Bonus Points for Words*

Bonus points are awarded based on word length:

1 letter	No bonus	7 letters	+7 points	13 letters	+27 points
2 letters	No bonus	8 letters	+9 points	14 letters	+31 points
3 letters	+1 point	9 letters	+11 points	15 letters	+35 points
4 letters	+2 points	10 letters	+14 points	16 letters	+40 points
5 letters	+3 points	11 letters	+18 points		
6 letters	+5 points	12 letters	+22 points		

Examples of game rounds

3 letter word

C A T

4 + 2 + 2 = 9

4 letter word

T R E E

2 + 3 + 1 + 1 = 9

5 letter word

H O U S E

3 + 2 + 4 + 3 + 1 = 16

Safety warnings

Not suitable for children under 6 (small parts).
Adult supervision for children under 12 is required.
Cards and components are not edible; do not put in mouth.
Store away from fire and extreme heat; keep in a dry, cool place.
Avoid water contact to prevent damage.
Use on a stable surface to avoid loss of components.

Customer Support

For questions or support regarding Trixx, contact us:
Website: www.playtrixx.com
Email: support@playtrixx.com
Our team is ready to help you with all your questions!

Trixx

Game Manual

Objective of the game

The goal of Trixx is to collect the most points by strategically forming words with the available letters, considering word length and using special wildcards. The player with the highest score at the end of the game wins.

Type of Game

Trixx is a strategic, linguistic, and mathematical game where players utilize their knowledge of strategy, language, and math to win. It promotes educational development, strengthens vocabulary, arithmetic skills, and problem-solving abilities, combining challenge and education in a fun way.

Age Suitability

This game is suitable for players aged 6 and over. Parental supervision is recommended for children aged 6 to 12 to assist with rules and ensure a pleasant gaming experience.

Number of players

The game is suitable for 2 to 6 players. When played in teams, it can accommodate 3 to 12 players. Team play is encouraged for children who may need support.

Playing time

The average playtime is 10-20 minutes, depending on the number of players and their experience level.

Requirements

Playing cards, Game board, Dice, Score cards, Pencils, and Game manual.

Card Rules

Wildcard
Effect: Can represent any letter and can be used twice per word. The value of the wildcard is equal to the point value of the letter for which it is used.

Double Wildcard
Effect: Doubles the point value of the letter it represents.
Strategy: Can be strategically used for any letter in the alphabet. Use it on high-value letters like "Q" or "Z" for a major score boost.

Triple Wildcard
Effect: Triples the point value of the letter it represents.
Strategy: This rare card offers a massive scoring opportunity. Use it on high-value letters like "Q" or "Z" for maximum impact.

Block Card
Effect: Protects a player from actions by other players, such as stealing a word (e.g., by forming a plural) or destroying a word with a Bomb Card.
Strategy: Use this card to safeguard your words, especially during critical stages of the game.

Bomb Card
Effect: Removes a word from another player's board.
Strategy: Perfect for eliminating strong words from opponents and reducing their chances of winning.

Point Booster Card
Effect: Increases the total point value of a word by +50%.
Strategy: This card can only be used on words formed without wildcards, making it a rewarding challenge for creative players who take risks.

Skip Turn Card
Effect: Skips the turn of the next player.
Strategy: Use this card to temporarily sideline a strong opponent and gain an advantage. Perfect for competitive situations.

Preparation

1. **Shuffle the Cards:** Shuffle all the playing cards.
2. **Set Up the Game Board:** Place the game board in the center of the table. Each space has a bonus value based on word length.
3. **Deal the Cards:** Each player receives 7 cards. In team play, each team receives a total of 7 cards (not 14).
4. **Draw pile:** When the draw pile is empty, shuffle the used cards to form a new draw pile.

5. **Determine the Starting Player:** Players roll the dice; the highest roller starts. Ties are resolved by re-rolling.
6. **Starting Point:** Draw one card from the draw pile and place it in the center. Players use this card to form their words. If it's a wildcard, players can choose any letter.

Gameplay

1. **Game Start:** The first player turns over the top card of the draw pile, which determines the letter for word formation.
2. **Word formation:** Each player tries to form a word with the cards in their hand, using the turned-over card. This can be at the beginning, in the middle or at the end of the word. Points are calculated based on the letter values and any bonus points for word length.
3. **Extending words:** Players can extend existing words by adding extra letters. The player who extends the word earns all the points for the new word.
For example:
"Church" can be extended to "Churches".
"Enemy" can be extended to "Enemies".
When a word such as "Enemy" is extended to "Enemies", the Y must be removed and replaced with the correct card for the extension (in this case an I). All used cards, both from the original word and the added letters, are placed in the used card pile after the new word has been formed.
4. **Unable to Form a Word:** If a player cannot create a word, they draw a card; if still unable, their turn ends.
5. **Disputing Words:** Players can challenge a word's validity. If deemed invalid, the player loses their turn and scores no points.
6. **Replenishing Cards:** After forming a word, players draw from the draw pile to maintain 7 cards in hand.
7. **End of Game:** The game ends when a player forms five words; the player with the most points wins.

Special Situations

Tiebreaker
In case of a tie:
1. The player with the most formed words wins.
2. If still tied, an extra round is played, with each tied player forming one additional word.

Points for Letter Cards

Each letter has a point value based on rarity:
1 point : E
2 points : A, I, N, O, T
3 points : D, H, L, R, S
4 points : B, C, F, G, M, P, U, W, Y
5 points : J, K, Q, V, X, Z