

Qwizz

In **Qwizz**, each player is an elite mathematician who's competing in a math quiz. Players all play at the same time, with everyone trying to fill the rows on their scoresheets with numbers as quickly — and as highly — as possible in order to score the most points. To play, you will need **four d12**, each a different color (**blue, yellow, green, red**), **one d6** (white) and one printed scoresheet for each player as well as a pencil or pen.

Starting the Game

Each player receives a scoresheet and a pencil. Then each player writes his/her name on his/her scoresheet as well as a **lucky number** (between 1 and 10) of their choice.

Turn Sequence

- On a turn, the active player rolls all the dice.
- The active player **may** then reroll **the White Die** that he rolled.
- Each player can choose one d12 and writes the value on that d12 in any square that matches the color of that d12. **Only** the active player may use **the White Die** to modify the result of their chosen d12.
 - Multiple players may choose the same d12.
 - The numbers in a row must remain in ascending order from left to right. (blank fields and the **number 0** are okay)
 - **Number 0** can be written in anywhere in the respective color. (E.g.: The active player rolled "5" with **red** d12 and rolled 5 with d6, he can write "0" anywhere in the red squares.)
 - No duplicate numbers are allowed in any **row** or **column**.
 - You may not enter a number in a non-field location (grey squares).

- Once during a game, if the players don't want to write the values that the dice offer, they can mark their lucky number (**X**) then write that number in any colored and shaped box they want, as long as they don't break the placement restrictions.
- If the players can't or won't enter a number, they mark (**X**) the **leftmost Penalty Box** on their sheet.

Using the White Die

The **White Die** is how the active player can modify his/her dice results. Using the **White Die** is purely optional each round, but the active player may only use it once per round. Before placing a single number on one of the d12, (s)he may **ADD** or **SUBTRACT** the number on the **White Die** to the chosen d12.

End-game & Scoring

When either a **player has all the penalty boxes marked** or **has filled three rows on their scoresheet**, the game ends immediately. Players then tally their points:

○ Each **Fully Complete Row**:

Points equal to the number in the **rightmost hexagon**.

○ Each **Incomplete Row**: One point per entered number.

○ **Suits**: Sum of the entries in **all three matching suits**.

(E.g.: A player has "18" in one of the hearts, "2" in another hearts, but he doesn't have a number in the remaining hearts, he scores "0".)

(E.g.: A player has "4" in one of the spades, "10" in other spades and "6" in the third one, he scores "20".)

○ Each **Penalty**: Sum of the marked points from left to right (max 30)

Whoever has the highest score wins. In case of tie, the player who has the least number of marked penalty boxes wins the game. If there's still a tie, the player who has the least empty hexagons wins the game.

Notes

- Players should check that their numbers are legally entered.
- If a mistake is spotted immediately, the number should be erased and either placed elsewhere, or no entry is made.
- If a mistake is spotted later, that number should be erased and no replacement made.
- Entries may be concealed while being made, but the scoresheets are public information otherwise.

Solo Rules

When playing solo, the usual rules apply as you're **always the active player**.

This means you can reroll one of the dice and use the **White Die** to modify the result, **once** per turn.

If you can't or won't enter a number, you mark the **leftmost Penalty Box** on your sheet.

When you either mark all the **penalty boxes** or **fill three rows on your scoresheet**, the game ends immediately.

Scoring Range (Grades)

A+	180+
A	170-179
A-	160-169
B+	150-159
B	140-149
B-	130-139
C+	120-129
C	110-119
C-	100-109
D+	90-99
D	80-89
D-	70-79
F	60-69

Designer's Note

I highly recommend the [DnDice App](#) for Android if you don't have the required dice to play Qwizz.

Thank you for playing!

-Arif Nezh SAVI

Your Name:

Your Lucky Number(1 - 10):

QWIZZ

1st Row		♥	⬡	⬡		♦	⬡	⬡		♠	⬡	⬡
2nd Row	⬡		⬡	♣	⬡		♠	⬡	⬡		⬡	♦
3rd Row	♦	⬡		⬡	⬡	♥		⬡	♣	⬡		⬡
4th Row	⬡	⬡	♠		⬡	⬡	♣		⬡	⬡	♥	

-4 -5 -6 -7 -8

⬡ + ♠ ♥ ♦ ♣ - ⬡ =

Your Name:

Your Lucky Number(1 - 10):

QWIZZ

1st Row		♥	⬡	⬡		♦	⬡	⬡		♠	⬡	⬡
2nd Row	⬡		⬡	♣	⬡		♠	⬡	⬡		⬡	♦
3rd Row	♦	⬡		⬡	⬡	♥		⬡	♣	⬡		⬡
4th Row	⬡	⬡	♠		⬡	⬡	♣		⬡	⬡	♥	

-4 -5 -6 -7 -8

⬡ + ♠ ♥ ♦ ♣ - ⬡ =