

3. Replenish your supply to six tiles

At the end of your turn, you draw tiles from the bag until you have 6 tiles in front of you again. After that, the person to your left takes their turn.

Special case: No matching symbol

If, after scoring a tile and before replenishing, you don't have a tile in your supply with a coloured symbol that matches the colour of the score marker currently in the lowest-scoring position on your score board, you may exchange your tiles: First show all of your tiles to the other players and set them aside momentarily. Then draw six new tiles from the fabric bag and place them into your supply. Then put the tiles that you set aside back in the fabric bag and your turn is over. You can do this only once per turn. If you have more than one score marker tied for lowest position on your score board, you can only exchange your tiles if you don't have any tiles in your supply with any coloured symbols that match these colours.

END OF THE GAME

The game ends when no more tiles can be placed because there are no more empty adjacent spaces within the boundary of the gameboard.

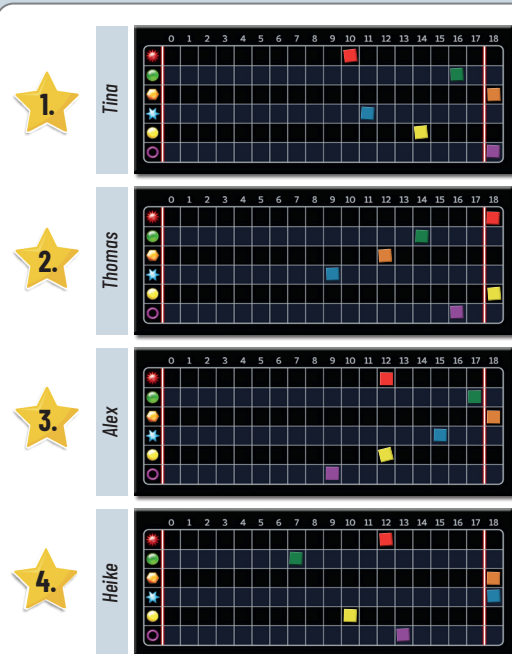
Then, determine the score marker in the lowest-scoring position on each player's score board. The score indicated by this marker is each player's final score. The player with the highest final score wins.

Note: In terms of winning, it doesn't matter which colour score marker is in the lowest-scoring position, or whether and how many score markers have reached the final space (value 18) on the score board.

In the event of a tie, use the next-lowest-scoring marker as a tiebreaker, and so on. If a player has two or more score markers of the same value, one is considered the lower value and the other is the next-higher value. In the event of a tie, you win against everyone who has more score markers of that value than you.

Special case: Instant win

In the very rare case a player succeeds in advancing all six markers to the end of their score board, the player wins instantly.



Example

Tina wins the game because her red score marker, which is her lowest-scoring marker, has a value of 10 points, which is higher than all of the other players' lowest-scoring markers (9, 9, and 7).

Thomas's lowest-scoring marker (blue) and Alex's lowest-scoring marker (purple) each have a value of 9 points. As a tiebreaker, compare their next strongest colours: Again, there is a tie at 12 points. Since Thomas only has one score marker (orange) with a value of 12 points, Thomas takes second place and Alex takes third place.

Heike takes fourth place because her lowest-scoring marker (green) has a value of 7 points.

ACKNOWLEDGMENTS

The author

Reiner Knizia, born in Illertissen, lives in Munich. The Doctor of Mathematics has published numerous games at home and abroad. Dr Knizia rates his greatest achievement as winning the Deutscher Spiele Preis four times as well as the Spiel des Jahr 2008 award for Keltis, published by KOSMOS Verlag. The designer specialises in games with simple rules that offer you a lot of freedom of choice.

Reiner Knizia thanks everyone who tested the game and contributed to its development, especially Iain Adams, Chris Bowyer, David Farquhar, Martin Higham, Ross Inglis, Kevin Jacklin and Chris Lawson.

