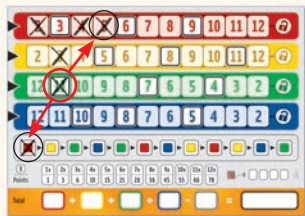




How to play "Qwixx Bonus" (version A):

The rules of the game and the playing the game are **exactly** the same as the original game. The only thing that must be taken into account:

There are a total of 12 bonus boxes in the 4 coloured rows. When you cross a bonus box in any coloured row, you have to cross **immediately** out a bonus box in the bonus bar at the bottom. The boxes in the bonus bar are crossed out **from left to right without any gaps**. When you cross off one of these boxes, you **immediately** put a cross in the specified coloured row (as a rule, the next possible box). You can not leave out this immediate marking with a cross.



Several rounds have already been played. Now Tim crosses the green 11 for his turn. Since this is a bonus box, Tim immediately crosses out the first box in the bonus bar: it is red. Tim immediately puts a cross in the red row and marks the next possible box with a cross: the red 5.

Warning: It is possible that „chain moves“ are created by the bonus boxes. Chain moves are taken immediately one after the other.

Sarah marks the red 9 with a cross later in the game. As this is a bonus box, Sarah crosses out the next free box in her bonus bar: it is blue. Sarah now makes a cross in the blue row: it is the blue 5. Since this is also a bonus box, Sarah crosses out the next free bonus box: it is yellow. Sarah crosses the next box in her yellow row: the yellow 10.

Once a colour has been completed during the course of the game, all players immediately cross out the corresponding coloured boxes in the bonus bar. These boxes in the bonus bar do not count from now on. They are forfeited and are then simply skipped.



The yellow row was completed by Maria. Each player crosses off the remaining yellow squares in their bonus bar (without using them).

Note: Under no circumstances can a box in a completed row be marked with a cross any more.

The end of the game and scoring are exactly the same as in the original game. **Note:** It is possible that a player completes a row with the help of a bonus cross and ends the game as a result, if this completes the entire second row.

Simple to learn and simply fun!

How to play "Qwixx Bonus" (version B):

The rules of the game and the playing the game are **exactly** the same as the original game. The only thing that must be taken into account:

In the 4 coloured rows there are a total of 5 different bonus boxes, 2 each. If you have marked **both bonus boxes of one type** during the game, you score extra points at the end of the game or make more crosses straight away. To highlight the bonus achieved, cross the relevant bonus box below the 4 coloured rows on the piece of paper.



Sarah crosses the green 5 and has therefore crossed both jagged bonus boxes. She immediately marks the corresponding bonus box below the 4 coloured rows.

The meaning of the bonus boxes:



You **immediately** cross 2 boxes in the coloured row in which you have currently made the **fewest crosses** (the next possible 2 boxes as a rule). If you have several rows with equally few crosses, you choose one of them. **Note:** Bonus crosses that cannot be made in the row with the fewest crosses (e.g. because the row is already completed) are forfeited.



You **immediately** cross one box in **each** coloured row (the next possible box according to the rules).

The following applies to both bonus actions just explained: It is possible and you are allowed to cross and complete the last box in a coloured row using a bonus cross. The game can also end (two complete rows) as a result of this. **Note:** Under no circumstances can a box in a completed row be marked with a cross any more.



The points you score for the coloured row with the fewest crosses are doubled. If you have several rows with equally few crosses, you double the score for just one of these rows.



You get an extra 13 points.



Your mis-rolls don't count as minus points.

The game ends exactly the same as in the original game, i.e. when a total of two rows are complete or a player has 4 mis-rolls. **Note:** The game ends with a player's 4th mis-roll, even when this player's mis-rolls do not count as minus points.

Simple to learn and simply fun!