



Steffen Benndorf



Players: 2-4

Age: 8 +

Duration: app. 15 min.

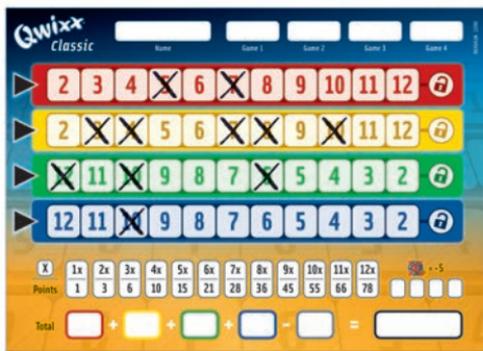


Each player tries to mark with a cross, on his card, as many numbers in the four colour-rows as possible. The player gets more points the more crosses he has in one colour-row. Whoever has the most points, in total, at the end wins.

## Crossing numbers

It is a basic rule that, in the course of the game, the numbers must be crossed out **from left to right** in each of the four colour-rows. But you do not have to begin with the number farthest on the left. You are allowed to leave out numbers (even several at once). Numbers that have been left out may not, however, be crossed out afterward.

**Note:** If one wishes, one can cross through those numbers that one has left out with (instead of a cross) a small horizontal line, so that they are not crossed out later by accident.



### Example:

**In the red row** first the 5 and then the 7 were crossed out. The red 2, 3, 4 and 6 may therefore no longer be crossed out.

**In the yellow row** only the 11 and the 12 may still be crossed out.

**In the green row** the player has to proceed rightward from the 6.

**In the blue row** he has to proceed rightward from the 10.

## The way the game is played

Each player gets a card and something to write with. Lots are drawn to decide which player first takes on the role of "active player". The active player throws with **all six dice**. The following two actions are now carried out **one after the other**: first the first action and **only then** the second one.



## 1. Action

The active player adds the pips of **the two white dice** together and says aloud, and in a clear voice, the sum that thereby results. **Each player may** then (but is not **obliged to!**) cross out the number that the active player has spoken out in **any** colour-row of his choosing.

**Example:** Max is the active player. The two white dice show a 4 and a 1. Max says, loudly and clearly, "five". Emma crosses out, on her card, the yellow 5. Max crosses out the red 5. Laura and Linus prefer not to cross out any number.



## 2. Action

The active player (but not the others!) **may** then (but is not **obliged to!**) add together the pips shown on **just one white dice** together with the pips shown on **just one coloured dice of his choosing** and cross out the number corresponding to this sum in the colour-row corresponding to the colour of the dice chosen.

**Example:** Max adds together the white 4 with the blue 6 and crosses out, in the blue colour-row, the number 10.

**Very important:** If the active player crosses out a number **neither in the first nor in the second action**, he must make a cross in the column "Misthrows". The non-active players do not need to mark a misthrow, regardless of whether they have chosen to cross out a number or not.



Now the next player clockwise becomes the new active player. He takes all six dice and throws. Then the two actions described above are carried out, one after the other, and the game goes on in this way.

## Finishing a row

If a player wishes to cross out **the number at the extreme right end** of a colour-row (red 12, yellow 12, green 2, blue 2) he must first have made **at least five crosses** in the colour-row in question. If he makes a cross on the number on the extreme right, then he should **also** make a cross on the field directly next to it which shows a lock symbol. This latter cross will also be counted in the final calculation of total crosses! This colour-row is now finished and closed off **for all the players** and no more crosses can be made in this colour in any of the subsequent rounds. The dice of the colour corresponding to it is immediately removed from the game and is no longer needed.



**Example:** Laura crosses out the green 2 and, after it, the lock symbol. The green dice is removed from the game

**Please note:** If a player crosses out the number at the extreme right end of a colour-row, then he must announce this loudly and clearly, so that the other players know that this colour-row is now out of the game. If the closing-off of a row occurs during the first action, it is possible that other players may, at the same time, also conclude and close off the same colour-row and cross out the lock symbol at the end of it. But if a particular player has hitherto made less than five crosses in the colour-row in question, he shall not have the right to make a cross in the extreme-right field, even if the row has been closed off by another player.

## End of the game

The game ends **immediately** as soon as someone has marked his fourth misthrow. It also ends **immediately** as soon as two colour-rows have been completed and closed off (regardless by which players) and dice of two colours have consequently been removed from the game.

**Note:** It may occur (during the first action) that a third row is closed off simultaneously with the second row.

**Example:** The green row was already closed off. Emma now throws two 6's with the white dice and says "twelve". Max crosses out the red 12 and thus finishes the red row. At the same time Linus crosses out the yellow 12 and finishes the yellow row.

