



72 Sock cards divided into 6 suits, each of a different colour, containing 12 cards each



6 Sock Pile cards, numbered 2 to 7



8 6-sided dice, numbered 2 to 7



1 laundry basket

**PLAY OUT OF SOCK AND WALK AWAY WITH THE FUNKIEST SOCK COLLECTION IN HISTORY! YOU AND YOUR OPPONENTS ARE ALL DETERMINED TO GET YOUR OWN SHARE OF THESE PILES OF SOCKS. SHAKE THE DICE OUT OF THE LAUNDRY BASKET TO WORK OUT WHO GETS WHICH SOCKS. YOU'LL NEED QUICK WITS AND GOOD LUCK TO GET THE BEST ONES. AND YOU'LL NEED REAL CHEEK (AND EVEN MORE LUCK) TO FORCE YOUR OPPONENTS TO PICK UP THE WORST ONES!**



### GOAL OF THE GAME

Rack up the most impressive sock collection before you're down by just 1 or 2 decks of socks (depending on the number of players). You'll get 1 point for every sock in your collection as a baseline, though you'll need to watch out for the Special Card effects, which may change your points!



### HOW TO PLAY

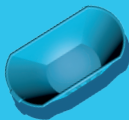
Take everything out of the box.



- Place the 6 Sock Pile cards in a row in the center of the table, with the numbers in ascending order from left to right.
- Shuffle the 72 Sock cards and create 6 decks of 12 face-down cards. Place a deck above each Sock Pile card. Now turn the 6 decks face up, making sure that only the top card in the deck is visible at any time.
- Put the 8 dice in the laundry basket and place it on the table.



The player wearing the nicest pair of socks becomes the first player.





## HOW TO PLAY

The first player picks up the laundry basket. Your aim is to shake between 2 and 7 dice from the basket.

**NOTE!** When trying to shake the dice from the basket, you must make a single toss of the wrist as you would when rolling dice from your hand. You must not shake the basket multiple times.

If you roll no dice, 1 die, or all 8 dice, then tough luck: you immediately skip your turn and must give the basket to the player to your left.

If you roll between 2 and 7 dice, then pick 1 of the following 2 actions:

- Separate the dice and place them in front of different Sock Pile cards
- or,
- Place all the dice in front of a single Sock Pile card



### Separating the dice and placing them in front of different Sock Pile cards

- If you choose this option, you must place each die in front of the Sock Pile showing the same number as that die. You can place multiple dice in front of the same card.
- Once you have allocated all your dice, pick one die and put it back in the laundry basket. Then take the top Sock card from the deck you took the die from, and place that card face up in front of you.
- Then the player to your left chooses a die, returns it to the basket, and takes the corresponding card, and so on around the table until there are no more dice in front of the Sock Piles. The last player this round will not have a choice of dice: they must pick up the single remaining die, and must take a Sock card from that die's deck.

**NOTE:** depending on how the dice are allocated, the same player might get to pick up a die multiple times in the same round.

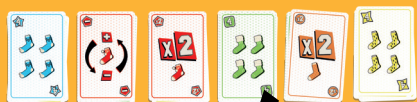
*In this 3-player example, Player 1 has rolled 5 dice, which she decides to place in front of the corresponding Sock Pile cards. Player 1 then returns the die showing the number 2 to the basket and picks up the top card from the number 2 deck.*

*Then Player 2 and Player 3, one after the other, take turns choosing a die, placing it back in the basket, and picking up the card corresponding to the die. As there are still 2 dice in play after this, Player 1 must choose a die again. Player 2 is then forced to pick up the last remaining die.*



## Placing all the dice in front of a single Sock Pile card

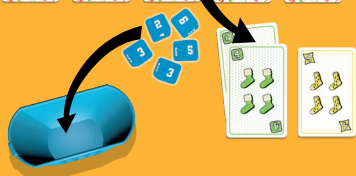
• If you choose this option, you must place all the dice you rolled in front of the Sock Pile card that matches the total number of dice rolled, ignoring their values.



*For example, if you roll 5 dice, you place all the dice in front of the number 5 Sock Pile.*



• Then take the top 2 Sock cards from that deck.



