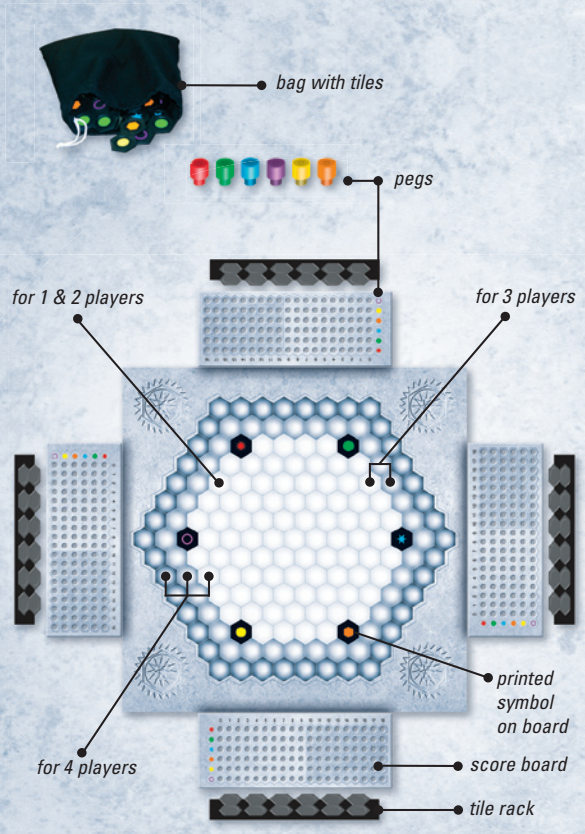
A Game By Reiner Knizia

INGENIOUS

for 1-4 players, aged 8 years and up

Standard Game for 2-4 Players

1. Lay out the board.
2. Put the tiles in the bag and shuffle them.
3. Each player displays one score board in front of him and places one peg of each colour in the hole to the right of the colour symbols (value 0).
4. Each player places one rack in front of him (behind his score board), draws 6 tiles from the bag and places them on his rack so that only he can see them.



The Board

With 2 players only use the white spaces; with 3 players also use the light grey spaces; with 4 players use the whole board.

Overview

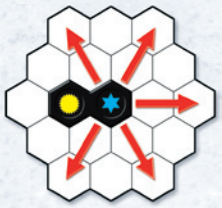
Each player has six tiles with colour symbols on his rack. In clockwise order, players play one of their tiles onto the board with the objective of establishing lines of matching symbols emerging from the placed tile. This allows the players to advance the respective colour markers on their score boards. Players must attempt to advance all six of their colour markers, not leaving any one of them behind. When the board is filled, each player's lowest positioned marker defines his result. The player with the highest result wins.

Play

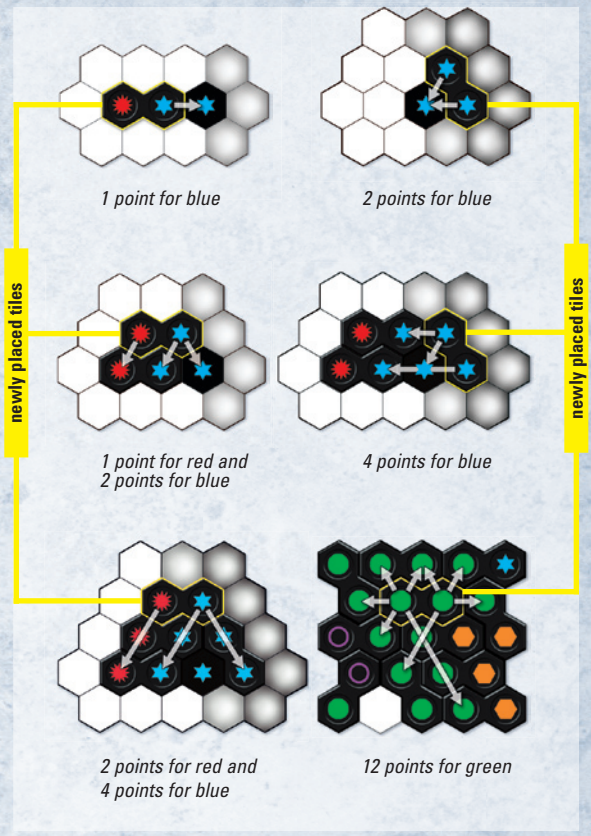
The youngest player begins, then play progresses clockwise. On your turn do the following:

Play One Tile Choose one tile from your rack and place it on any two connected empty spaces on the board. In the first round, each player must play adjacent to a different one of the 6 symbols already printed on the board.

Score your Tile Start with one of the two symbols on the tile you played. There are five lines emerging from this symbol, as indicated below.



In each line count the number of identical symbols (printed on the board or on other tiles), but stop counting as soon as you come to an empty space or a different symbol. (Do not count the symbol on the tile you just played!) The total count makes your score in this symbol and you advance your respective colour counter on your score board accordingly. Then score the second symbol on the tile you played in a similar manner.



Refresh your Hand Draw one tile from the bag to refresh your rack to 6 tiles.

