

SIXTO

Steffen & Florian Benndorf

The dice game for everyone!



Players: 1-6

Age: 8 years and up

Duration: app. 15 minutes

Aim of the game

SIXTO is a typical Roll & Write game. The dice determine what may be crossed off. The players decide which dice they want to use. Essentially, it makes sense to use every dice possible, because many crosses in a row bring a lot of points. But watch out! You should also pay attention to the columns. Because here, too, you get a lot of points for a lot of crosses. However, if only one box is ticked in a column at the end, this brings minus points. The right mixture of moving forward quickly in the rows and avoiding single crosses in the columns brings the most points and thus victory in the end.

Crossing off the number boxes

The score sheet each show 6 rows of numbers in 6 different colours. There is a matching dice for each row of numbers.

The **numbers** may only be crossed off **from left to right** in each row. You can skip as many number boxes as you like, but you will **not** be able to cross them again later on.

It is best to cross out skipped boxes.

In the **target area** of a colour row, boxes may only be crossed off if **at least 4 boxes** have **already** been crossed off in this row.

If a player has crossed off the last box of a row, he/she cannot cross off any more boxes of that colour.

	3	1	X	3	X	X	5	3	1	6	4	2	
	X	4	1	2	6	3	4	5	2	1	3	6	
	1	X	6	4	3	2	6	1	3	5	2	4	
	X	X	X	1	X	5	X	4	3	X	1	5	
	4	2	3	5	X	3	4	2	3	5	6	1	
	X	6	5	1	X	4	1	X	2	4	5	X	
										Σ			
A	0x	1x	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	
	0	-5	0	5	10	15	21	28	36	45	55	66	

Completing rows

If a player has crossed off **two boxes in the target area** of a row, this colour is closed for all players. **No player** may then cross off any more boxes in this row. It is best for all players to cross out the remaining boxes in this row.

The corresponding **dice** is now removed **from the game**.

If a player wants to complete a row, they must say so beforehand so that the other players can cross off in that row if necessary. The normal crossing off rules must be adhered to!



Game preparation

Each player is provided with a pen and a score sheet. There are a total of 12 different score sheets with front and back sides (letters A-F and G-L). Make sure that everyone uses a different score sheet. Get the 6 dice ready. Designate a player to start. They are the first active player.

Gameplay

The active player rolls the dice once with all 6 dice. If he/she is not satisfied with the roll, he/she may re-roll **all 6 dice** again. It is not allowed to put dice aside and not re-roll them again. After the 2nd roll at the latest, the result of the dice for the current turn is determined.

*In principle, the score sheets must **always** be visible to everyone. Hiding is only allowed at the moment when the active player decides whether to roll the dice a second time!*

Everyone may now use **all 6 dice** to cross off numbers on their score sheet. Each dice may only be used once per turn. In the best case, all 6 dice (one cross per colour row) can be used.

In order to keep an overview when crossing the boxes, it makes sense to only tick "half" of all the numbers at first. At the end of the turn, you then complete these crosses.



If a player cannot or does not want to use a dice for crossing off, he can also skip crossing off completely! You are **not obliged** to **cross off** number boxes.

Once all players have used the dice result to cross off as they wish, the next player clockwise takes the dice and starts the next turn.

End of the game and scoring

The **game ends** after the turn in which at least the **3rd dice has been removed from the game**.

Alternatively, the game ends when a player has crossed the last possible box in each row and thus cannot cross any more boxes at all.

Now count the crosses in **all rows** and determine the corresponding points using the scoring table on the score sheet.

3 crosses score 5 points, 4 crosses score 10 points, 6 crosses score 21 points, etc.

0×	1×	2×	3×	4×	5×	6×	7×	8×	9×	10×	11×
0	-5	0	5	10	15	21	28	36	45	55	66

Then you count the crosses you have placed in each column and calculate the points for them as well. **No points** are calculated in the **columns of the target area!**

Note that rows or columns containing **only 1 cross** are worth **5 minus points**.

Columns without crosses do not score points and are skipped in the scoring.

Now add up the points of the columns and write the result in the corresponding sum box.



Then add up all the points of the rows and the sum of the columns.

Whoever has the most points is the winner. In the event of a tie, the player who has crossed off the most boxes overall wins.

Scoring example:

5	4	2	5	6	4	2	15						
4	1	6	3	4	5	7	1	3	6	5			
1	2	3	4	5	2	6	7	3	4	5	28		
3	4	5	2	5	6	7	6	2	1	2	15		
2	6	7	8	9	10	11	3	5	6	1	21		
6	5	4	3	4	5	6	7	8	9	3	21		
15	0	-5	21	0	-5	5	10	5	Σ	→	46		
A	0x	1x	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	
	0	-5	0	5	10	15	21	28	36	45	55	66	151

Solo play

You can also play Sixto alone and try to improve your personal high score. All the rules of the basic game remain with the following exception: The game ends if at least **two dice** have not been used to cross.



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Tulpenweg 26, 90556 Cadolzburg
Germany
www.kendigames.de

Designers: Steffen & Florian Benndorf
Graphics: Christian Opperer
Service for UK: KENDi GmbH
78 York Street, London, W1H 1DP, Phone: 0044 203 8074519