



44 cards: 1 each from 2 to 12 in the colours red, yellow, green and blue



Corresponding back side (shows card number but not colour)

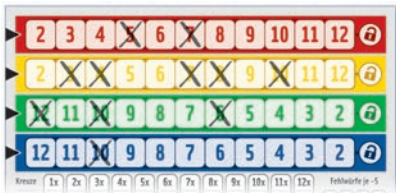


Joker 2-12 (for game variation)

Players try to cross out as many numbers as possible in the four differently coloured rows on their sheet of paper. The more numbers they cross out in the same coloured row, the more points they get. **Note:** There is one major difference between „Qwixx – The Card Game“ and the award-winning „Qwixx“ dice game when crossing out numbers on the sheet of paper (see **“Note”** below).

Crossing out numbers

Throughout the course of the game, numbers must always be crossed out from left to right in each of the four coloured rows. You don't have to begin at the far left; you can also leave out numbers (even several at once). However, you can't cross out numbers later that you previously skipped.



Example:

In the red row, first the 5 and then later the 7 was crossed out. Neither the red 2, 3, 4, or 6 can be crossed out later.

In the yellow row, only the 11 and 12 can still be crossed out. In the green row, only the

numbers to the right of the 6 can still be crossed out. In the blue row, only the numbers to the right of the 10 can still be crossed out.

Before you can cross out **the number to the far right** in a coloured row (red 12, yellow 12, green 2 or blue 2), you have to first cross out **at least five numbers** in the same coloured row. Once you've crossed out the number to the far right of a row, **also** cross out the lock symbol immediately following the number; this crossed-out lock also counts towards your points at the end of the game! **Note:** This coloured row is now “locked”, or completed, **but only for the player who crossed it out.** He can no longer cross out any numbers in this coloured row in the following rounds. The others can still cross out numbers in this coloured row.



Example: Lucy crosses out the green 2 and the lock. The green row is locked for Lucy only.

If you've crossed out less than five numbers in a coloured row, you can't cross out the last number to the far right of the row.

Getting started

Sort out the **11 joker cards** and put them back in the box. The joker cards are only needed for the joker card game variation. Each player receives a sheet of paper and a pencil. Shuffle the 44 cards. Each player receives **four cards**, which make up his hand. The remaining cards are put into a draw pile face down in the middle of the table. The top **four cards** are turned over and laid out one by one next to the draw pile to form a four-card tableau.



The card tableau must always have four cards (showing the card number but not the colour).

Order of play

Decide who starts by way of a draw. On your turn, carry out the actions **in order, one after the other** until you've completed all three actions.

- 1.) Pick up any cards of your choice **from the card tableau** until you have **5 cards in total** in your hand (at the beginning of the game, you only pick up one card; later, you might need two or three). **After** you've picked up the card(s) from the tableau, the cards must be replaced right away from the draw pile so that the tableau has four cards again. Make sure that nobody sees their colour when you place them face down in the tableau.

Note: If the draw pile runs out of cards, shuffle the cards from the discard pile and put them next to the tableau as the new draw pile.



Example: Anne picks up the 11 from the tableau. Then she picks up the 8 card from the draw pile and places it in the space left behind by the 11 card in the tableau.

- 2.) Call out the number **now** showing on the draw pile loud and clear so that everyone can hear you. **All players** (even if it's not your turn) can (but don't have to cross out this number in **any** coloured row of their choice.



Example: Anne calls out: "A 4 for everyone." Max crosses out the red 4 on his sheet. Anne crosses out the yellow 4. Linus also crosses out the yellow 4, and Lucy chooses not to cross it out.

- 3.) Now you **have to** play **at least one** of your 5 cards from your hand. If you can, and want to, you can also play more than one card at once, but **no more than three**. If you play only one card, you can choose any one you want. But, if you play more than one card, all cards must be **from the same colour**. You can choose **up to three** cards e.g. red 2, 6 and 11, or yellow 3 and 9, or green 10, 9 and 4 or blue 8 and 7.

Show the card(s) and decide if you want to cross out one, multiple, or none of the numbers in the respective coloured row.

Important: If you want to cross out **more than one number**, you can't skip more than one number between the first and last number that you cross out in the coloured row. If you play, for example, red 4, 5 and 7, you can cross out all three numbers. But if you play, e.g. yellow 2, 4 and 6, you can't cross out all three numbers, since that would skip more than one number.

Note: The other players **can't** cross out any numbers during the 3rd action. **All** the cards that were played are put face down in a discard pile off to the side.



Example: Anne plays the green 11, 9 and 3. She crosses out the 11 and 9 in the green row and then discards all 3 cards.

Very important: If you don't cross out a number during **either** the 2nd **or** 3rd action, you have to put an "x" in the "mistrrows" row. If it's not your turn, you don't have to put an "x" in the mistrrow row, whether you crossed out a number or not.

Once the 3rd action has been completed, the next player in a clockwise direction takes his turn, following the same sequence of actions as described above. Play then continues with each player taking turns in a clockwise direction.

End of game and counting score

The game is over as soon as someone has completed two rows on his own sheet of paper, or as soon as someone has 4 misthrows. Then, add up the score. At the bottom of the sheet below the four coloured rows, the number of points awarded for crossed out numbers in a row is indicated.

Important: Each row is scored separately. 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 enters the result in the corresponding field at the bottom of the sheet. The player with the most points wins.

Joker game variation

Shuffle the 11 joker cards together with the other 44 cards. Lay down all 55 cards as a draw pile. The number on the joker card is given, but the player who plays it gets to choose which colour it is for. All the other rules stay the same.