Designer:

Reiner Knizia
 Graphic design: Michaela Kienle (Fine Tuning),
 Andreas Resch, Sensit Communication

Editing: Robert Hyde, Sandra Dochtermann,
 Heike Kräenbring, Alexandra Kunz

English language editing: Nicky Thomas-Davies,
 Pamela Evans

© 2023 Thames & Kosmos UK LP,
 20 Stone Street, Cranbrook, Kent TN17 3HE, UK
 01580 713000 www.thamesandkosmos.co.uk
 © 2004, 2023 KOSMOS Verlag
 Pfizerstr. 5-7, 70184 Stuttgart, Germany, kosmos.de

© Thames & Kosmos LLC,
 89 Ship Street, Providence, Rhode Island 02903, USA
 1-800-587-2872 www.thamesandkosmos.com

© Thames & Kosmos is registered
 trademark of Thames & Kosmos
 LLC. Protected by law.
 All rights reserved.
 Made in Germany

683856-AN-25062023-GB

Have you played?



Dimension: The Brain Game to Go

For ages 8 and up

In this brain-bending puzzle game, your goal is to place the stacking pieces on the board following a set of placement rules. For example, the rules may specify how many pieces of each colour you must use and where a colour must be placed in relation to another colour. With over 200 challenges in four difficulty levels and a compact case, this game provides hours of puzzle-solving fun, virtually anywhere. Play solo, or pass the game around to challenge your family and friends. Put your logical thinking skills to the test!

Ubongo: The Brain Game to Go

For ages 8 and up

In this fast-paced addictive and easy to learn puzzle game, you race the clock to fit a set of interlocking tiles perfectly into a specific area. Based on the original hit board game *Ubongo*, this compact version features 15 colourful plastic tiles, 20 puzzle cards with over 200 puzzles, and a plastic gameboard which doubles as a durable travel case. Slide in a puzzle card and give your brain a workout!

INGENIOUS

The Family Strategy Game

START PLAYING
WITHOUT READING
THE RULES!
with the Kosmos
Helper App



Would you like to have the game explained instead of reading the rules? Download the free KOSMOS Helper App.

GAME OVERVIEW

You take turns placing tiles on the gameboard and trying to score as many points as possible by matching the coloured symbols on the tiles. The more tiles of the same coloured symbol that are placed adjacent to each other, the more points you can score. Whoever has the highest score at the end of the game wins the game.

But beware: The score is determined by your lowest-scoring coloured marker!

