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**Fox Blox™**

Four letter dice for rhymes with spice

- Find rhyming words
- Write lines with rhymes
- Write verse that's terse
- Or tangled at times
- Speak silly sense
- For fun with friends
- A creative toy for verbal joy

Ages 8 to adult
For 1 to 6 players

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What are Fox Blox?

Four cubes with 6 faces each have a different letter on every face, with the Q and U sharing one face and X and Y another. So you have the full English language alphabet. Letters are distributed to make sure each cube has at least one vowel.

Why are they named “Fox Blox”? Because they were inspired by the verbal virtuosity of Dr. Seuss, among whose many books our favorite is *Fox in Socks*. That tricky fox with his tongue-twisting alliterations and rippling rhymes gave us many hearty laughs.

How to play

This is a collaborative game of creative word play. One player rolls all four cubes to see what letters will show up on top. There are 1296 possible combinations. The player who rolled gets to be first while all players can help simultaneously.

Using all four letters, and repeating letters as often as you wish, come up with a group of words, a line, phrase or sentence that makes some sense, and where the words begin with those letters. Other letters in your words can, of course, be any at all. *A, an, the*, and *and* are free; use as needed.

All players may suggest words, without taking turns. The player who rolled (the “editor”) gets to choose which ones will be used. Write down your words when you’ve decided upon them.

The next player rolls the cubes again for a new set of letters and creates another line or sentence, with the help of all players. Just make sure the new line is the same length and rhythm as the last one and rhymes with it. Its sense should also fit somehow.

Roll as often as there are players, so everyone gets a chance to be the editor. When done, give it a title and read it aloud, in a dramatic voice. Applause!

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Game rules in a nutshell:

Roll the cubes.
Use letters on top to start words.
Join words into a line of verse.
Make each line rhyme.
All players contribute ideas.
Read the finished poem aloud. Applaud!

**Example:**

**DGJW**
Just where would we discover gold?

**FHV**
He ventured forward. “Never fold!”

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