Red row: 2 3 4 5 6 7 8 9 10 11 12 🔒

Yellow row: 2 3 4 5 6 7 8 9 10 11 12 🔒

Green row: 12 11 10 9 8 7 6 5 4 3 2 🔒

Blue row: 12 11 10 9 8 7 6 5 4 3 2 🔒

Pocket Qwixx
By Ste

-5 -5 -5 -5

TOTAL:

+ (red) + (yellow) + (green) + (blue) − (grey) [ ] (black)

Quick Reference Sheet

*Once a number is crossed out, any numbers to the left of it cannot be crossed out in the future. For example:

| ⊘12 | ⊘11 | ✕ | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 🔒 |

*The result of the two white dice ALWAYS gets used before the result of a white and a colour.

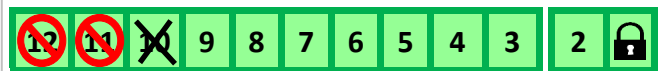*If you can't go, you must take a penalty.

*5 X's or more to lock a row. *Locking a row scores a free X on the padlock.

*The game ends when 2 rows are locked or any player takes their 4th penalty. Use the chart below to work out your score.

1x	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	12x
1	3	6	10	15	21	28	36	45	55	66	78

Pocket Qwixx
By Ste

Pocket Qwixx
By Ste

Pocket Qwixx
By Ste

Pocket Qwixx
By Ste

Pocket Qwixx
By Ste

Pocket Qwixx
By Ste

Pocket Qwixx
By Ste

Pocket Qwixx
By Ste