## Scoring

Beneath each of the four colour-rows there is indicated how many points are awarded for how many crosses within each row. Every misthrow means five minus-points. Each player enters his points for his four colour-rows and the minus-points for his misthrows in the appropriate fields at the bottom of the card. The player with the highest total result is the winner.

The image shows the Qwixx Classic game board. At the top, there are four empty boxes for player names: Name, Game 1, Game 2, Game 3, and Game 4. Below these are four rows of numbers from 1 to 12. Each number is in a colored box (red, yellow, green, blue). Some numbers have 'X' marks over them, indicating they have been crossed out. The red row has 4 crosses, yellow has 3, green has 7, and blue has 8. At the bottom of the board, there is a scoring table with columns for 'Points' and 'Total'. The points for each number are: 1x (1), 2x (3), 3x (6), 4x (10), 5x (15), 6x (21), 7x (28), 8x (36), 9x (45), 10x (55), 11x (66), 12x (78). Below this is a calculation: Total 10 + 6 + 28 + 36 - 10 = 70.

### Example:

In red, Laura has 4 crosses, which gives her 10 points; in yellow, she has 3 (= 6 points); in green 7 (= 28 points); and in blue 8 (= 36 points). For her two misthrows she must subtract 10 minus-points. This means that Laura's total result is 70 points

*Very simple - and simply great!*



**Players:** 2-4    **Age:** 8+    **Duration:** app. 15 min.

Players are trying to cross off as many numbers as possible in the four colored rows of their player sheets. The more crosses you have in a colored row, the more points you'll score. The player who has the most points at the end of the game wins.

**Warning:** If you're already familiar with the original Qwixx game, you only need to read the rules highlighted in yellow. All other rules remain unchanged compared to the original game! If you're new to Qwixx, it's better to read **all the rules**.

## Crossing off numbers

During the game, you need to cross off the numbers in each of the four colored rows from **left to right**. You don't have to start at the far left: it's allowed to skip numbers (even several at a time). Numbers you skipped can no longer be crossed off later.

**Tip:** Mark the numbers you skipped with a horizontal line so you can't accidentally cross them off later.

The four colored rows are longer than in the original game. They range from 2-16 and from 16-2. You may lock each colored row using **one of the last two numbers**. Each score sheet also shows **two lucky numbers**.

Qwixx

Name: \_\_\_\_\_ Game 1: \_\_\_\_\_ Game 2: \_\_\_\_\_ Game 3: \_\_\_\_\_ Game 4: \_\_\_\_\_

▶ 2 3 4 ~~5~~ ~~6~~ ~~7~~ 8 9 10 11 12 13 14 15 16 🔒

▶ 2 ~~3~~ ~~4~~ 5 6 7 ~~8~~ ~~9~~ ~~10~~ ~~11~~ 12 ~~13~~ 14 15 16 🔒

▶ 16 ~~15~~ ~~14~~ ~~13~~ ~~12~~ 11 10 9 8 7 6 5 4 3 2 🔒

▶ 16 15 ~~14~~ 13 12 11 10 9 8 7 6 5 4 3 2 🔒

☀️ / 🌟    🌟 -5    ☐ ☐ ☐ ☐

X	1x	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	12x	13x	14x	15x
Points	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120

Total [red] + [yellow] + [green] + [blue] - [ ] = [ ]

**In the red row**, you first crossed off the 5 and then the 7. This means you can no longer cross off the 2, 3, 4 and 6.

**In the yellow row**, you can only cross off the 14, 15 and 16.

**In the green row**, you need to continue to the right of the 11.

**In the blue row**, you need to continue to the right of the 14.

**Note:** The lucky numbers on this score sheet are 5 and 10.

# How to Play

Each player receives a score sheet (with different lucky numbers) and a marker. Randomly determine who will be the first active player. The active player rolls **all six dice**. Next, they perform these actions **in the following order**.



## 1. Action

The active player adds up the results **of both white dice** and states their sum loud and clear. Now, **all players** may (but don't have to!) cross off this number in a colored row **of their choice**.

Max is the active player. The white dice show a 5 and a 1. Max informs everyone that the sum is "six". Emma crosses off the yellow 6 on her score sheet. Max crosses off the red 6. Laura and Linus don't want to cross off a 6.

If during action 1 the sum of both white dice is one **of the lucky numbers** on your score sheet, instead of crossing off this number you may cross off the next available number in the colored row where you currently have the fewest crosses. If several rows have the fewest crosses, you may pick one of them.

