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Gamewright 1201

Qwixx Dice Game Instruction Manual

Model: 1201

1. INTRODUCTION TO QWIXX

Qwixx is a fast-paced dice-rolling game designed for 2 to 5 players, suitable for ages 8 and up. The game involves strategic decision-making and risk-taking, where all players remain engaged with every roll of the dice. The objective is to score as many points as possible by marking numbers on your personal score sheet.



Image 1.1: The Qwixx game box, illustrating the game's components and vibrant design. The box features the game title, age recommendation (8+), and player count (2-5).

2. COMPONENTS

The Qwixx game includes the following components:

- 6 Dice (2 white, 1 red, 1 yellow, 1 green, 1 blue)
- 1 Score Pad (containing multiple score sheets)
- Rules of Play (this manual)

3. SETUP

To begin a game of Qwixx, follow these steps:

1. Each player takes one score sheet from the pad and a pencil (not included).
2. Place all six dice within reach of all players.
3. The player who most recently rolled dice goes first. Play proceeds clockwise.

4. OPERATING (HOW TO PLAY)

Qwixx is played over several rounds, with each player taking turns as the active roller. However, all players participate in every roll.

4.1. Score Sheet Overview

Your score sheet has four colored rows: red, yellow, green, and blue. The red and yellow rows contain numbers from 2 to 12 in ascending order. The green and blue rows contain numbers from 12 to 2 in descending order. To the right of each row is a lock symbol. Below the colored rows are spaces for penalty points and final scoring.

4.2. Taking a Turn

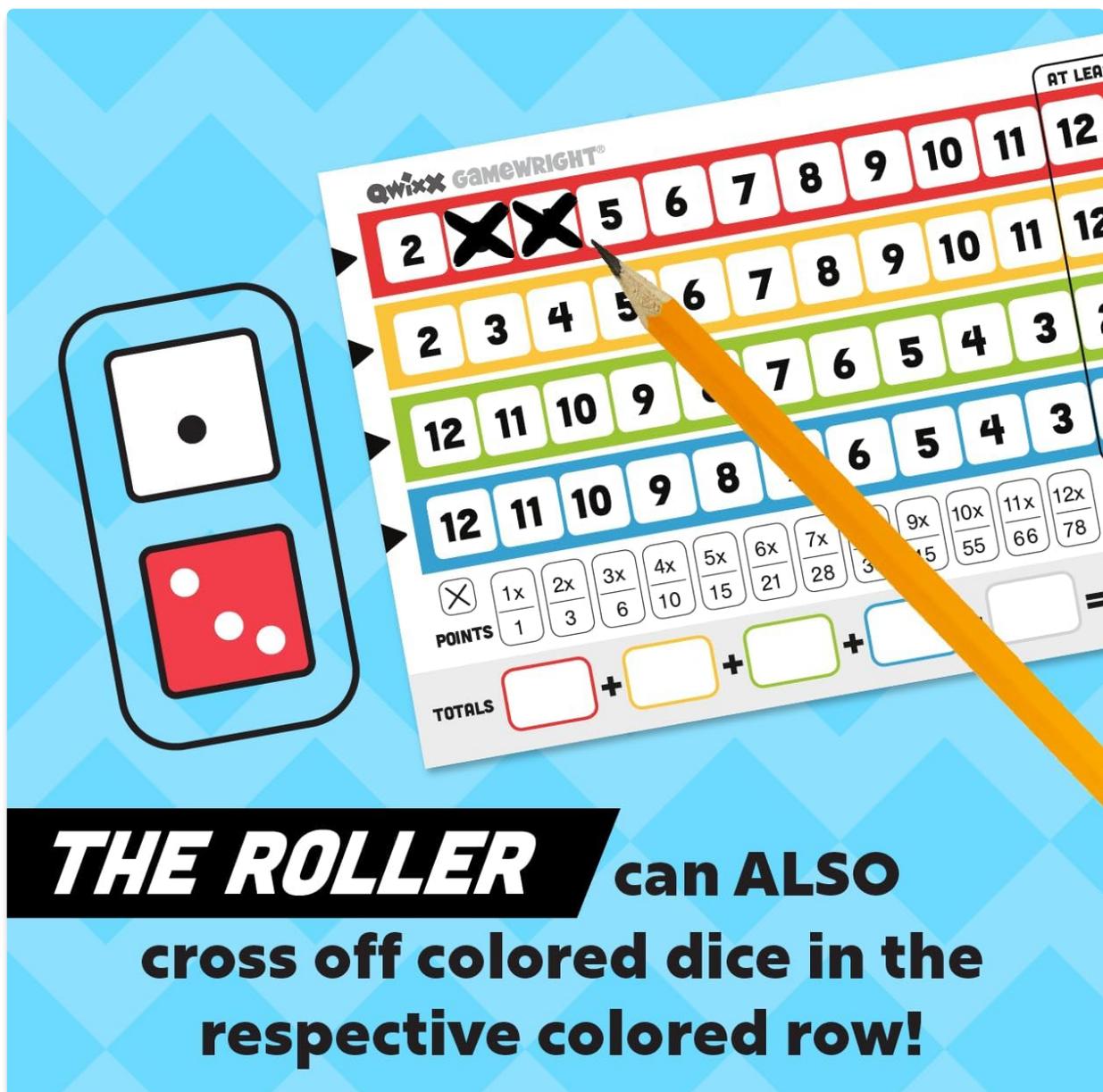
On your turn, the active player performs the following actions:

