

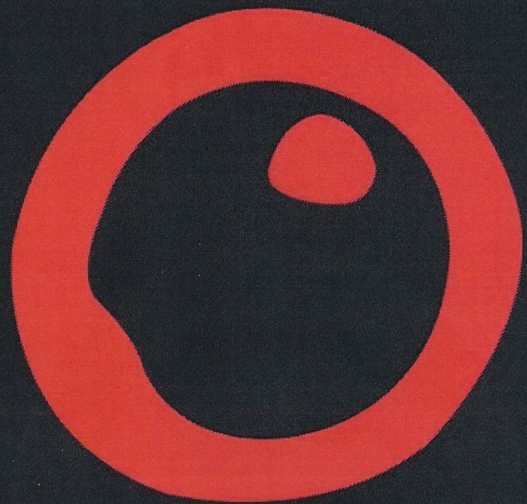


2

LEXIO Rule

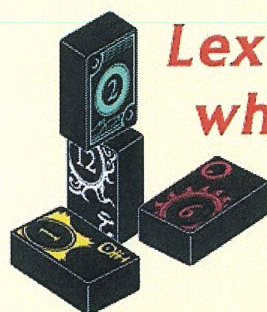


Lexio®



Lexio

PLAYER 3~5
DURATION 20
AGE OVER 8

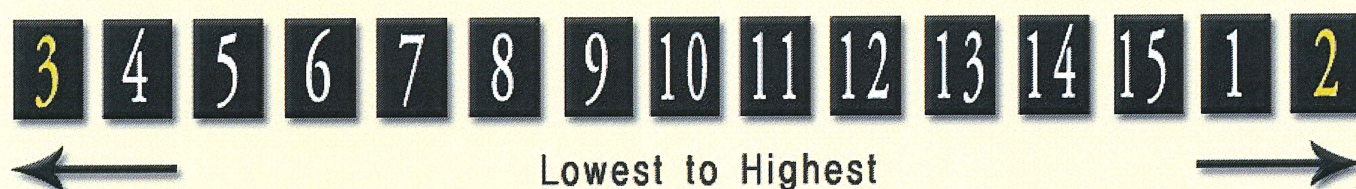


Lexio comes from the Latin word 'Lectio' which means selection. In this game, the player who makes the best decisions and puts down all of his tiles first wins

◆ LEXIO INFORMATINON ◆

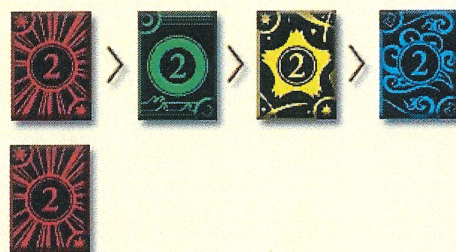
Lexio begins with all the players having equal number of blocks and ends when a player plays his last tile(s). Once From the first person, the turn goes clockwise. Players must keep two basic rules in this game.

- ▶ Must put down the same number of tiles as the previous player did
- ▶ To play following another player the player must put down a stronger tile (or combination of tiles).



The tiles are numbered 1 through 15, with the strongest number being 2. Therefore, 3 is the weakest number

If the numbers are the same, then color(Symbol) has a hierarchy with Red being the strongest.



It is Sun(Red)>Moon(Green)>Star(Yellow)>Cloud(Black or blue) ; with Red being the strongest.

◆ Setup ◆

★ Tiles



Sun 15

Moon 15

Star 15

Cloud 15

★ Reference Card 5



★ Chips 65

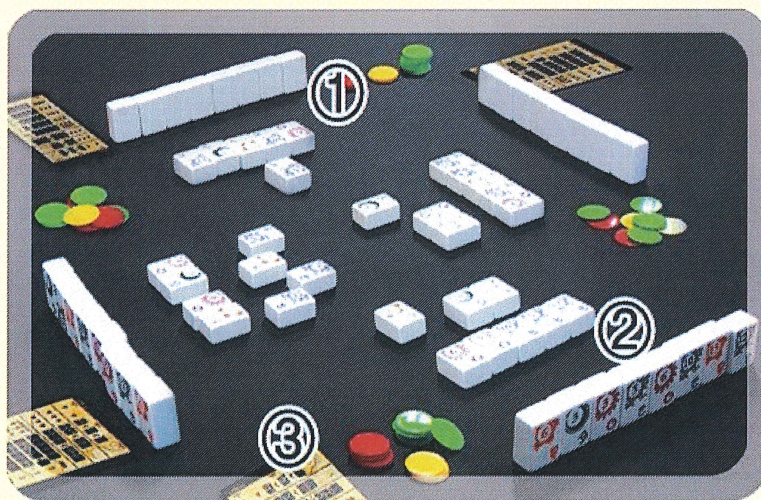
   25 Point

   5 point

   1 point

★ Manual 1

◆ How to play ◆



① Point Chip

Chips— Regardless the number of players, each player gets 4 yellow chips, 4 green chips, and 5 red chips.