**Example:** Laura's lucky numbers are 6 and 11. Instead of the 6 that Max rolled, she crosses off her green 15.

**Note:** Lucky numbers are available to you throughout the entire game. You may use them each time they are rolled during action 1.



## 2. Action

The active player (but not the others!) may now (but doesn't have to) combine **one of the white dice** with **one colored dice of their choice**, and cross off their sum in the corresponding colored row.

Max combines the white 5 with the blue 8 and crosses off the blue 13.

**Very important:** If after actions 1 and 2 it turns out the active player was unable to cross off a number, they must cross off one of their "failed roll" spaces instead. Non-active players don't have to cross off a failed roll space if they are unable to cross off a number.

Now, the next player in turn order becomes the new active player. He or she rolls all six dice. Next, they perform both actions one after the other. The game continues like this, with players taking turns rolling the dice.

## Locking a row

Before you can cross off **one of the rightmost numbers** of a colored row (red 15/16, yellow 15/16, green 2/3, blue 2/3), you must first have crossed off **at least six numbers** in that colored row.

As soon as you cross off one of the rightmost numbers in a row, you must also immediately cross off the space with the lock symbol to the right of that row. This cross will count towards your total points at the end of the game! This colored row is now locked **for all players**. It's no longer possible to cross off numbers of this color. The corresponding colored die will no longer be used: remove it from the game.



Emma crosses off the green 3 and **immediately** crosses off the lock symbol. The green die is removed from the game.

**Note:** If a player crosses off one of the rightmost numbers, they must state this loud and clear to let the other players know this colored row is now locked. If a player locks a row during action 1, the other players are also allowed to cross off the rolled sum at the same time, as well as the corresponding lock symbol.

However, if you have **fewer than six crosses in a colored** row when another player locks it, you're **not allowed to cross off either** of the rightmost numbers.

## End of the Game and Scoring

The game ends **immediately** when one of the players crosses off their fourth "failed roll" space. The game also ends **immediately** when a second row is locked (it doesn't matter who does it) and a second colored die is removed.

It's rare, but possible and allowed to lock a row using one of your lucky numbers, provided that all the rules of the game are followed.

**Tip:** Through action 1, it could happen that the second and third row are locked simultaneously.

**Example:** The green row is already locked. Emma rolls two 8s with the white dice and says "sixteen". Max crosses off the red 16 and locks the red row. Simultaneously, Linus crosses off the yellow 16 and locks the yellow row.

**Scoring:** Underneath the four colored rows, you'll find a table that shows how many points you score for a certain number of crosses within a row. Each failed roll counts as five penalty points. Players now add up the points of their four colored rows, subtracting points for their failed rolls, and write their scores in the corresponding spaces of their score sheet. The player with the highest score is the winner.

**Qwixx** LOLCO

Name: \_\_\_\_\_ Game 1: \_\_\_\_\_ Game 2: \_\_\_\_\_ Game 3: \_\_\_\_\_ Game 4: \_\_\_\_\_

Red row: ~~1~~ 3 4 ~~5~~ ~~6~~ 7 8 9 ~~11~~ 12 13 14 15 16

Yellow row: 2 ~~3~~ 4 ~~6~~ ~~8~~ 9 10 11 12 13 14 15 16

Green row: 16 ~~1~~ ~~2~~ 13 12 ~~4~~ ~~5~~ ~~7~~ 8 ~~10~~ 6 ~~14~~ 4 ~~15~~ 2 ~~16~~

Blue row: 16 ~~1~~ ~~2~~ 13 ~~4~~ ~~5~~ 10 ~~8~~ ~~11~~ ~~12~~ 4 3 2

Scoring table:

	/			-5			<input type="checkbox"/>	<input type="checkbox"/>							
<input checked="" type="checkbox"/>	1x	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	12x	13x	14x	15x
Points	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120

Total: **10** + **6** + **45** + **36** - **10** = **87** A

Emma has 4 red crosses, which scores her 10 points. She also has three yellow crosses (= 6 points), 9 green crosses (= 45 points) and 8 blue crosses (= 36 points). Emma has two failed rolls, which costs her 10 points. Emma's final score is 87 points.

*Very simple - and simply great!*

# Qwixx gemixxt

Steffen Benddorf



2 new game versions!

Players: 2-4

Age: 8 +

Duration: app. 15 min.

All the Qwixx dice game rules remain **exactly** the same. For the two versions, you only need to note the following:

## Version A

The numbers in a row are in ascending or descending order, just like in the original game, but the colours are divided into small segments. If a player completes a line by crossing out the number on the far right, the corresponding colour dice is **immediately** removed from the game. So if, for example, a player completes the top row (with their at least 6th cross in this row) by crossing out the red 12, then the red dice comes out of play **immediately** and the top row is closed for all players from now on.