1. **Roll the Dice:** The active player rolls all six dice (two white, four colored).
2. **Action 1 (All Players):** All players, including the active player, may choose to mark the sum of the two white dice in **any one** of their four colored rows. This action is optional.
3. **Action 2 (Active Player Only):** The active player may also choose to mark the sum of one white die and one colored die in the **corresponding colored row**. This action is optional and can be performed in addition to, or instead of, Action 1.

Roll the dice, Everyone will score on your roll!



Image 4.1: A visual representation of the dice and a score sheet during gameplay. This image highlights the two white dice and the four colored dice, along with a pencil poised over the score sheet, indicating the action of marking numbers.



THE ROLLER can ALSO
**cross off colored dice in the
 respective colored row!**

Image 4.2: This image specifically illustrates the active player's second action, where they can combine a white die with a colored die to mark a number in the corresponding colored row. A pencil is shown marking a number on the score sheet.

4.3. Marking Numbers

- Numbers must always be marked from left to right in each row. You do not need to mark adjacent numbers.
- Once a number is skipped (i.e., you mark a number to its right without marking it), you cannot mark that skipped number later in the game for that specific row.

4.4. Locking a Row

- To lock a row, you must mark the last number in that row (12 for red/yellow, 2 for green/blue).
- Additionally, you must have marked at least five numbers in that row before marking the last number.
- When a row is locked, the player who locked it marks both the last number and the lock symbol at the end of that row.
- Once a row is locked, no player can mark numbers in that row for the remainder of the game. The corresponding colored die is removed from play.

4.5. Penalty Points

If the active player cannot or chooses not to mark any numbers during their turn (neither Action 1 nor Action

2), they must mark one penalty box on their score sheet. Each penalty box is worth -5 points at the end of the game.

4.6. Game End

The game ends immediately when either of the following conditions is met:

- Two of the four colored rows have been locked.
- A player marks their fourth penalty box.

4.7. Scoring

After the game ends, each player calculates their total score:

1. For each colored row, find the number of marked boxes. Refer to the scoring table on your score sheet to determine the points for that row. For example, 1 mark = 1 point, 2 marks = 3 points, 3 marks = 6 points, etc.
2. Sum the points from all four colored rows.
3. Subtract 5 points for each penalty box marked.
4. The player with the highest total score wins. In case of a tie, the player with fewer penalty points wins. If still tied, the player with the highest single row score wins.



Image 4.3: An example of a Qwixx score sheet with numbers marked. This image demonstrates how numbers are crossed off in sequence within each colored row, illustrating progress during the game.



Image 4.4: A score sheet displaying the final scoring process. This image shows how points from each row are tallied, penalties are subtracted, and a final score is calculated, demonstrating the game's conclusion.

5. MAINTENANCE

To ensure the longevity of your Qwixx game components:

- Store all dice and score pads in the original game box when not in use.
- Keep components away from direct sunlight and extreme temperatures.
- Wipe dice with a soft, dry cloth if they become dirty.
- Ensure score sheets are kept dry to prevent damage.

6. TROUBLESHOOTING

Common questions and clarifications regarding Qwixx gameplay:

- Q: Can I mark numbers out of order in a row?

A: No, numbers must always be marked from left to right. If you skip a number, you cannot go back to mark it later in that specific row.

- **Q: What if I cannot mark any numbers on my turn?**

A: If you are the active player and cannot or choose not to mark any numbers (neither the white dice sum nor a white+colored die sum), you must take a penalty.

- **Q: Can I lock a row if I haven't marked at least five numbers?**

A: No, you must have marked at least five numbers in a row before you can mark the last number and lock that row.

7. SPECIFICATIONS

Specification	Detail
Product Dimensions	4 x 5 x 1 inches
Item Weight	3.84 ounces
Model Number	1201
Manufacturer Recommended Age	8 years and up
Manufacturer	Ceaco
Release Date	June 5, 2024



Image 7.1: A visual representation of the Qwix game box with its dimensions indicated, showing a height of 6.1 inches (15 cm).

7.1. Safety Information

WARNING: This product contains small parts and is not suitable for children under 3 years of age due to choking hazards.

8. WARRANTY AND SUPPORT

For information regarding product warranty or to obtain support, please contact Gamewright directly through their official website or customer service channels. You can also visit the [Gamewright Store on Amazon](#) for additional resources.

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