

# SCROLLSAW WORKSHOP

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## Digital Patterns

Designed by Steve Good



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# General Pattern Information



You may use this pattern to make as many of the project as you like. You are free to use any technique including mass production to build the project. The pattern may be copied and given to others provided the entire book is kept intact. You may not sell the pattern or include it in another commercial package of any type.

Steve Good retains the right to the pattern. If you have any questions about the use of this pattern please contact me at [steve@stevedgood.com](mailto:steve@stevedgood.com)

When printing this pattern it is important to print it full size. When you bring up the print dialog box look in the “Page Sizing & Handling” section. Make sure the “Actual Size” is selected before you hit print.

You also only need to print the page/s you need. After the print dialog opens look for the “Pages to Print” section. You can print the current page or a range of pages. This will help save ink by not printing the title/instruction pages.

# Printing Instructions



## Page Sizing & Handling ⓘ

Size

Poster

Multiple

Booklet

Fit

Actual size

Shrink oversized pages

Custom Scale:  %

Choose paper source by PDF page size

## Pages to Print

All

Current page

Pages

▶ More Options

# Shut the Box Travel Game.



## Rules of the Game

At the start of the game all tiles are standing up, showing the numerals 1 to 9.

During the game, each player plays in turn. A player begins his or her turn by throwing or rolling the die or dice into the box. If the sum of the remaining tile(s) is 6 or lower, the player may roll only one die. Otherwise, the player must roll both dice.

After throwing, the player adds up the pips (dots) on the dice and then flips over one of any combination of open numbers that equals the total number of dots showing on the dice. For example, if the total number of dots is 8, the player may choose any of the following sets of numbers (as long as all of the numbers in the set are available to be flipped):

8  
7, 1  
6, 2  
5, 3  
5, 2, 1  
4, 3, 1

The player then rolls the dice again, aiming to flip more numbers. The player continues throwing the dice and flipping numbers until reaching a point at which, given the results produced by the dice, the player cannot flip any more numbers. At that point, the player scores the sum of the numbers that are still standing. For example, if the numbers 2, 3, and 5 are still open when the player throws a one, the player's score is 10 ( $2 + 3 + 5 = 10$ ). Play then passes to the next player.

For further clarification, if 2, 3, and 5 are the only numbers open, and the player throws a 4, their turn ends, since 4 requires either 4 or the pair 1, 3 to be standing. With 2, 3, and 5 being the only standing numbers, the only throws that would not end the player's turn are 2, 3, 5, 7, 8, and 10.

After every player has taken a turn, the player with the lowest score wins.

If a player succeeds in closing all of the numbers, he or she is said to have "Shut the Box" – the player wins immediately and the game is over

In single player mode the goal is to turn over all the numbers..



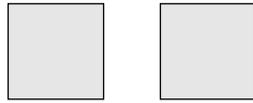
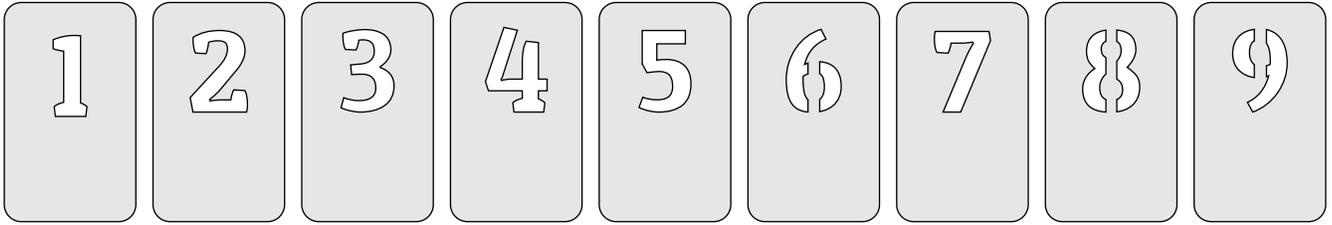
Setup:

Line up the numbers consecutively.

Place the lid face down to roll the dice in.

