

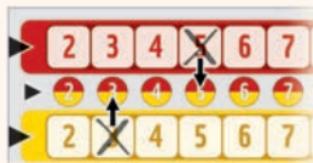
# How to play „Qwixx Big Points“:

The rules for the normal four colored rows (square fields) as well as the game rules remain **exactly** the same as in the original game, **nothing** changes. Players take turns carrying out their two actions. **At the end of the game**, points are awarded for the four normal colored rows and each misthrow is worth 5 minus points, just like in the original game.

For the two bonus rows (round fields) on their own, no points are awarded. **But:** Crossed out bonus fields count towards **both** neighbouring colored rows. This means you can now count several crossed out numbers for each colored row and score lots of points for each colored row (120 maximum).

## How to cross out bonus fields

If you have already crossed out a number of a normal colored row (e.g. the green 10), you can now cross out the neighbouring two-color bonus field, if the same number is rolled again (in this example, the green 10). This also applies if you're using a corresponding "white number" (white 10). You may not cross out a bonus field if you have not **already** crossed out at least one neighbouring colored field.



*Sarah has crossed out the yellow 3 and the red 5. If she ever rolls a yellow 3 or a red 5 again on her turn, she can cross out the neighbouring bonus field.*

*She can also cross it out, if she (or another player) rolls a white 3 or a white 5.*

## What else you need to know?

- For both of the bonus rows the general rule also applies: Numbers **must** be crossed out from left to right and previously skipped bonus fields may **not** be crossed out later on.
- A colored row, as in the original game, can be locked after crossing out the number on the far right of the colored row as long as it is (at least) the 6th crossed out number of this colored row. Crossed out bonus fields do **not** count towards the minimum number of required crossed out fields (minimum of 6) to be able to lock a colored row.
- If a colored row has already been locked (e.g. green), the neighbouring bonus fields can still be crossed out as described. Bonus fields crossed out, even after one colored row has been locked, count for **both** neighbouring colored rows when counting the score at the end.
- If you cross out only a bonus field after completing both actions on your turn, this does not count as a misthrow.



## Scoring example:

*Sarah has crossed out 3 red-yellow bonus fields. The 3 crossed out numbers count towards her point total for both the red and the yellow rows. Sarah has also crossed out 4 green-blue bonus fields. These 4 crossed out numbers count towards her point total for both the green and the blue rows.*

**Note:** Although you are allowed to cross out more than 15 numbers (including neighbouring bonus fields), a maximum of 15 crossed out numbers per colored row count towards your score.

*Simple to learn and simply fun!*