

Player: 2-5 people

Age: 8+

Duration: app. 15 min

The 5 characters are shuffled face down and each Player gets his character randomly. Everybody places his character (it remains with this player for the rest of the game!) in front of him.

Note: of course you can also play it another way, so that each player gets to choose a character. Or you play several games and everybody gets to play with all characters.

Every player is handed a note and a pen: Also the dice of the original game are required. **The rules of the original Qwixx completely remain unaffected.** Nothing is to be changed - except the following additional rules:

If you're on turn (= active player), you may (but do not have to) use the special ability of your character. **Very important:** if it is not your turn, therefore you're not the active player, you're not allowed to use the special ability of your character. All players should pay attention to the correct use of the characters.

Double Dutch

You can roll the dice twice. It's your own decision, whether you reroll all dice on your second try, or you go with less. Only **after** your rerolled (or waived), all the results of the dice are to be used, by every player. Just like the original game.



Tina Turner

You can either choose **any die** that shows 3 and turn it into 4. Or **any die** that shows 4 and turn it into 3.

Only **after** you turned your die (or waived), the results of all dice are to be used, by every player. Just like the original game.



Magic Mike

You are allowed to make a cross **between two crosses**, at any subsequent time) if there is a gap of **exactly one field** between them (if your roll the relevant result).

If you're making two marks, you can use the special ability of Magic Mike, both times (according to your results). Of course you can also make two marks, the normal way, without the help of Magic Mike. Or you choose to make one with the special ability and one without. Magic Mike never marks more than two crosses, when he is the active player.



Chris Cross

You may enter **up to three crosses** (providing appropriate results). First (as usual) a cross according to the sum of the two white dice, then „white + color“ (any die) and afterwards again „white + color“ (any die). **Note:** it is allowed not to use the „white“ dice, but marking two results with „white + color“ dice. Chris Cross never does more than a white cross.



Miss Take

If you **can not** or **do not want** to make a mark, then you **don't have to** make a mistake – never, under no circumstances. Instead, you may mark a cross in **any** row of your choice. You can place your mark within the column, wherever you want, as long as you follow the rules of the Qwixx original game. **Only exception:** the cross is **never** to be placed on the rightmost field (red 12, yellow 12, green 2, blue 2).

