



For 2-4 players
Ages 15+
Playing Time: 20-30 minutes

by Mark & Joan Wilkinson

CONTENTS

- 60 X-pieces (15 in each color)
- 5 Joker X-pieces (white/clear)
- 72 Score markers (18 in each color)
- 1 Game board
- 1 Rulebook

OBJECT OF THE GAME

Create specific patterns using pieces of your color to score.
Try to create patterns on top of other players' score markers
in order to replace them.

PREPARATIONS

Each player gets a set of all the X-pieces and score markers in one color. The oldest player starts by placing the five Joker pieces on the board. The Joker pieces can be placed anywhere on the board, but they can't be placed adjacent to each other. Then, the next player in clockwise direction starts the game.



HOW TO PLAY

On his or her turn, a player places one of his or her X-pieces on a free space on the board. If doing so doesn't create one of the patterns shown below, the turn moves to the next player in clockwise direction.

If the player makes a pattern, he or she replaces each of the X-pieces used for the pattern with score markers in his or her color. (Replace one piece after another, so their positions aren't confused.) Each score marker placed is worth 1 point. Afterwards, it's the next player's turn.

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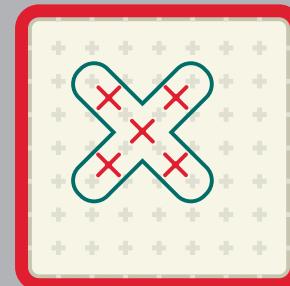
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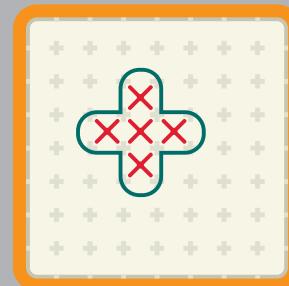
SCORING

These are the scoring patterns:

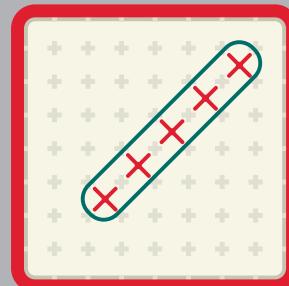
the X



the PLUS



the FIVE-IN-A-ROW*



SCORES 5 POINTS

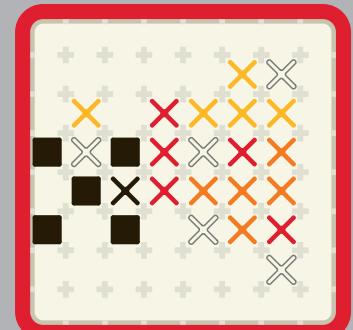
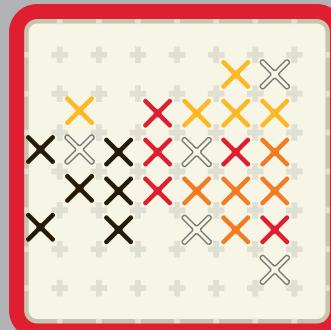
SCORES 5 POINTS

SCORES 5 POINTS

*The Five-in-a-Row pattern can be made diagonally, vertically, and horizontally!

**Examples above do not show the five Joker set-up.

Example for scoring a pattern:



SCORING (cont.)

Build on Top of Other Players' Score Markers

A score marker only represents a player's current score—it doesn't block play for the space it occupies. That means that any player can place an X-piece on top of any score marker.

If a player makes a pattern including a space containing another player's score marker, he or she places a score marker on top of the former (see pictures).

END OF THE GAME & WINNER

The first player to score a certain number of points wins. The point total required to win is based on the number of players:

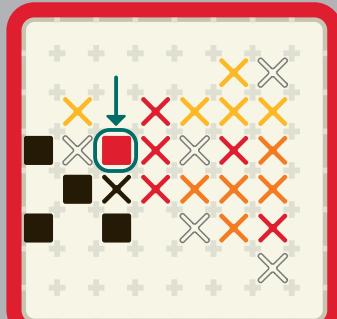
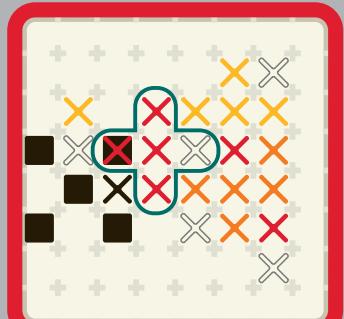
2 players: 15 points

3 players: 12 points

4 players: 10 points

4 players (2 teams): 12 points combined

Example of scoring on top of a score marker:

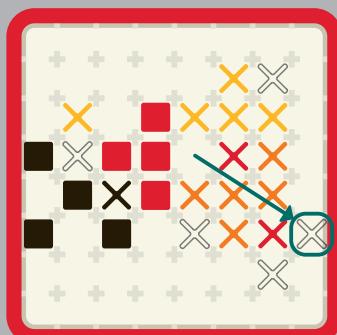
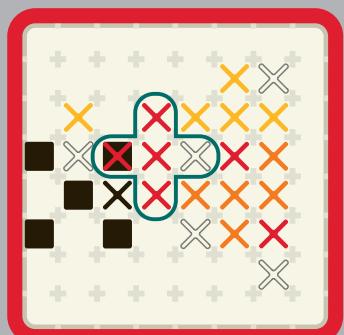


Player red places her score marker on top of player black's score marker.

Joker Pieces

Jokers can be used to complete any player's pattern, but they don't score. That means that if a player makes a pattern including Joker pieces, he or she removes those Jokers without placing any score markers in their place. The player then immediately replaces all Joker pieces removed on any free space on the board where they will not complete another pattern.

Example of scoring with a joker:



Player red replaced her X-pieces with score markers, but she didn't place a score marker on the space where the Joker was.

Then she replaced the Joker anywhere on the board.

- Each of your score markers adds 1 point to your score.
- Score markers that have been covered by other score markers are not worth any points.
- Score markers that are covered by X-pieces are still worth points.

If a player runs out of X-pieces or score markers, the game ends immediately, and the player with the most points at the moment wins.

Instant Winner

A player instantly wins the game if he or she scores a pattern using nothing but Joker pieces.

ADDITIONAL RULES

Overlooked Pattern

If a player didn't claim an existing pattern during his turn, once that turn is over, any other player may claim that pattern by touching one of the included X-pieces. That player scores with his or her score markers as though it were a pattern he or she completed. Play then resumes to where it was left off.

Combination Pattern

It is possible to join more than one complete pattern by placing a single X-piece. In this case, all combined colored X-pieces are replaced by score markers.