



OXIXO[®]

Gigamic

INTRODUCTION AND PREPARATION

25 cubes are placed in the centre of the board. Each cube is characterised by its top face: blank face, or face with a circle or cross (fig. 1). At the beginning of the game, the cubes all have a blank top face (fig. 2). The two players or teams choose who plays with crosses, who plays with circles, and who is to start.

AIM OF THE GAME

To make a horizontal, vertical or diagonal line from 5 cubes bearing your symbol (fig. 5).

RULES FOR TWO PLAYERS

HOW TO PLAY

In turn, each player chooses a cube and moves it according to the following rules. In no event can a player miss his/her turn.

Choosing and taking a cube: The player chooses and takes a blank cube, or one with his/her symbol on it, from the board's periphery (fig. 3). In the first round, the players have no choice but to take a blank cube. You are not allowed to take a cube bearing your opponent's symbol.

Changing the cube symbol: Whether the cube taken is blank or already bears the player's symbol, it must always be replaced by a cube with the player's symbol on the top face.

Replacing the cube: The player can choose at which end of the incomplete rows made when a cube is taken, the cube is to be replaced; he/she pushes this end to replace the cube. You can never replace the cube just played back in the position from which it was taken.

Fig. 4: cube can be replaced on the board by pushing A, B or C.

END OF GAME: The winner is the player to make and announce that he/she has made a horizontal, vertical or diagonal line with 5 cubes bearing his/her symbol. The player to make a line with his/her opponent's symbol loses the game, even if he/she makes a line with his/her own symbol at the same time.

RULES FOR FOUR PLAYERS

The players are in teams of two, the team members facing each other. Going clockwise, each player takes his/her turn (fig. 6: team A versus team B). The players agree whether conferring is permitted before the game starts.

HOW TO PLAY

In turn, each player chooses a cube and moves it according to the following rules.

Choosing and taking a cube: The player chooses and takes a blank cube, or one with his/her symbol on it if the point is pointing towards him/her, from the board's periphery; as the direction of the point determines who in the team can play the cube.

Fig. 7: V & W can only be played by player A1; X, V & Z can only be played by player A2.

In the first round, the players have no choice but to take a blank cube.

You can never take a cube bearing your opponents' symbol.

Changing the cube symbol: Whether the cube taken is blank or already bears the player's symbol, it must always be replaced by a cube with the player's symbol on the top face; the player will direct the point in such a way as to determine who in the team can play the cube again.

Replacing the cube: The player can choose at which end of the incomplete rows, made when a cube is taken, the cube is to be replaced; he/she pushes this end to replace the cube. You can never replace the cube just played back in the position from which it was taken.

Fig. 4: cube can be put back on the board by pushing A, B or C.

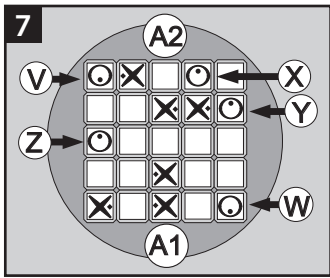
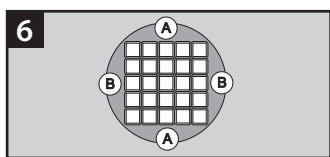
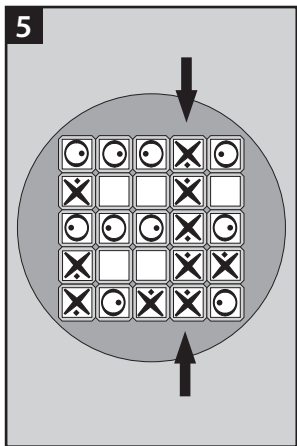
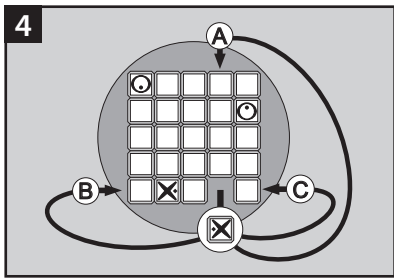
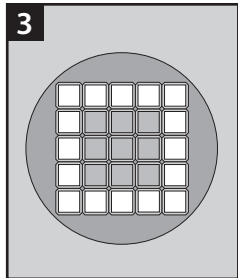
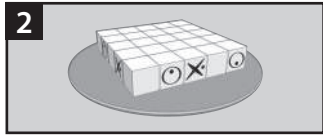
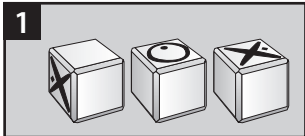
A player must take his/her turn unless he/she is unable to take a blank cube, or one with his/her symbol on it if the point is pointing towards him/her, from the board's periphery

END OF GAME

The winning team is the one to make and announce that they have made a horizontal, vertical or diagonal line with 5 cubes bearing their symbol. The team to make a line from their opponents' symbol loses the game, even if they make a line with their own symbol at the same time.

A GAME LASTS...

between 10 and 20 minutes. When playing in a tournament, the time allowed each player can be limited.



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