

Quexo Mode

A new take on the classic game of noughts and crosses / tic-tac-toe, for two players. Construct a line of combination pairs before your opponent does on the Quexo game board.

Setting Up the Game

Each player chooses either red or blue and uses the semi-circular combination tokens of that colour, and picks up the corresponding X (red) or O (blue) reminder token.

Shuffle the complete deck of playing cards. Deal each player a hand of 10 cards, and draw 5 cards from the top of the deck to lay face-up alongside the rest of the deck which remains face-down.

Decide the order of play and each player will take a turn in that order.

The game is now ready to begin.

Playing the Game

On their turn a player can either

- Make one of the available combinations on the board from three of the cards in their hand. They discard those three cards and cover the combination on the board with a semi-circular combination token.

If both combinations in a pair have now been made then:

- If they've both been made by the same player, the combinations tokens are flipped over to reveal the X or O.
- If each combination has been made by different players, the first combination is deemed to have been undone and the combination token is returned to that player. The second combination token just added is retained on the board.

or

- Exchange three cards in their hand by taking those cards from their hand and returning them to the bottom of the deck.

They then replenish their hand by drawing cards from the face-up cards and/or from the top of the face-down deck to bring the hand back to 10 cards again (unless there are insufficient cards remaining in the deck).

Ensure there are still five face-up cards to carry on choosing from, by drawing cards from the top of the deck and turning face-up to replace any they've just taken for their hand, providing there are sufficient cards left in the face-down deck.

Completing the Game

The game is complete when one of the players completes one line of three either horizontally, vertically or diagonally on either of the 3x3 grids, and thereby wins.

If the deck is exhausted before a line has been completed and it is still possible for a player to complete a line, all of the discarded cards are taken and shuffled, and put back as the deck again. Each player then ensures that they have 10 cards in their hand by taking cards from the top of the deck. Once this is done the top 5 cards are laid face-up as previously and the game continues until a line of three is made by a player, and thereby wins, or it becomes impossible to complete a line of three, in which case the game is a draw.