**Note:** In the other three rows, you may still cross out the red boxes (with the help of the two white dice). The four rows are scored **row by row**, just like in the original game. For example, if the top row is closed and scored, the points will be entered in the score box on the bottom left.



## Version B

The numbers in a row are no longer in ascending or descending order, but randomly mixed up. So if a player wants to close a row, i.e. cross the number on the far right off, then it has to be done in red with an 11, in yellow with a 10, in green with a 3 and in blue with a 4.



## One more tip ...

You can also use the „Qwixx mixed“ pads for the **Qwixx card game**. All the card game rules remain the same, with the additions described above. The following also applies to version **A**: If the active player plays multiple cards (they must be of the same colour), then they may make crosses in **different** rows.

**Example:** Tim plays the red 3, the red 8 and the red 11. He crosses the red 3 in the second row and the red 8 in the fourth. He doesn't want to cross the red 11.

**Note:** If the active player crosses several squares within a row then they can leave out more than one field in this case.



*Very simple - and simply great!*



Players: 2-4    Age: 8+    Duration: app. 15 min.

The rules of the game and the playing the game are **exactly** the same as the original game. The only thing that must be taken into account:

## Version A

There are a total of 12 bonus boxes in the 4 coloured rows. When you cross a bonus box in any coloured row, you have to cross **immediately** out a bonus box in the bonus bar at the bottom. The boxes in the bonus bar are crossed out **from left to right without any gaps**. When you cross off one of these boxes, you **immediately** put a cross in the specified coloured row (as a rule, the next possible box). You can not leave out this immediate marking with a cross.



Several rounds have already been played. Now Tim crosses the green 11 for his turn. Since this is a bonus box, Tim immediately crosses out the first box in the bonus bar: it is red. Tim immediately puts a cross in the red row and marks the next possible box with a cross: the red 5.

**Warning:** It is possible that „chain moves“ are created by the bonus boxes. Chain moves are taken immediately one after the other.

Sarah marks the red 9 with a cross later in the game. As this is a bonus box, Sarah crosses out the next free box in her bonus bar: it is blue. Sarah now makes a cross in the blue row: it is the blue 5. Since this is also a bonus box, Sarah crosses out the next free bonus box: it is yellow. Sarah crosses the next box in her yellow row: the yellow 10.

Once a colour has been completed during the course of the game, all players immediately cross out the corresponding coloured boxes in the bonus bar. These boxes in the bonus bar do not count from now on. They are forfeited and are then simply skipped.



The yellow row was completed by Maria. Each player crosses off the remaining yellow squares in their bonus bar (without using them).

**Note:** Under no circumstances can a box in a completed row be marked with a cross any more. The end of the game and scoring are exactly the same as in the original game. It is possible that a player completes a row with the help of a bonus cross and ends the game as a result, if this completes the entire second row.

## Version B

In the 4 coloured rows there are a total of 5 different bonus boxes, 2 each. If you have marked both **bonus boxes of one type** during the game, you score extra points at the end of the game or make more crosses straight away. To highlight the bonus achieved, cross the relevant bonus box below the 4 coloured rows on the piece of paper.



Sarah crosses the green 5 and has therefore crossed both jagged bonus boxes. She immediately marks the corresponding bonus box below the 4 coloured rows.

### The meaning of the bonus boxes:



You **immediately** cross 2 boxes in the coloured row in which you have currently made the **fewest crosses** (the next possible 2 boxes as a rule). If you have several rows with equally few crosses, you choose one of them. **Note:** Bonus crosses that cannot be made in the row with the fewest crosses (e.g. because the row is already completed) are forfeited.



You **immediately** cross one box in **each** coloured row (the next possible box according to the rules).

**The following applies to both bonus actions just explained:** It is possible and you are allowed to cross and complete the last box in a coloured row using a bonus cross. The game can also end (two complete rows) as a result of this. **Note:** Under no circumstances can a box in a completed row be marked with a cross any more.



The points you score for the coloured row with the fewest crosses are doubled. If you have several rows with equally few crosses, you double the score for just one of these rows.



You get an extra 13 points.



Your mis-rolls don't count as minus points.

The game ends exactly the same as in the original game, i.e. when a total of two rows are complete or a player has 4 mis-rolls. **Note:** The game ends with a player's 4th mis-roll, even when this player's mis-rolls do not count as minus points.

*Very simple - and simply great!*