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!**