



Games for one to four players, or two teams of two players

Aim of the Game

Use the cards in your hand to make combinations on the board.

Score points by forming groups of combinations.

The Contents

- Deck of 108 playing cards.
- Two sided board.
 - One side with 6x3 grid for a standard game.
 - One side with a pair of 3x3 grids for playing Quexo.

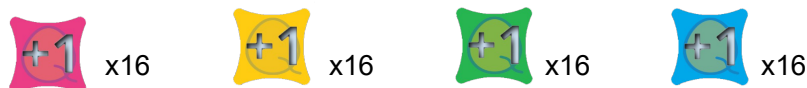
- Semi circular combination tokens of 4 different colours used to cover a constructed combination on the board.



- Circular point tokens of 4 different colours, used to cover a pair of constructed combinations and earn a point. [36 double sided with one of the colours on each side – *physical version*]



- Quadrilateral extra point tokens of 4 different colours that are placed between adjacent combination pairs constructed by the same player which earns an extra point.



- X and O reminders for each player in a Quexo game.



The Playing Cards

The games are played with a total deck of 108 cards. The cards are numbered from 1 to 6 and come in two suits; squares and circles. There are 9 cards of each number and suit.



The 1,2 and 3 cards are defined as low value and the 4,5 and 6 cards as high value.

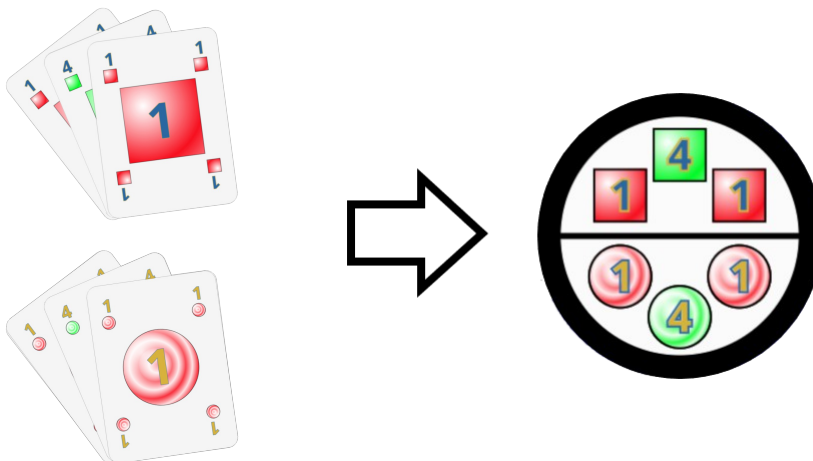
Combinations are made up of 3 cards of the same suit and are either

- Two cards of the same low value and one high value card

or

- One low value card and two cards of the same high value

Combination pairs are made up of the two complementary combinations of each suit that have the same three values. For example the square 1,4,1 combination and the circle 1,4,1 combination make up the 1,4,1 pair.