Swapping your Tiles If your rack does not contain any of the colour(s) currently in lowest position on your score board, then, before you refresh your hand, you may show your tiles to the other players, put all tiles from your rack aside, refresh your rack with 6 new tiles from the bag and thereafter return your old tiles to the bag.

Game Materials

1 game board
120 tiles
1 bag
4 racks
4 score boards
24 colour pegs
These rules

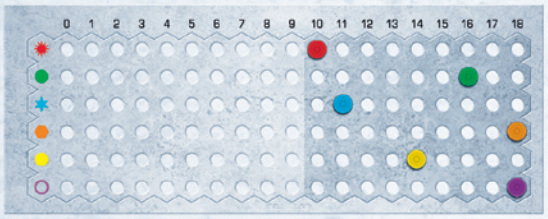
Bonus Play

Your counters cannot advance beyond the final spaces (value 18) on the score board. For each of your counters that reaches the final space, call out "Ingenious" and you get an instant bonus play of one tile. Before refreshing, choose another tile from your rack, place it on the board and score it. Only after you have completed all your bonus plays, refresh your rack to 6 tiles.

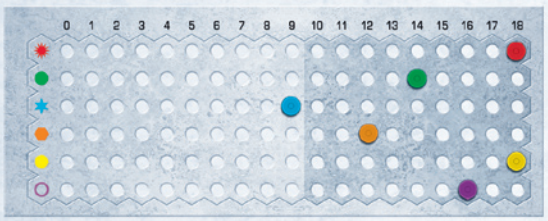
Game End

The game ends when no further tiles can be played. Then determine the lowest colour position of each player. This colour is the player's score. The player with the best score wins. In the case of a tie, use the next lowest colour as a tiebreaker, and so on.

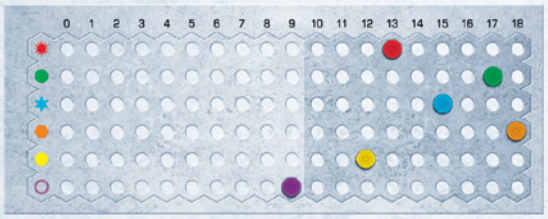
Example



player A



player B



player C

Player A wins with a score of 10. Player B is 2nd with 9. Player C also has a score of 9 but his tiebreakers 12 and 13 are not as good as B's 12 and 14.

In the very rare case that one player succeeds in advancing all 6 counters to the end of his score board, he wins instantly.

4-Player Partnership Game

As a game variant, players sitting opposite each other may form a partnership. All standard game rules apply, but each partnership uses a double-length score board by placing two regular score boards together. Both partners apply their individual scores to their joint score board. When no further tile can be placed on the board, the partnership with the better score wins – in other words, the partnership with the lowest counter loses.

No communication is allowed between the partners during play. Alternatively, players may agree open communication.

Bonus Play

When a counter reaches the final space (value 18) on the first score board, the current scoring of this colour symbol stops there, but the counter is immediately moved onto the start space (value 0) of the second score board. The player receives the usual free bonus play for the "Ingenious" before refreshing. If a counter later reaches the final space on the second score board, another free bonus play is awarded for the "Ingenious".

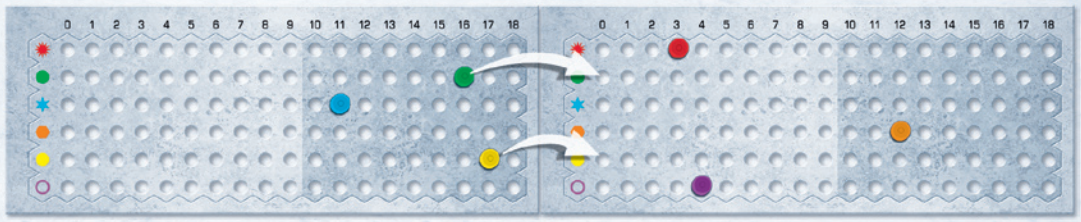
Solitaire Game for 1 Player

All standard game rules apply, with the following exceptions: Use a double-length score board by placing two regular score boards together (as in the illustration below). When a counter reaches the final space (value 18) on the first score board, the current scoring of this colour symbol stops there, but the counter is immediately moved onto the start space (value 0) of the second score board. Free bonus plays are not awarded in the solitaire game.

No rack is used. Draw one tile from the bag, place it on the board and score it. Then draw the next tile and proceed accordingly.

Only use the white spaces of the board. Try to reach a high score by the end of the game, when no further tile can be placed.

Example



When scoring 2 in green and 4 in yellow, both corresponding counters move to the start space (value 0) on the second score board, each triggering a free bonus play.

Graphic design by Kinetics & Binney Hare Graphic Design. The game is a joint production of Sophisticated Games Ltd and Kosmos Verlag. Produced for Sophisticated games by Robert Hyde and for Kosmos by Sandra Dochtermann.

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Reiner Knizia expresses his thanks to all play testers, in particular Iain Adams, Chris Bowyer, David Farquhar, Martin Higham, Ross Inglis, Kevin Jacklin and Chris Lawson.

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