

Qwixx is a fun, strategic, competitive, multi-player dice game with 2 to 4 players. Each player can be played by either a human or the AI Strategy Engine.

Objective: Score the most points by marking numbered squares in colored rows on each player's score sheet. The goal is to mark as many numbered squares as possible, starting on the left, and moving to the right. Each sheet had 4 rows (red, yellow, green, and blue). Each row has points for that row based on the number of squares marked in that row. The player's total score is the sum of all the rows, minus any penalties.

Sheets: Each player has her own sheet. Some rows proceed from a 2 on the left to a 12 on the right. Other rows are the opposite. Once a numbered square in a row is selected, only numbers to the RIGHT of that can then be marked. That is, all numbers to the LEFT of the right-most selected number are locked and can never be played. In **Figure 1** player Scott has not yet marked any numbers, has no score, and no penalties.

Scott													
0	2	3	4	5	6	7	8	9	10	11	12	0	
0	2	3	4	5	6	7	8	9	10	11	12	0	
0	12	11	10	9	8	7	6	5	4	3	2	0	
0	12	11	10	9	8	7	6	5	4	3	2	0	
Score 0		Penalties 0											

Play: On each player's turn, she rolls all 6 dice: two whites, one red, one yellow, one green, and one blue. **Figure 2** shows an example of a roll of the dice. The two whites are added together creating a "whites sum" which is played on any available color row.

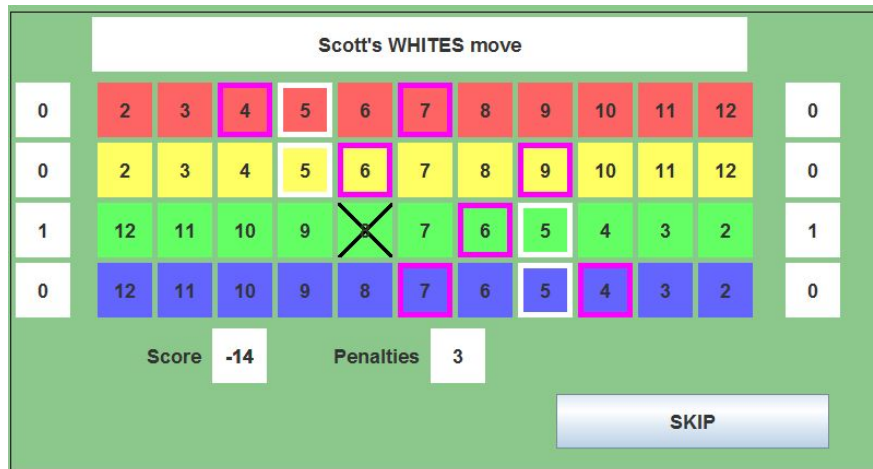
Hunter's ROLL					
6	2	6	6	6	6
8	12	9	8	8	
8	8	5	7	4	
8					
8					

Each of the two white dice is then added, one by one, to each of the colored dice. One of these "colors sums" is then chosen to played on an available colored row.

In this example, the white 6 and the white 2 are added to create a "red 8," a "yellow 8," a "green 8," and a "blue 8." The white 6 is then added to the red 6 to make a "red 12" and the white 2 is added to the red 6 to make a "red 8." **Figure 2** shows the different combinations of sums and colors.

TURNS: Play consists of turns. The first player is selected, at random by the AI Strategy Engine. That player rolls the dice. During a turn, all players MAY (but are not required to) mark a number corresponding the “whites sum” on any available colored row. Then, the current player, and only the current player, the player that rolled the dice, MUST then mark a number corresponding to one of the “colors sums” on any available row. If the player does not mark a color sum, that player MUST take a 5 point penalty.

Human Player's White Move:



Each human player first must make a “whites” move, and then a “colors” move. In order to help make the best decision about which number to mark, the player sees both the possible “whites” moves AND the possible “colors” moves at the same time. During the “whites” phase, the players sees the “colors” moves but can not select them. For example, in **Figure 3** Player Scott sees Red 4 and Red 5 highlighted. Red 5 is a white move. Red 4 is a colored move. If Scott chooses Red 5 for the white move, then he would not be able to select Red 4 for the colored move since that would be to the left of the rightmost marked number. If Scott skips the white move (or picks another number for the whites move), then the Red 4 would still be available during the colors move.

Human Player's Color Move

Scott's COLORS move													
0	2	3	4	5	6	7	8	9	10	11	12	0	
0	2	3	4	5	6	7	8	9	10	11	12	0	
1	12	11	10	9	X	7	6	5	4	3	2	1	
0	12	11	10	9	8	7	6	5	4	3	2	0	
Score		-14		Penalties		3							
<input type="button" value="TAKE A PENTALTY"/>													

After the player's white move, only the colors moves are highlighted. The player may select any highlighted square, or if she chooses not to, she can press the "Take A Penalty" button to take the penalty and end her turn.

Locking Colors: A player MAY NOT select a rightmost 12 or 2 until there are 5 or more numbers already selected in that row. Once a player has 5 or more numbers marked, and a 12 or 2 is rolled, then a player can mark those numbers in that row. After that turn, that color is locked, and no player can mark those numbers in that row any more.

Penalties: A player MUST make a selection during the colors move. If not, they are forced to take a 5 point penalty.

Ending the Game: The game is over when a player reaches 4 total penalties or two colors are locked.

SETUP AND CONFIGURATION

Setup: Before starting a game, feel free to changes some of the configurations to learn more about the game. Configuration settings include:

Number of Players: 2 - 4.

Computer vs Human: Each player can be played by either a human or the AI Strategy Engine.

Player Names: The player names can be customized.

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HAVE FUN AND GOOD LUCK PLAYING SQUARES!