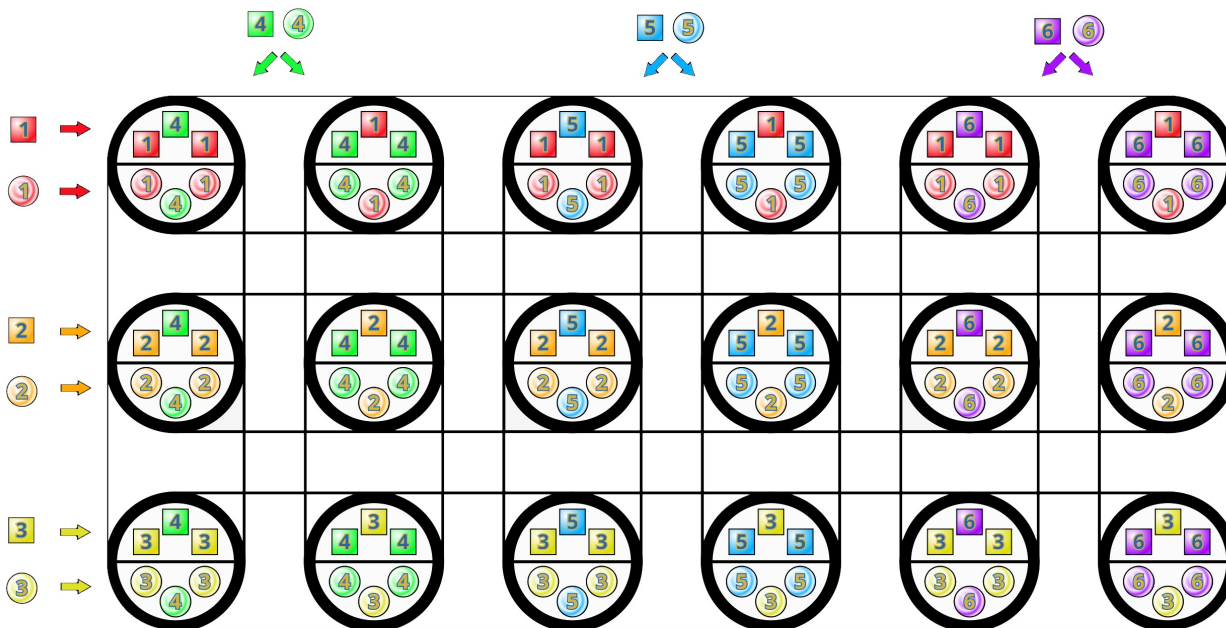


The Boards

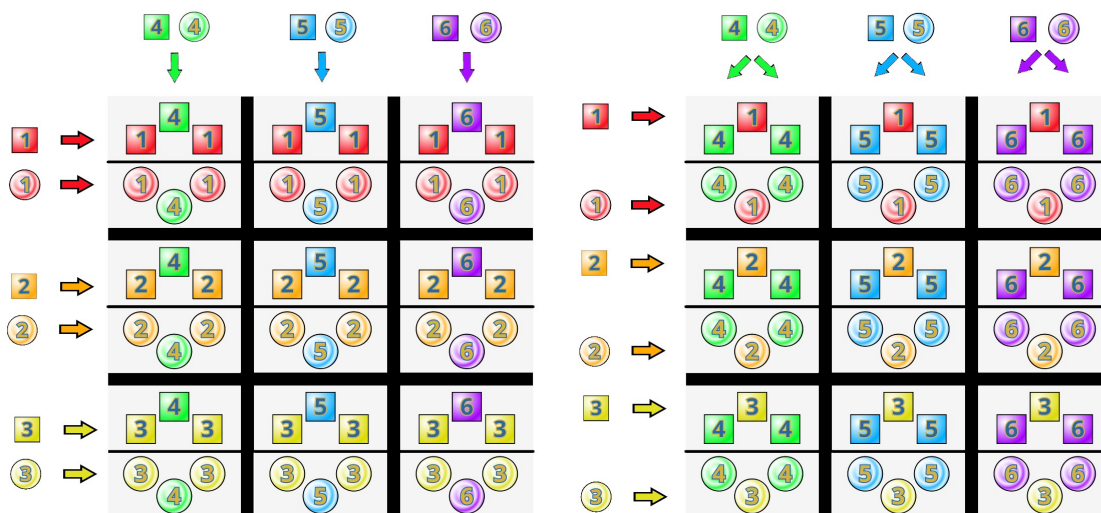
There are two boards, the standard board and the Quexo board. Games are played on one board or the other.

The combinations are arranged in the complementary pairs on the boards in an ordered pattern to make it easy to find the combination. Each of the boards has a slightly different arrangement.

For the standard board the layout is a 3x6 grid with all the 1s in the top row, the 2s in the middle row and the 3s in the bottom row. The 4s are in the two left hand columns, the 5s in the middle two columns and the 6s in the two right hand columns.



For the Quexo board the layout is two 3x6 grids with all the 1s in the top row of each grid, the 2s in the middle row and the 3s in the bottom row. The 4s are in the left hand column of each grid, the 5s in the middle column and the 6s in the right hand column.



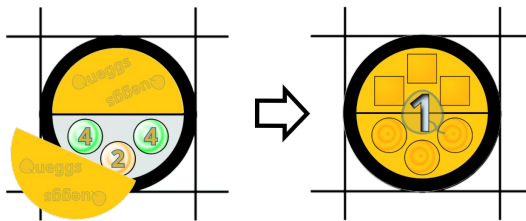
Awarding Points

The aim of the game when playing on the standard board is to score points by forming groups of combinations on the board and to outscore your opponents. (Games on the Quexo board are scored differently).

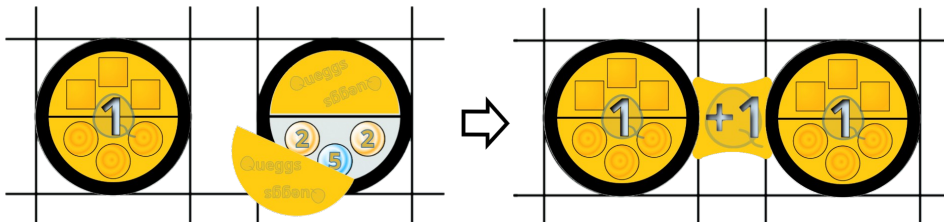
Points are awarded both during the game and also at the end of the game when no more combinations can be formed.