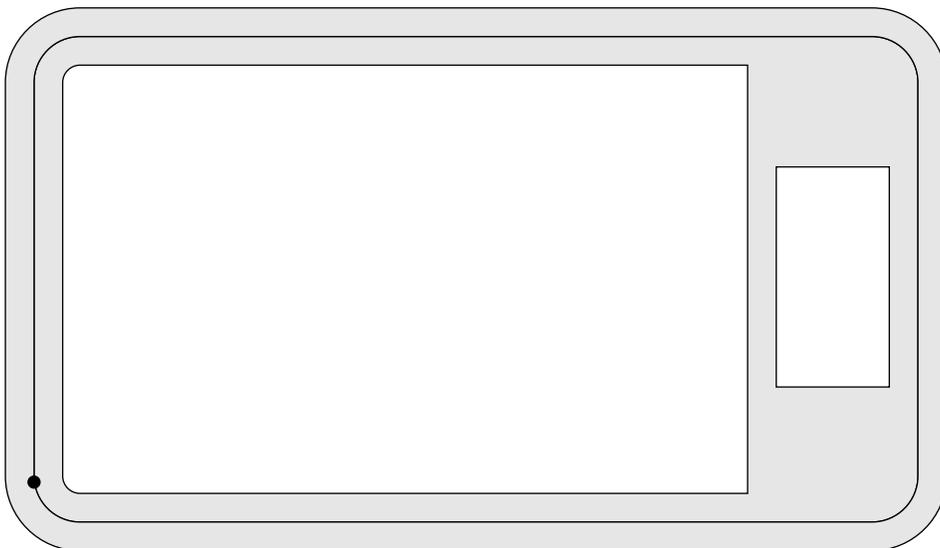


1/2" Thick

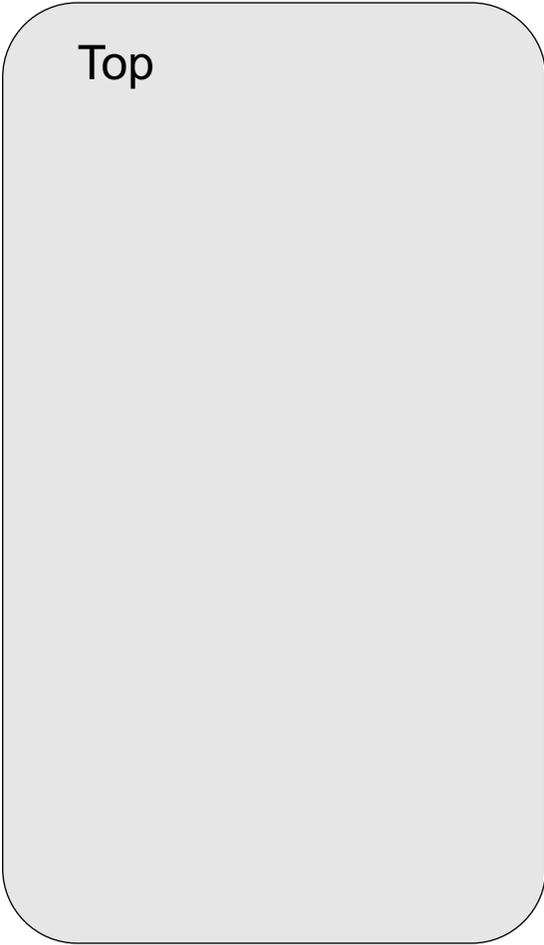


To number the dice just make sure the opposite sides add up to 7. On the back side of the one is the six etc...

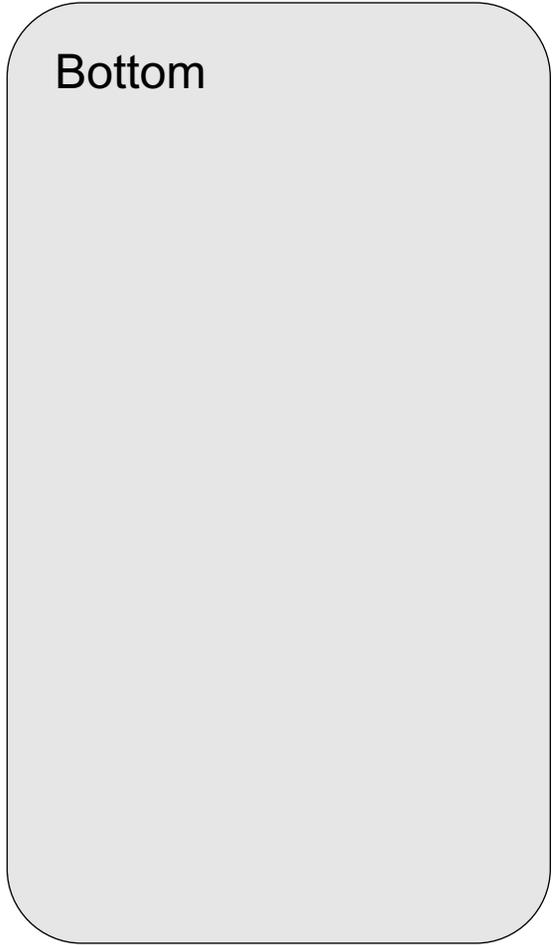
Use a 3/32" drill bit to add the dots.



1/8" Thick



Top



Bottom