② Tile

Reference card— Each player gets one reference card.

players	tiles each	Range of Numbers
3	1~9	12
4	1~13	13
5	1~15	12

◆ How to play ◆

1)  The player with a Cloud 3 (black) plays first

2) The starter, using the reference card, puts down a combination.



※ He does not have to put down Black 3 first

3) The next player puts down the same number of tiles but a stronger combination.

※Saying “pass” doesn’ t necessarily mean that the player has to “pass” until the starter changes.

4) If the player can’ t put down a combination, he says “pass” and waits for the next turn. *Saying “pass” doesn’ t necessarily mean that the player has to “pass” until the starter changes.

5) If everyone passes except one player, the player becomes the ‘starter’ and gives a new combination. It doesn’ t matter what combinations have come before

6) Repeat steps 1,2,3

7) If a player puts down all his tiles the first round ends

8) The winner of the first round confirms if any other player has a tile of number 2. The player(s) with a tile numbered two must pay the winner twice chips as his number of tiles.

*For example, when a player has four tiles left and has a tile of 2, he must pay eight chips. If there are two 2’ s, he must count his tiles as sixteen tiles. Etc...

9) Mix up the tiles and play up to five rounds. Players can change the number of rounds they want to play.

◆ Winning ◆

The player with the largest number of chips wins the game.

◆ Game Over conditions ◆

- 1) After five rounds
- 2) When there is a person who has no chips left.

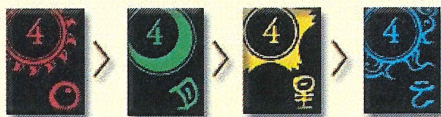
◆ Combinations ◆

Combination is the various types to put the tiles down. Combination can be 1, 2, 3, or 5 tiles at once. Players can't put down four tiles. The combination of five tiles is called a 'made'.

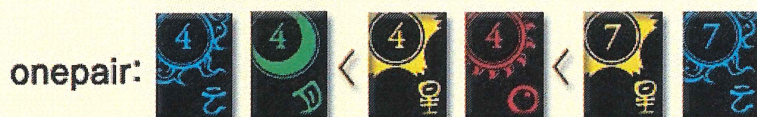
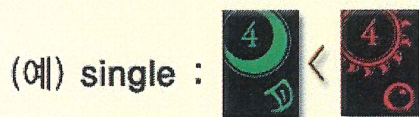
1 Tile	Single	One tiles	
2 Tile	One Pair	Two tiles of same number	
3 Tile	Triple	Three tiles of same number	
5 Tile	1. Straight	Five consecutive numbers regardless of the color (ex : 3,4,5,6,7)	
	2. Flush	Five tiles of same color regardless of the color	
	3. Full house	three tiles of same number and other two tiles of same number. (one pair + one triple)(ex : 3,3,3,12,12)	
	4. Four card	Four tiles of same number and another tile of any number (ex: 4,4,4,4,1)	
	5. Straight Flush	Straight + Flush (ex : 4,5,6,7,8 in all red)	

* 'Made' hierarchy is in the order of Straight < Flush < Full House < Four Card < Straight Flush

★ Single: Sun (Red)4 beats Moon(Green) 4,



Numbers are the key factor to determine hierarchy always. (2>1>15>14... etc)
If all the numbers are same, then consider the pattern
(Sun > Moon > Star > Cloud)



• Straight: First number, next the pattern (color).
5G,6Y,7G,8B,9Y<5Y,6G,7Y,8G,9R<6,7,8,9,10



※ The strongest Straight is 1,2,3,4, 5. Next is 2,3,4,5,6 and the next is 12,13,14,15,1.

• Flush: Compare the biggest number from the five tiles. When the number is same, compare the color.



