

Overview:

Each player needs a score sheet, a 6-sided die (the player die), something to write with, and maybe a calculator. The group will also need to have easy access to the rest of the dice, called the community dice pool. The game takes place over a series of rounds, where the players must use up the dice in the joint community pool to score numbers on their score sheet.

1. Set-Up the Game

The score sheets are different each time you play Quingo, and they must be completed before the first round of the game can begin. First, roll a 20-sided die for each bonus for each of the four categories. The results should be written on each player's sheets, and are identical for all players. Next, roll a 4-sided die. This will represent the value for each wild number successfully scored. This should also be written on the sheet in the appropriate box. These dice will be used later. Finally, each player must make-up five numbers for each of the five wild spots on their sheet. These should be carefully considered, depending on the player's strategy. Numbers can be duplicated if desired.

2. Roll All the Dice in the Middle

Set aside one 6-sided die for each player. Roll all the remaining dice into a pile in the middle of the playing area. Make sure that everyone can reach and see the various dice. This is the community pool of dice. Players will be taking dice from this pile on their turn. Once there are no more dice to draw from this pool, the round ends and a new round must begin.

3. Roll the Player Dice

Next, each player rolls the player dice and sets it next to their score sheet, which should be on the playing surface so that everyone can see it clearly. All dice must be rolled at the same time. The result, 1-6, determines how many maximum dice in combination that a player can use in a single turn this round on their turn. This act of rolling player dice begins each round in the game. The Player with the lowest player combo roll goes first. If there is a tie, then the youngest player goes first.

4. Take Turns Making Moves

On a player's turn, they may choose any number of dice that they wish from the community pool of dice to score on their sheet. However, they may only score, or check off, one space. If they choose to use multiple dice, then they must add the dice together to score as a single score. For example, a player could choose the result of 6 to score on their sheet as a 6, or they could combine the results of 1, 3, and 2 to score on their sheet as a 6. Dice used from the dice pool are discarded after played. Remember, players cannot combine any more dice than their player die allows for them this round.

5. Start Again

After all dice in the community dice pool have been selected and discarded, the round ends. To start a new round, follow the same directions as before (2-4). Players will need to reroll the community dice pool and reroll their player dice to see goes first, and to see their combination limitations in that new round.

End of Game

The game ends when a player has filled out his last space. (there are 25 spaces to fill out on the score sheet). Once this takes place, each additional player may, make one more move to score one more time. If a player does not want to score one final time during the last round, they may pass. Once the final round is completed, add your scores. If any player was unable to fill out all their boxes by the end of the last round, those boxes must be crossed out with an X. The player with the most points at the end wins!

Crossing-Out Spaces, Bonuses, and the Finer Points

Sometimes, a player may be forced to pick up a number that they have already scored. If this is the case, then they will need to cross out another box with an X that they have not yet filled. If at any time there are no dice that can be scored by any player, the round ends and a new round begins. All crossed out boxes count as negative points, as well as prevents the player from achieving their bonus for completing all five numbers in their respective section. For example, if the only option left for you to pick up is an 11, and you have already successfully checked off the 11 space earlier in the game, then you are forced to cross out another box that has been untouched so far in the game. Bonuses are awarded to players that successfully score, or check off all five numbers in one of the four number categories. Regardless of the bonus, all numbers in each category are worth positive points for successfully being checked off, or negative points for being crossed off. Values of each number are worth ± 1 , ± 2 , ± 3 , or ± 4 , depending on the box (they are numbered). Finally, the wild box doesn't have a bonus, but each wild is worth the previously determined number if successfully checked off. Wilds are not worth negative points when crossed out. (See the back of the box for an example of a filled-out score sheet).

Bonus	1	2	3	4	5	Score
Bonus	6	7	8	9	10	Score
Bonus	11	12	13	14	15	Score
Bonus	16	17	18	19	20	Score
Wild						Score
Bonus						
Final Score:						



Bonus	1	2	3	4	5	Score
Bonus	6	7	8	9	10	Score
Bonus	11	12	13	14	15	Score
Bonus	16	17	18	19	20	Score
Wild						Score
Bonus						
Final Score:						



Bonus	1	2	3	4	5	Score
Bonus	6	7	8	9	10	Score
Bonus	11	12	13	14	15	Score
Bonus	16	17	18	19	20	Score
Wild						Score
Bonus						
Final Score:						



Bonus	1	2	3	4	5	Score
Bonus	6	7	8	9	10	Score
Bonus	11	12	13	14	15	Score
Bonus	16	17	18	19	20	Score
Wild						Score
Bonus						
Final Score:						



How to Fill-Out Your Quingo Score-Sheet

Step-By-Step

Reference Quingo Rules Part 1: Set-Up the Game



Roll a 20-Sided Die to Determine Each Bonus (Example Results are 11, 3, 14, 15)



