

SIXMIX

2 to 5 players, ages 10 years and up.

Contents:

1 gameboard
30 dice in 5 colors
30 point chips:
 25 yellow worth 1 point each
 5 blue worth 5 points each
5 color markers for insertion into the board.

Object of the game:

Each player rolls 6 dice and tries to obtain the maximum 6-digit number, or a triplet of three equal digits. The players will place dice of higher value in their own row (the one whose color marker in the board matches her dice), in such a way as to obtain the maximum number of point chips. At the same time, each player will try to prevent the other players from obtaining the point chips.

The first player to earn 10 points worth of chips wins the game (yellow is 1 point, blue is 5 points).

Preparation:

- Before playing, insert the color markers into the board according to the reference on the page of international instructions.
- Place the chips in the corresponding places in the board: 5×5 yellows, 1×5 blues.
- Each player chooses 6 dice of one color. If there are only two players, each one selects two colors of dice.
- Leave the unused dice in the box.

The board:

You will see that the color of the dice correspond to a color of a marker on the board. Each player will use the row corresponding to her color; it will be her row.

The rows are always active when a player has the 6 dice of that color; otherwise, those rows are not used.

Starting a round:

The players roll their dice to see who starts the first round. The player with the highest sum of the numbers on her dice starts the first round. Thereafter, the players take turns in clockwise order.

Obtaining points:

Each row of points has 6 spaces for dice, and each space has a value associated with it, like the digits of a decimal number: The space closest to the color marker is worth 100,000 points. The second space is worth 10,000; the third space, 1000; the fourth space, 100; the fifth space, 10; and the sixth space is worth merely 1 point. The points are calculated by multiplying the value of the space by the number showing on the die in that space.

The players may put the dice in their own row, or in other players' rows. They will want to put the dice worth more points in their own row, and the ones worth fewer in their opponents' rows. The dice can only be put in active rows.

A triplet consists of 3 dice showing the same number in one row. They neither have to be the same color, nor adjacent to each other. A triplet is worth 1 point.

A quadruplet or quintet also only counts as 1 point; however, a sextuplet counts as 2 points, since it is two triplets.

The current player rolls her dice and places a die in one of the active rows on the board. She wants to maximize her points or minimize her opponents' points with her choice.

Rules:

- In general, any die can be placed in any active row, whether your own or an opponent's.
- One exception: During the course of the round, each player **MUST** place **ONE** of her dice in her 100,000 point space. Therefore, the first location in a player's row can only be filled by the player whose row it is.

Calculating points:

There are 3 ways to score points, and they all happen immediately after the player has placed her sixth die.

- The highest total wins 2 yellow chips – 2 points
- The second-highest total wins 1 yellow chip – 1 point
- Triplets each win 1 yellow chip – 1 point each
- Other results are not scored.
- It's possible for one player to score several of the above ways. One player can earn points for highest and second-highest value. For instance, if the players have obtained the same totals in their rows, both score for first and second place.
- **Example:** Taken from the illustration on the other side of the instructions:
 - Green: 365,231
 - Dark Blue: 651,344 – 2 points (highest value)
 - Red: 651,155 – 2 points (2nd value + triplet of 5)
 - Orange: 443,554 – 1 point (triplet of 4)
 - Light Blue: 113,253

Each player places her chips on the table in front of her, in plain sight. As soon as someone has collected 5 yellow chips, exchange them for a blue chip. This makes it easy to see who is winning.

The following round starts with the player who got the lowest total. If several players tied for lowest score, then the youngest of them starts.

End of the game:

The game ends when a player has obtained 10 points.

Leave the dice in place from the final round, in case there is a tie. The tie-breaker is the tied player with a higher value on the board from the final round.¹

SIXMIX for 2 players:

With 2 players, each player selects 2 colors, and whoever rolls the higher value starts!

¹ *Castellano* rules state that you check the 100,000 slot, but comparing the total values of the numbers seems an obvious extrapolation of that, in case it's still a tie, etc.