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Mixx

● COLOURS ● SHAPES
▲ TACTICS ★ FUN

Players: 2-4
Age: 6-99 years
Spieldauer: approx. 20 minutes
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Contents

- a set of cards with 8 motifs in 8 colours
- rules

What to do and how to win

The players try to lay out a large cross on the table composed of as many cards (max. 15) as possible. While constructing the cross, players must make sure that each colour and each motif appears only once in each axis of the cross. **The player laying the last card wins all the cards in play.**

Before you start

The 64 cards are mixed and placed face down in several decks on the table.

- For a two-player game, each player then draws 8 cards

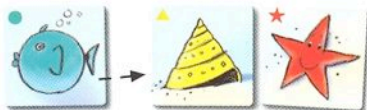
- For a three-player game, each player then draws 6 cards
- For a four-player game, each player then draws 5 cards and lays them out face up in front of him/her.

How to play

The youngest player begins! S/he chooses one of his/her cards and lays it in the middle of the table, then draws a new card from the deck and adds it face up to his/her stock of cards. It is now the second player's turn (turns proceed in a clockwise direction). S/he is allowed to place one of his/her cards next to the card already on the table, the card being placed so that it adjoins the first card along one of its straight sides on the vertical or horizontal axis. **The new card has to be different in colour as well as in motif from the card already on the table!**

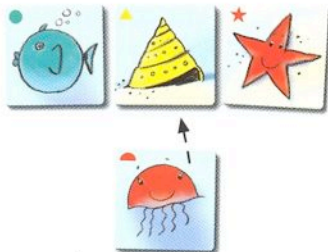
The second player also draws a new card from the deck, before the next player takes his go and so on and so forth.

If you are the third player to go, you can add your card **either to one of the vertical or horizontal sides of the two cards in play; this enables you to determine the centre of the cross** (but you are not forced to do this).



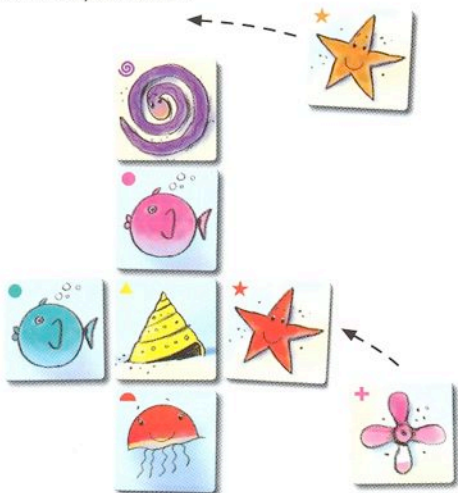
Example 1:

The yellow shell and red starfish are in play. You can extend the line by placing the turquoise fish next to one of them in the horizontal axis — such a move would leave the centre of the cross still to be determined! Or you could fix the centre of the cross by placing the fish either above or below one of the cards (forming a right angle).



Example 2:

The yellow shell and red starfish have been laid. The red jellyfish is placed below the shell to form the vertical axis of the cross (because the red starfish already lies in the horizontal axis). This move makes the yellow shell the centre of the cross!



Example 3:

If you want to add the orange starfish to this cross, you can only add it to the vertical axis because the horizontal axis already contains a starfish. If you want to add the pink ship's propeller to the cross, however, you can only add it to the horizontal axis because the colour pink already appears in the vertical axis of the cross.

Laying the cards

Each new card you wish to lay must differ both in colour and motif from the cards

already laid in the axis of the cross you wish to place it in. Each time you are able to lay a card, you take a new one from the deck as long as there are cards available (If a player forgets this during a turn, s/he can still draw the card later on). If you are unable to lay a card, you miss your turn. If everybody is forced to miss a turn and you were the last person to lay a card, you can continue to lay cards and draw new ones for as long as you are able. **And: The person who was the last to lay one or several cards wins all the cards forming the cross!**

Next round

For the next round each player receives his/her stock of cards. The first player is determined as follows: In a two-player game the loser of the last round begins the new one. In three- or four-player games the winner of the last round begins.

Ending and winning

Rounds are played until the deck of cards has been used up. The current round is played to its conclusion. **The person who then has the most cards is the overall winner.**

Tip for younger children

Younger children may find it easier to get into the game if each player takes fewer cards at the beginning of the game – or if one or more motifs are left out completely (e.g. all the starfish, all the shells etc.) The game can also be simplified for children under the age of 6 if the cards are laid according to the same principle, but, instead of trying to form a cross, the children begin by just forming a line.

And now, have fun...!