

## How to play "Qwixx mixed"

All the Qwixx dice game rules remain **exactly** the same. For the two versions, you only need to note the following:

### Version A



The numbers in a row are in ascending or descending order, just like in the original game, but the colours are divided into small segments.

If a player completes a line by crossing out the number on the far right, the corresponding colour dice is **immediately** removed from the game. So if, for example, a player completes the top row (with their at least 6th cross in this row) by crossing out the red 12, then the red dice comes out of play **immediately** and the top row is closed for all players from now on. **Note:** In the other three rows, you may still cross out the red boxes (with the help of the two white dice).

The four rows are scored **row by row**, just like in the original game. For example, if the top row is closed and scored, the points will be entered in the score box on the bottom left.

### Version B



The numbers in a row are no longer in ascending or descending order, but randomly mixed up. So if a player wants to close a row, i.e. cross the number on the far right off, then it has to be done in red with an 11, in yellow with a 10, in green with a 3 and in blue with a 4.

### One more tip ...



You can also use the „Qwixx mixed“ pads for the **Qwixx card game**. All the card game rules remain the same, with the additions described above. The following also applies to version **A**: If the active player plays multiple cards (they must be of the same colour), then they may make crosses in **different** rows.

**Example:** Tim plays the red 3, the red 8 and the red 11. He crosses the red 3 in the second row and the red 8 in the fourth. He doesn't want to cross the red 11.

**Note:** If the active player crosses several squares within a row then they can leave out more than one field in this case.

*Very simple - and simply great!*