Awarding Points During the Game

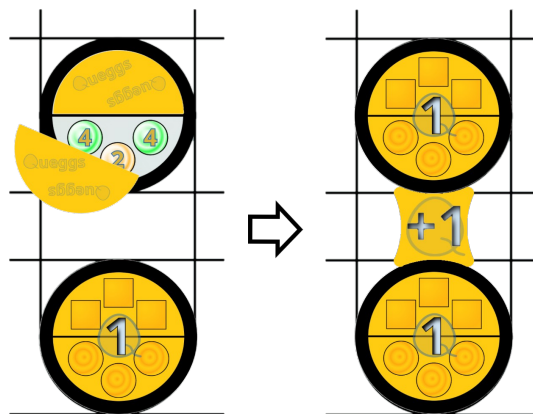
The most straight forward way to be awarded a point is to have made both combinations that form a pair on the board. Indicate this by placing the circular point token over the pair.



Extra points are awarded when adjacent pairs of combination are formed by the same player. This is indicated by additionally placing a quadrilateral extra point token between the adjacent pairs. Adjacent pairs can be in a row



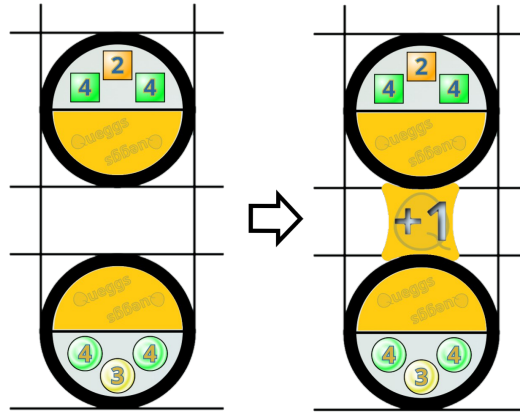
or a column.



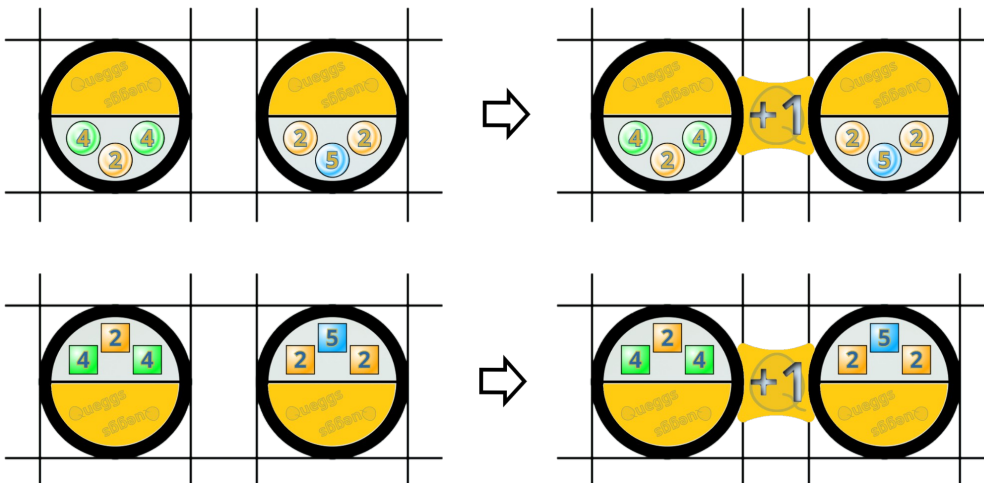
Awarding Points at the End of the Game

Once the deck is exhausted and each player can no longer make a combination on the board from their hand, further points are awarded for unpaired combinations that are adjacent to each other on the board. As unpaired combinations can be undone by an opponent during the game, these points are only awarded at the end, when it is no longer possible to undo combinations.

If the player has made combinations in both the bottom half of one pair and in the top half of the pair below it, an extra point is awarded by placing a quadrilateral extra point token between the adjacent combinations.



If the player has made combinations in either adjacent top halves or adjacent bottom halves, an extra point is awarded by placing a quadrilateral extra point token between the adjacent combinations.



Play Modes

Each of the modes is played slightly differently. Consult the specific instructions for the mode you're playing.

- **Solo Mode**

Play by yourself and try to complete all of the combinations on the standard game board without possessing a hand where no combinations can be made.

- **Multi-Player Mode**

Play against opponents and try to score the most points by constructing groups of combinations on the standard game board.

- **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.

- **Team Mode**

Play Queggs as teams of two versus two. Try to score more points with your team-mate, by constructing groups of combinations on the standard game board.

- **Quexo Team Mode**

Play Quexo as teams of two versus two. Construct a line of combination pairs with your team-mate before your opponents do, on the Quexo game board.

- **Two Player Speed Mode**

Play between two players with the deck reduced to 72 cards and using 2/3rds of the standard board.