

Qwixx:

A dice game that is part luck and part strategy but all fun

GameWright has made some amazingly fun games but Quixx might just be my favorite. It involves 6 dice, a score sheet, a little strategy, some luck and a whole lot of fun. It is recommended for ages 8+ but my 5 year old son can play although he isn't very good with the strategy part just yet. My husband and I have now included Quixx into our game nights and I take it with me for quick lunch time games.

Quixx comes in the best kind of box ever. Portable and with a flip top lid. Brilliant! I love games I can take with me...I may have mentioned that. The dice are standard dice except 2 are White and the other 4 are Red, Green, Yellow and Blue and the score sheets are just a pad of paper scoresheets. They are front and back though so that gives you more. The box can take a bit of water damage without showing signs...so that is a bonus.

Here is the part where I try to explain how to play the game without confusing you too much. Then I will explain how you can adjust for younger kids but be careful of anyone who puts things in their mouths. Dice are not for that of course. Also, if a child cannot make an X then you might not want to start them on the game until they have that part down at least a little.

Objective:

Score the most points by getting the most X's. Each X is worth a certain number of points.

Setup:

Not really much to setup except make sure everyone has a Score Sheet and something to write with. There are a few things to know about the game before you play though. When you cross off the numbers you HAVE to go from Left to Right and cannot go back once you have crossed off a number.

If you cross off the Green 6 you can ONLY cross off numbers 5,4,3, or 2 and the 2 can ONLY be crossed off if you have 5 X's in that row. Make sure you choose wisely because you have to get 5 X's in order to cross off that last number in the row.

Play:

Choose who goes first. The game suggests the first person who rolls a 6 but we usually just roll to see who rolls highest. Each player on their turn (is the Active Player) rolls all 6 dice and adds up the white dice. Say that number out loud because all players get to choose whether they want to check off that number on their Score Sheet. They can choose ANY color to do so but they do not HAVE to check off anything. The Active Player (player who rolled) HAS to either choose to use the number from the white dice OR you can add 1 white die with with any ONE color die and then cross that number off in that chosen color.

Does that make sense? Let's try this. If your roll is 2 white dice of 4 and 1 and Red 4, Blue 6, Yellow 5 and Green 1 you and all players have the option of choosing to X a 5 on any color but if you are the active player you can choose to do the 5 AND add one of the white die to any one of the color die to mark an X in that color. So if you choose (and are able) to mark the 5 in Yellow AND then add the Yellow 5 to the White 1 and mark the 6 in Yellow as well.

Now there is a chance you won't be able to use any of the numbers. You either won't be able to mark any X's because they are either all checked off OR to the left of other numbers and cannot be checked off. There are those times when the numbers you roll are in the middle and you don't want to mark them off.



In these cases you take what is called a Penalty. There are 4 check boxes with a Gray Die with a Red X on it and = -5 next to it. You would mark 1 X in a box each time you were not able (or choose not) to mark a number in one of the rows. Once 1 Player marks 4 Penalties the game is over. I've actually had that happen...I have no luck with dice.

If you have crossed out 5 X's in a Color Row you can then Lock the Row. This means mark 5 X's and then roll the number that is in the very last section of that row. Then mark it with an X and then you also mark the Lock symbol in that same Color Row. This Locks the Row which means no one else can mark any more X's in that Color.

Locking a Row also means that you remove that Color die from the game. This really messes up your score when your 5 year old son LOCKS the Row on you when you only have 2 X's in that Color...yeah he understands a little too well how that works.

Winning:

The game ends when a Player marks off the 4th Penalty box OR when 2 dice are removed from the game due to Locking their color. Once this happens you get your score by counting the X's in each color row and writing down the number associated with your count. Then simply add up each color and subtract any penalties to get your total score. Player with the highest score wins!

My son is 5 and can play by normal rules but he has learned to identify numbers and add using the dice. If your child can do this then he will have no problem playing as long as he doesn't put the dice in his mouth. Making an X is also important since you can help with the scoring part afterwards. You can also adjust slightly and choose not to keep score but instead just count X's and the person with the most wins.

My daughter is 3 and cannot play but she likes rolling dice. We let her use a score board sometimes (or a copy of one) roll the dice to check off a number. I am actually going to make my own "score board" with numbers 1 – 6 in all 3 colors so she can mark her X's on each color using either the white dice or the proper color die. This will teach her how to read dice and play the basics of the game. You could also just use the score sheet as it is and give her options to check off numbers that you add up.