from 1–9 in their 3x3 number grids.*

HOW TO PLAY

The game is played over 4 rounds, each consisting of 9 turns. Each round is played simultaneously, as follows:

1. Reveal a Number Card

Have one player reveal the top card of the Number card deck, announce it aloud, and then place it face up alongside any previously drawn Number cards.



2. Cross Off One Large Square

All players now check the 3x3 number grids on their Lucky Box cards and **cross off one large square (and only one in total)** that matches the number revealed. If you do not have a matching open square, do nothing.



USING LIGHTNING TOKENS

If you have Lightning tokens you may spend one or more of them to cross off a different number than the one revealed that turn.



For each Lightning token you spend, you may **add or subtract 1 from the number on the current Number card.** ***For example:*** *If the Number card is 5, you may spend 1 Lightning token to cross off either a 4 or 6 instead.*

Notes:

- Numbers "loop" between 9 and 1, so adding 2 to a '9' results in a 2, while subtracting 2 from a '1' would result in an 8.
- Using lightning tokens only changes the current number for you, not other players.

3. Check for Bonuses



Check if the square you crossed off completes a row or column in the card's number grid. If so, circle the icon at the end of that row or column and immediately receive the corresponding bonus:



Number: Immediately cross off a large-number square on any one of your Lucky Box cards that matches the bonus number. Then check to see if this triggers further bonuses.

Note: Bonus numbers may not be saved for future turns, and you may not spend Lightning tokens to change bonus numbers.



Question Mark: Immediately cross off any large-number square on one of your Lucky Box cards. Check if this triggers further bonuses.



Star: Immediately circle the left-most open star icon on your Scorecard, in the row for the current round. The more stars you circle in a round, the more you'll score.

STARS	1	2	3
POINTS	1	4	9

Note: If you've already circled 3 stars this round, do nothing.



Lightning Bolt: Immediately take 1 or 2 Lightning tokens from the supply, as indicated.



Moon: Immediately take 1 Moon token from the supply. *(See: "Ending the Game" for more.)*

Notes:

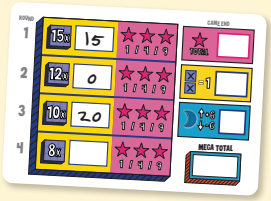
- If you complete both a row and a column with a single cross, you receive both bonuses.
- If you unlock multiple bonuses in a turn, you may resolve them in any order.
- There is no limit to the number of tokens you may have. If the supply ever runs out, use some other component to represent the tokens instead.

SCORING & STARTING A NEW ROUND

A round ends after the ninth Number card is revealed and resolved. Then the following things happen:

1. Score Completed Lucky Box Cards
Each completed Lucky Box card (all numbers crossed off in the 3x3 grid) nets you a certain number of points, depending on the round in which you complete it (points decrease as the game progresses). Refer to your Scorecard, and write in your total based on the current round.

Example:
Tim managed to complete 1 Lucky Box card during the first round of the game, scoring 15 points (15 x 1). During the second round however, he did not complete any Lucky Box cards so he received 0 points (12 x 0). During the third round Tim completed 2 Lucky Box cards for 20 points (10 x 2).



2. Erase and Discard Completed Lucky Box Cards
After updating your Scorecard, use the cap of your dry erase marker to **clear off any completed Lucky Box cards** and add them face up to the discard pile.

3. Draw New Lucky Box Cards
Each player draws 3 new Lucky Box cards, chooses 1 to keep and discards the remaining 2. Place this new card face up in front of you, alongside any other Lucky Box cards you're still working on.

Notes:
- There is no limit to the number of Lucky Box cards you may have in front of you.
- If the Lucky Box draw pile ever runs out shuffle the discard pile to create a new one.

4. Shuffle the Number Cards
Shuffle all 18 Number cards, and deal 9 face down to form a new deck for the next round.

5. Start the Next Round
Reveal the top Number card, and play out the next round just like the previous one.

ENDING THE GAME

The game ends after the fourth round. Tally up your final score as follows:



Add up the final Star point total you received each round and write it in the top right box of your Scorecard.



Count up the crosses on the 3x3 grids of your remaining **incomplete** Lucky Box cards. Score 1 point for every 2 squares that are crossed out. (***Tip:*** *Add up the total crosses and divide in half, rounding down.)*



The player who collected the most Moon tokens during the game scores 6 points.
The player who collected the fewest Moon tokens (including 0), loses 6 points. If multiple players tie for most or fewest Moon tokens, they all receive or lose the full 6 points.
Note: *In a two-player game there is still a 6-point bonus, but no 6-point penalty.*

Add up all the points you scored throughout the game, including completed Lucky Box cards. Whoever has the biggest Mega Total wins! In the case of a tie, the tied player with the most Moon tokens wins.

VARIANTS

Solo Mode

Play as usual, except Moon tokens score differently:



MOONS	0	1	2	3	4	5	6+
POINTS	-6	-2	0	1	3	6	10

At the end of the game, total your score and see how you did!

≤44	Super Mega UNlucky.
45–49	A good start, how about a better end?
50–54	Now you're on the trolley!
55–59	Great game! Or was it just luck?
60–64	A super score! Can you go even higher?
65–69	You've had a mega game! One for the ages.
70+	Super... Mega... Lucky... Champion!

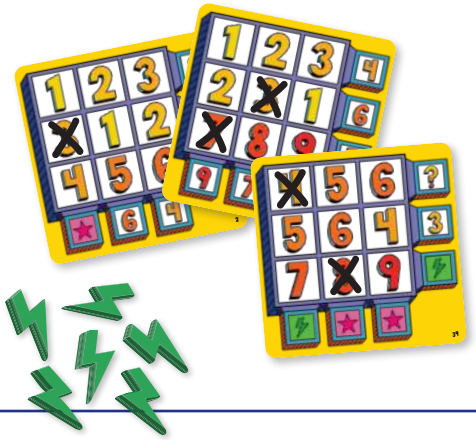
7–12 Players

If you have 2 copies of the game, you can combine them to play with 7–12 players!

During setup, combine the supply of Lightning and Moon tokens, as well as the Lucky Box cards from both games. Only use 1 set of Number cards.

Gameplay is otherwise unchanged.

To separate the Lucky Box cards back into 2 sets after playing, use the small numbers (1–60) in the bottom right corner of the cards.



A WORD FROM GAMEWRIGHT

When Phil Walker-Harding (inventor of *Sushi Go!*) shared his latest game creation with us we knew that he had made something special. The quick speed of the rounds, and the delight that came with having bonus cascades, along with the whimsical tokens all made for a game that players kept wanting to play again. With illustrations by Serge Seidlitz that imbue it with a curio aesthetic, we hope you'll enjoy playing this game as much as we did!

Game by Phil Walker-Harding
Illustrations by Serge Seidlitz

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