Bonus	1	2	3	4	5	Score
11						
Bonus		7	8	9	10	Score
3						
Bonus	11	12	13	14	15	Score
14						
Bonus	16	17	18	19	20	Score
15						
Bonus	Wild	Wild	Wild	Wild	Wild	Score
2	2	15	18	7	5	
						Final score:

Roll a 4-Sided Die to Determine the Bonus for Each Wild (Example Result is 2)

The Player may Make-Up any 5 Numbers as Wilds (Example Numbers are 2, 15, 18, 7, 5)

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Reference Quingo Rules Part 2: Roll All the Dice in the Middle and Part 3: Roll the Player Dice

Each Player will roll a 6-Sided Die and set it aside. (Example Result 3) This will Allow the Player to Combine up to 3 Dice



Bonus	1	2	3	4	5	Score
11						
Bonus	6	7	8	9	10	Score
3						
Bonus	11	12	13	14	15	Score
14						
Bonus	16	17	18	19	20	Score
15						
Bonus	Wild	Wild	Wild	Wild	Wild	Score
2	2	15	18	7	5	
						Final Score:

Roll All the Remaining Dice in the Middle of the Playing Area (This is the Community Pool)



How to Fill-Out Your Quingo Score-Sheet

Step-By-Step

Reference Quingo Rules Part 4: Take Turns Making Moves

On Your Turn, You May Score 1 Empty Number Box on the Score Sheet

(Example 1: On Your First Turn, Select an 8-Sided Die From the Available Dice Showing the Result of 6. Remove That Die From the Community Pool)

(Example 2: On Your Next Turn, Select a 4-Sided Die Showing a 4, a 12-Sided Die Showing a 12, and a 10-Sided Die Showing a 3. Combine These Results to Fill Out the Empty Box and Remove the Three Dice From the Community Pool)

Bonus	1	2	3	4	5	Score
11						
Bonus	6	7	8	9	10	Score
3	✓					
Bonus	11	12	13	14	15	Score
14						
Bonus	16	17	18	19	20	Score
15				✓		
Bonus	Wild	Wild	Wild	Wild	Wild	Score
2	2	15	18	7	5	
2						
					Final Score: <input type="text"/>	

How to Fill-Out Your Quingo Score-Sheet

Step-By-Step

Reference Quingo Rules Part 5: Start Again And End of Game, Crossing-Out Spaces, Bonuses, and the Finer Points

As the Game Continues, You will be Checking or Crossing-Out Boxes.

(Example 1: On Your Turn, You can Pick- Up a 7 From the Available Dice. Even Though You Have Already Scored a 7 on Your Score Sheet, You can Still Score a 7 as a Bonus Because of Your Previously Selected Bonus Numbers)

Bonus	1	2	3	4	5	Score
11	✓	✓	✓	✓	✓	
Bonus	6	7	8	9	10	Score
3	✓	✓	✓	✓	✓	
Bonus	11	12	13	14	15	Score
14	✓	✗	✓	✗	✗	
Bonus	16	17	18	19	20	Score
15	✓	✓	✗	✓	✓	
Bonus	Wild	Wild	Wild	Wild	Wild	Score
	2	15	18	7	5	
2	✓	✓	✗	✓	✓	
						Final Score:

(Example 2: The Last Two Dice Available for You to Pick-Up are a 10 and a 3. You Already Have Scored a 3, 10, and a 13. If There are no Results That You can Score, Then You Must Choose a Die and Cross-Out an Open Space on Your Score Sheet. You Choose to Cross-Out the 15.)

How to Fill-Out Your Quingo Score-Sheet

Step-By-Step

Reference Quingo Rules: End of Game (Scoring)

Scoring is Simple Addition and Subtraction, but may Require a Calculator!

(Example 1: The Total Positive Score of all Checked Numbers is 15. Since all Five Numbers Were Checked, the Player Also Gets the Bonus of 11. So, the Total Score of the Red Section is 26.

Bonus	1	2	3	4	5	Score
11	✓	✓	✓	✓	✓	26
Bonus	6	7	8	9	10	Score
3	✓	✓	✓	✓	✓	43
Bonus	11	12	13	14	15	Score
14	✓	✗	✓	✗	✗	-17
Bonus	16	17	18	19	20	Score
15	✓	✓	✗	✓	✓	54
Bonus	Wild	Wild	Wild	Wild	Wild	Score
2	2	15	18	7	5	8
	✓	✓	✗	✓	✓	114

Final Score: 114

(Example 3: Wilds Aren't Counted as Negatives and Positives. Here, the Player Checked 4 Wilds. Each Wild has a Bonus Value of 2, so in Total the Wild Section Earns 8 Points)

(Example 2: There Were Only Two Checks, Giving a Positive 24. There Were Three Cross-Offs, Giving a Negative 41. There is no Bonus Because all Five Numbers Were not Checked. In Total, the Blue Section Three Gets a -17 Score.)