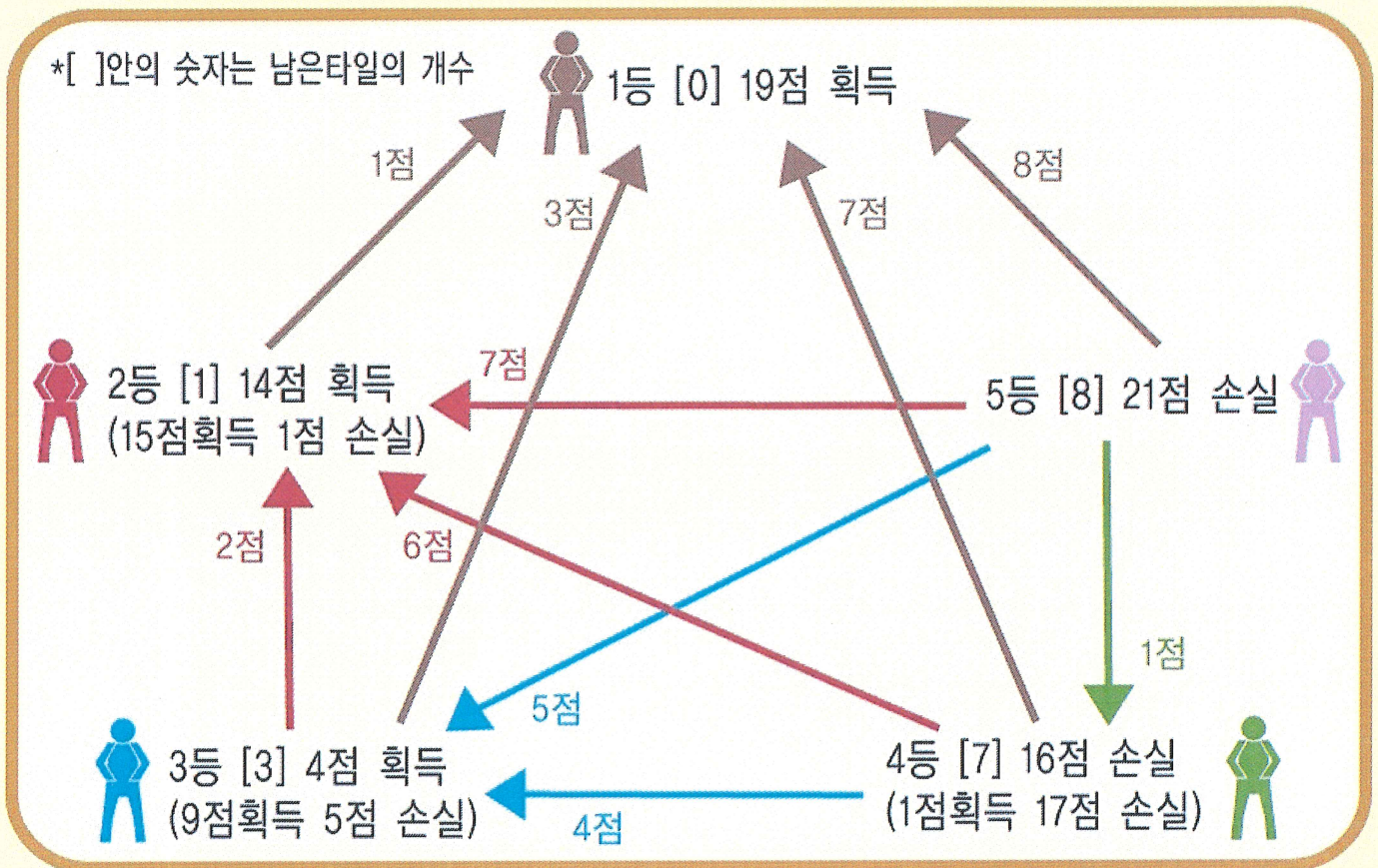
• Full house: Compare the three tiles of same number.



• Straight Flush: Compare the numbers first and then the color if the numbers are equal

◆ Chips ◆

2,3,4,5th give the winner chips equal to the number of the tiles they have left. 2,3,4,5 compare the difference of the number of tiles each other and give the chips to each other. If there is a "2" in the tiles, he must double the chips to give.





◆ The Speciality of “1” ◆

In this game the number “1” can be used as the last number to make a Straight.

For example, when 3 players play (when they use up to only 9),
‘1’ can be used as ‘10’ .(ex : 6,7,8,9,1)

If four players play (when they use up to only 13) ‘1’ can be used as 14. (ex : 10,11,12,13,1)

Although ‘1’ can be used as the last number of the flush, it still has its power of ‘1’ .

“2” can’ t be used in this way. Only “1” can be used as the highest number of ‘straight’

★ 고객지원 ★

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