

Qwixx

Classic simple fun!



Players: 2-5
Ages: 8+
Length: ~15 mins

Each player aims to cross out as many numbers in the four coloured rows as possible. The more crosses in a single row, the more points they're worth. The player with the most points at the end of the game wins!

Crosses & Numbers

Throughout the game, players must cross out numbers in each of the four coloured rows **in order, from left to right**. This doesn't have to start at the very far left – numbers can be skipped (and more than one at once). However, skipped numbers may not be crossed out later.

Tip: should players wish, they may strike numbers they've skipped through with a line, so that they don't accidentally cross them out later.

R	2	3	4	5	6	7	8	9	10	11	12		
Y	2	X	X	5	6	X	X	9	X	11	12		
G	X	11	X	9	8	7	X	5	4	3	2		
B	12	11	X	9	8	7	6	5	4	3	2		
Crosses	1x	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	12x	Misthrow: -5
Points	1	3	6	10	15	21	28	36	45	55	66	78	
Totals	<div></div>	+	<div></div>	+	<div></div>	+	<div></div>	-	<div></div>	=	<div></div>		

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Example:

In the red row, the number 5 was crossed out first, then the number 7. The numbers 2, 3, 4 and 6 may now no longer be crossed out. In the yellow row, only numbers 11 and 12 can still be crossed out.

In the green row, players must continue to the right of number 6.

In the blue row, players must continue to the right of number 10.

Order of Play

Each player receives a score sheet and a pen. Players draw lots to decide who starts as the Active Player. The Active Player rolls **all six dice**. Then, the following actions are taken **in order**, first **Action 1** and then **Action 2**.

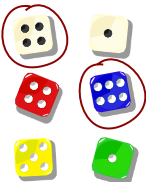
Action 1



The Active Player adds together the faces of the **two white dice**, clearly and loudly stating the total. Every player is allowed (but doesn't have to!) cross out that number in the row **of their choice**.

Example: Max is the Active Player. The white dice show a 4 and 1 respectively. Max clearly states "5" to the group. Emma crosses out the yellow 5 on her sheet. Max crosses out the red 5 on his. Laura and Linus decide not to do anything.

Action 2



The Active Player (and no one else!) can now, but doesn't have to, pair a **single white die** with a **single coloured die** of their choosing and cross out the sum of both in the **matching** coloured row.

Example: Max combines the white 4 with the blue 6, and then crosses out the number 10 in the blue row.

Super important: if the Active Player can't cross out any numbers during **either Action 1 or Action 2**, then they must put a cross in one of the "Misthrow" boxes. The other players don't have to mark a misthrow, regardless of if they crossed out a number or not.

Now it's the next player's turn, following on clockwise from the previous Active Player. They take all six dice and roll them. Once again, both Actions are taken, one after the other. Like this, the game continues.

Locking a Row

Should a player want to cross out the **right-most number** in a row (red 12, yellow 12, green 2 or blue 2), then they need to have **at least five crosses** already in that row. If a player does manage to cross out the right-most number, then they should **also** put a cross in the field next to it with the lock or key symbol – this cross will also be counted at the end of the game! This locks the row **for all players** and no one can cross out any more numbers in this row for the rest of the game. The corresponding coloured die is no longer needed and is removed from play.



***Example:** Laura crosses out green 2 and then the key symbol next to it. The green die is removed from the game.*

Note: Should a player cross out the right-most number, then they have to clearly state this so that all players now know that the row is locked. In the case that the row is closed during *Action 1*, other players also have the chance to close the row and cross out the lock/key symbol. However, if a player has less than five crosses already in that row, then they aren't allowed to cross out the right-most fields, even if the row is closed by another player.

End of Play

The game ends **as soon as** a player marks their fourth misthrow, *or as soon as* two rows have been locked (by one or more players) and two dice have been removed from play.

Hint: It's possible (during *Action 1*) that a third row gets locked at the same time as the second.

***Example:** The green row has already been locked. It's Emma's go and she throws two 6s with the white dice, making 12. Max crosses out red 12 and locks the red row. At the same time, Linus marks a cross on yellow 12 and closes the yellow row.*

Scoring & Totals

Provided underneath the coloured rows is a list of how many points the number of crosses in a single row are worth. Misthrows are worth minus 5 points each. Each player must then work out the points they receive for each row and count their misthrows, writing their totals in the fields at the bottom of the score sheet.

R	2	3	4	5	6	7	8	9	10	11	12				
Y	2	3	4	5	6	7	8	9	10	11	12				
G	2	3	4	5	6	7	8	9	10	11	12				
B	2	3	4	5	6	7	8	9	10	11	12				
Crosses	1x	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	12x	Misthrow: -5		
Points	1	3	6	10	15	21	28	36	45	55	66	78	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Totals	10	6	28	36									10		70

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***Example:** Laura has 4 crosses in red which gives her 10 points, 3 crosses in yellow (= 6 points), 7 crosses in green (= 28 points) and 8 crosses in blue (= 36 points). For her two misthrows, Laura gets -10 points. Laura's total comes to 70 points.*

The Author: Qwixx marks Steffen Benndorf's 4th published game. He certainly has a talent for producing engaging dice games; included in this genre are his "Würfel Express" [Dice Express], "Fiese 15" [Mean 15] and "Mensch ärgere dich nicht mal anders" [Dude, don't get so worked up!] (similar to *Ludo* in UK, *Sorry!* in US).

The Illustrator: Oliver Freudenreich was the original illustrator for the German version and many other German and international boardgames. You can check him out here: www.freudenreich-grafik.de.

The Translator: Using his German copy of Qwixx to expand his portfolio, Keiran Wragg translated the text and redesigned the graphics for much of the instructions in order to differentiate the work from the official English translations. You can check out his other works here: www.flyingserpenttranslations.co.uk.