

Qwixx The Duel

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Materials: 1 game board, 6 dice, 22 each black and grey game tokens



Players: 2 people
Age: 8 years and up
Duration: approx. 15 min.

If you already know our dice game "Qwixx", then many things in this duelling version will be familiar to you. Here again, the spaces are occupied **from left to right**, although no crosses are made, but game tokens are used instead. In every coloured row, the **foremost token** (that is, the token at the far right) has a very special significance – it can be beaten by your opponent. In addition to that, the owner may build a stack consisting of several tokens on the foremost token in every coloured row. Each token in the stack gains points when scoring.

Placing the tokens

Generally, every player can only place their tokens **from left to right** in every coloured row – your **own** tokens (those currently lying in the coloured row) are always the decisive factor. The player may leave as big a gap as he likes here. **Note:** If a token should be beaten, from then on, your own tokens currently lying there are decisive.

Only **one token** may be lying on each space at any time – your opponent's tokens cannot be beaten. The **only exception** is the token that is the **farthest forward** (that is, the farthest to the right) in each of the four coloured rows. This token (and only this one!) can be **beaten** by your opponent, if he throws the corresponding number and in the place of your token, places one of his own on the space. The beaten token is **handed back** to the respective owner who can enter it into the game again later.

In each of the four coloured rows, the respective **owner of the foremost token** may stack another token on top of it, if he throws the corresponding number and uses it. He can continue doing this for as long as his token is the foremost in that row – there is no limit to the height of the stack/pile. If a stack consists of **at least two tokens**, it may **no longer** be beaten by an opponent during the course of the game. The opponent can only prevent the owner of the stack from adding more tokens to it by overtaking him.



Example:

In the red row, Black currently has the foremost token, on square 7.

- The player with the grey tokens must continue to the right of the 3, thus placing a token on square 4, 6, 8, etc. If he uses a red 7, then he can beat the black token and replace it with one of his grey tokens. **Note:** The black token on square 5 can no longer be beaten.
- If he uses another red 7, the player with the black token can stack another token on top of the foremost token. Or instead, he can use a higher number (red 8, red 9), if he throws one, and then place a further token to the right of the 7.



Example:

Grey currently has the foremost token in the blue row, on square 5. Since there is already a stack of tokens here, this stack cannot be beaten by Black.

- The player with the black tokens must continue to the right of the 9, thus placing a token on square 7, 6, 4, etc.
- If the player with the grey tokens uses a blue 5 again, he can place another token on the foremost token, that is, on the stack there. If he throws a blue 4 or a blue 3, he can place another token to the right of the 5. **Note:** Grey is not yet able to place a token on square 2, since the square on the far right may be occupied by a player's 6th token at the earliest (see "Locking a Row"). It would be possible for Black, since he has already placed 5 tokens.

How to play

Each player receives 22 tokens of one colour and places them in front of him. Players decide who is the first to be the active player by way of a draw. The active player **throws all six dice** and then carries out both the following actions, **one after the other**.

Hint: Contrary to the original dice game of "Qwixx", the inactive player can **not use any** of the two actions.

1.) The active player adds up the pips of the **two white dice** and announces the number loudly and clearly. The active player (and only he!) may (but doesn't have to) place one of his tokens, corresponding to the number announced, in **any** coloured row of his choice and in keeping with the rules for placing the tokens. **Max is the active player. The two white dice show a 4 and a 1. Max says loudly and clearly "five" and places one of his tokens in the yellow row on square 5.**



2.) The active player (and only he!) may now, but doesn't have to, combine exactly **one white die** with exactly **any one coloured die** of his choice and place one of his tokens corresponding to the total sum in the corresponding coloured row and in keeping with the rules for placing tokens. **Max combines the white 4 with a blue 6 and places one of his tokens in the blue row on square 10. Note:** If the active player placed a token in Action 1, he is **not** allowed to occupy **the same square** in Action 2. If Action 1 and Action 2 are both used to place tokens, then **two different squares** must be occupied.



Very important: If the active player **didn't place** a token in any coloured row **either** in Action 1 **or** in Action 2, then he must place one of his tokens in the row of "**Misthrows**" (Fehlwürfe).

Now the other player becomes the new active player. He takes all six dice, throws them and then carries out the two actions, one after the other. Play continues as described.

Locking a Row

If a player would like to occupy the **number on the far right** with a token (red 12, yellow 12, green 2, blue 2), then he must already have placed **at least 5 tokens** in this coloured row – essentially, each individual token within a stack counts. If the player finally occupies the number on the far right, then he must **also** place another one of his tokens on the square immediately following with the lock – this token also counts towards your points at the end of the game! This coloured row is now locked and in the following rounds, no more tokens can be placed in this colour. The die in the corresponding colour is **immediately** removed from the game and not used any more.

Hint: If a player should place his very last token on the square to the far right, the game ends immediately (see "End of Game and Counting Score") and he cannot place any token on the square with the lock.

Laura places one of her grey tokens on the green 2 and also one token on the lock. The green row is now locked and the green die is taken out of the game.



End of Game and Counting Score

The game can end in three different ways. In any case, the game ends immediately. If one of the following happens while the player is carrying out Action 1, then he is no longer able to carry out Action 2 – the game ends **immediately**.

- A player places his last token on the board.
- There is a total of 4 tokens lying in the "Misthrows" row (no matter whom they belong to).
- A total of two coloured rows have been locked (no matter by whom).

Scoring: On the right side of the games board, you can see how many points a player scores for how many of his own tokens in one coloured row. **Note:** A player is allowed to have more than 12 tokens in a coloured row, but a maximum of 12 tokens per coloured row count towards the score. Each misthrow counts for five minus points. Each player adds up the points for his four coloured rows including any minus points for misthrows and notes down the result on a sheet of paper. The player with the most points wins.