# Qwixx

*New dice - for more fun!*

LONGO

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**Players:** 2-5
**Age:** 8 and up
**Duration:** app. 20 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.**

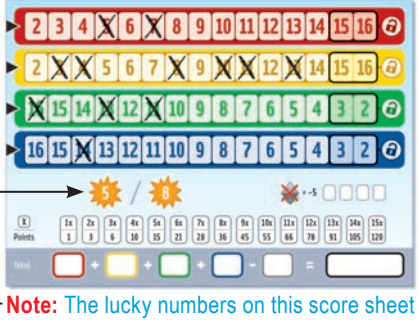
**Warning:** If you're already familiar with the original Qwixx game, you only need to read the rules highlighted in yellow. All other rules remain unchanged compared to the original game! If you're new to Qwixx, it's better to read **all the rules.**

## 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**.




**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 **8**.

# 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.) 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 16.
**Note:** Lucky numbers are available to you throughout the entire game. You may use them each time they are rolled during action 1.



2.) The active player (but not the others!) may now (but doesn't have to) combine **one of the white dice** with **one colored die 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

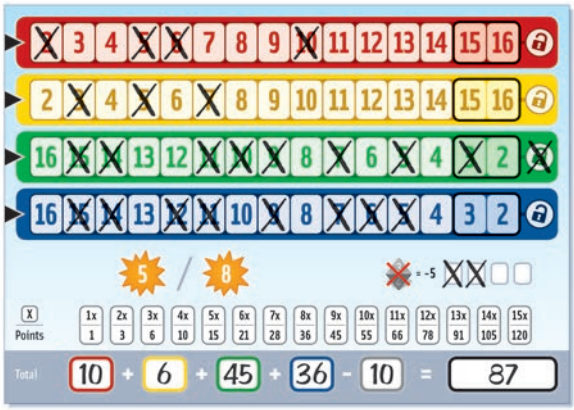
The game ends **immediately** when one of the players crosses off their fourth "failed roll" space. The game also ends **immediately** when a second row is locked (it doesn't matter who does it) and a second colored die is removed.

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.




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.

**English Translation:** Jo Lefebure for The Geeky Pen

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