Arrange the Sock cards you collect in columns by suit. You can change the order of the cards in a column during the game, and keep them in whatever order makes it easiest for you to count up your score. Each column will be scored as a whole at the end of the game, and the order of the cards will have no effect on scoring.

Once all the dice are back in the laundry basket, the first player this round passes the basket to the player on their left. This player becomes the first player for the next round.



## SPECIAL CARDS

Among all those ordinary socks are some more special cards. Some are useful, while others can turn your collection upside down.



## THE CONVERSION CARD



There are 3 Conversion cards in each suit. The Conversion card turns the total score you would get from your sock collection in that suit into minus points, or if they're minus already, it turns them back into positive points.

- If your column for a particular suit contains 1 Conversion card, the points total for that suit is converted from positive to minus points until the end of the game.
- If you then manage to pick up a 2nd Conversion card of the same suit, it will convert your points for that suit from minus to positive points.

*Right now, this player will have to deduct 12 socks from their final score at the end of the game. If they're lucky enough to pick up another Conversion card from the yellow suit before the end of the game, they'll be able to cancel out the first Conversion card's minus effect.*

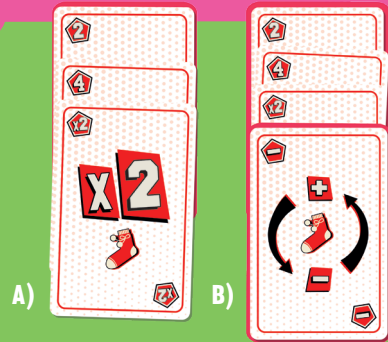
**Note! There are 3 Conversion cards in each suit, so watch out! Your points could be converted back into minus points again!**

## THE DOUBLE CARD **x2**

There are 2 Double cards in each suit. A Double card doubles the total points you will score for your sock collection in that suit.

- If your column for a particular suit contains 1 Double card and at least 1 Sock card, your points total for that suit will be doubled.
- If you then manage to pick up a 2<sup>nd</sup> Double card in the same suit, you will multiply your total for that suit by 4 at the end of the game.

**Note!** The Double card also works on suits whose total has been turned into minus points, doubling them!



- A) Thanks to their Double card, this player will now score 12 red socks instead of 6.
- B) Later, they get a Conversion card, which turns their red sock score from + 12 to - 12.

## THE BAN CARD

There is only 1 of this card in each suit.  
The Ban card removes your entire sock collection in that suit from final scoring.

- If your column for a particular suit contains a Ban card, none of the socks from that suit count towards your score at the end of the game.

**Note!** A Ban card cancels out both positive and minus points!



Unfortunately, this player has just picked up an orange Ban card.

They'd collected 8 orange socks so far, but they won't be able to add them to their total score at the end of the game.

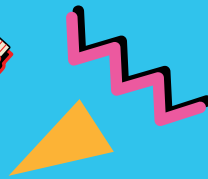


This other player has a collection of blue socks that has been converted into minus points. After picking up a blue Ban card and adding it to their blue column, they now must disregard their entire blue suit.

This means they no longer have to deduct 10 blue socks from their total score at the end of the game.



## END OF THE GAME



### Conditions for ending the game:

- 2 player game: as soon as 2 decks of cards are gone.
- 3-to-4 player game: as soon as 1 deck is gone.

Whoever picks up the last card from the deck immediately ends the game, even if not all the dice got picked up this round. The player who picked up the final card gets to add it to their corresponding column. Then it is time for final scoring.

Calculate each player's total sock score by adding together the scores they get for each suit, ignoring any suits that contain a Ban card.

Whoever gets the most points wins the game. In the event of a tie, the player with the most Sock cards, excluding Special cards, wins the game. If there is still a tie, whoever still has the basket of dice in front of them decides which of the tied players will be the winner.

Yup, this game will sock it to you in the end!

### Final scoring example

*This player has a total of 52 socks:  $10 + 0 + 36 - 4 + 2 + 8$*

- 10 yellow socks:  $6 + 4$
- 0 green sock, because the Ban card cancels out the green suit
- 36 pink socks:  $(8 + 6 + 4) \times 2$ , thanks to the Double card
- - 4 red socks, as the Conversion card turns the total from a positive 4 to minus 4
- 2 orange socks
- 8 blue socks:  $4 + 4$ , as the 2 Conversion cards cancel one another out