GAME MATERIALS

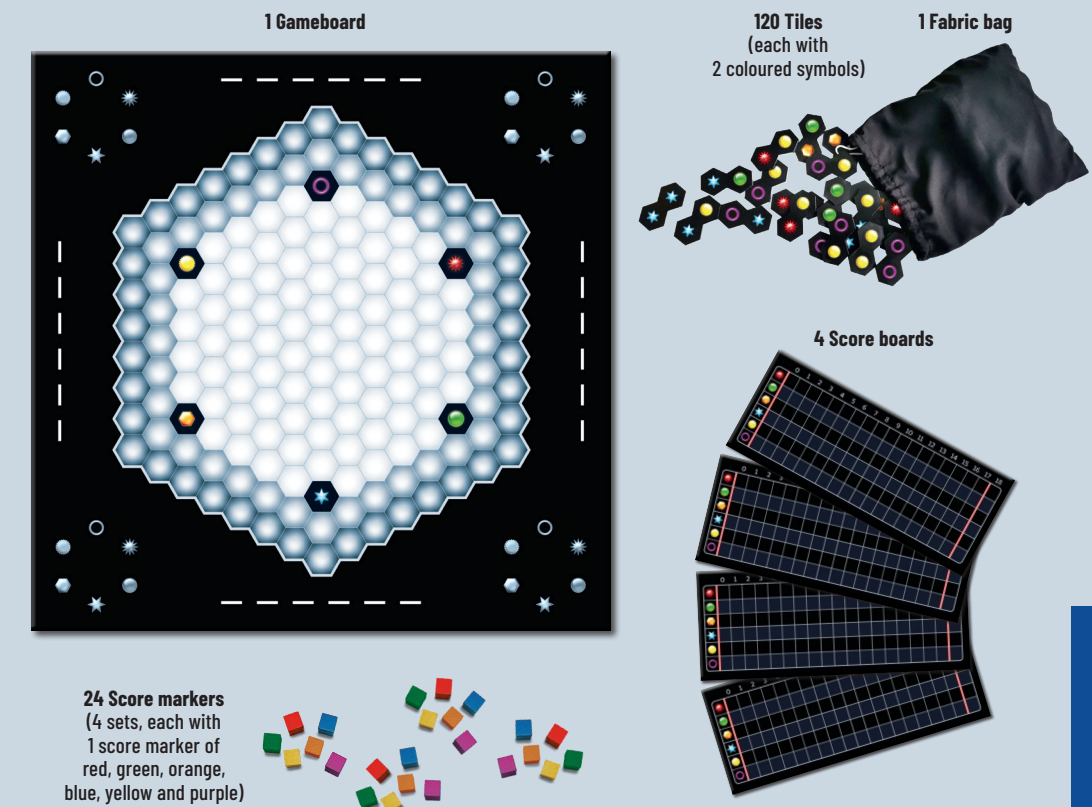


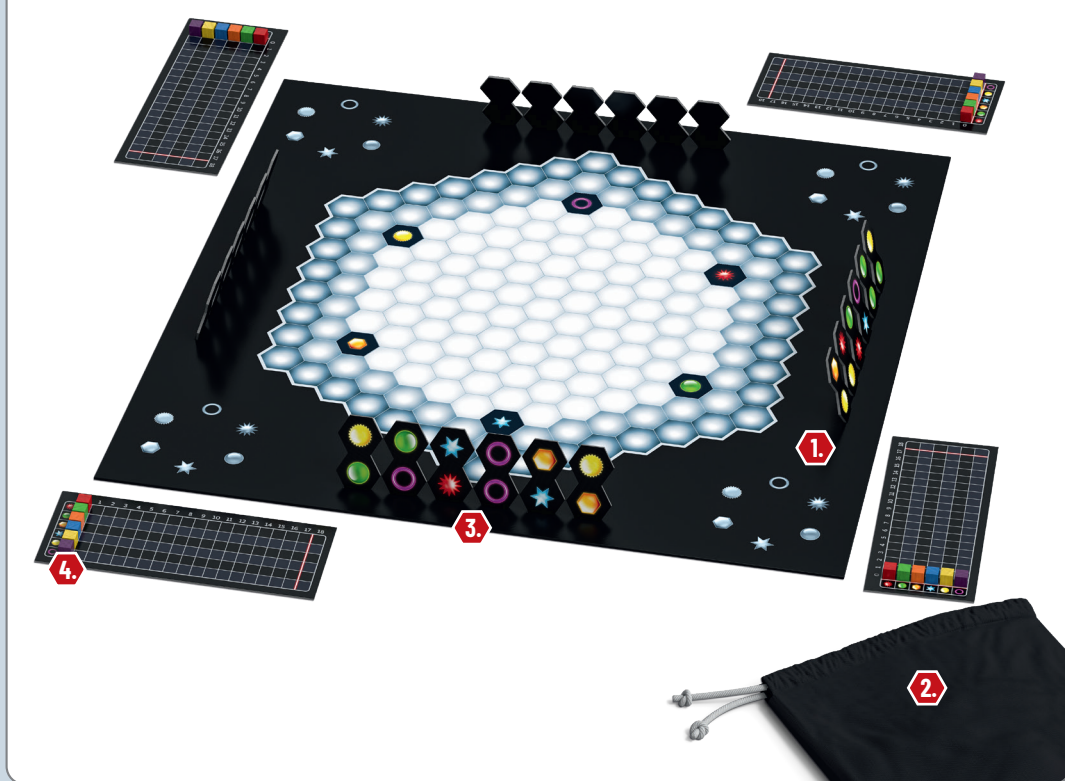
TABLE OF CONTENTS

Game Overview	1
Game Materials	1
Game Setup	2
Gameplay	2
End of the Game	5
Acknowledgments	6

GAME SETUP

1. Place the **gameboard** in the centre of the table.
2. Mix up the tiles in the **fabric bag** and place the filled bag next to the gameboard.
3. Each player draws 6 tiles from the bag and places these in your personal supply in front of you.
4. Each player places **one score board** in front of them such that it is visible to all players. Each player places **one score marker of each colour** on the space to the right of the corresponding coloured symbols (value 0) on their score board (red score marker on space 0 of the row with the red star etc.). Return any remaining score boards and score markers to the box.

Example setup for a four-player game



GAMEPLAY

The youngest player starts. Players take turns in clockwise order. When it is your turn, take the following three actions:

1. **Place** a tile on the gameboard.
2. **Score** the coloured symbols on this tile (perform a bonus placement if applicable).
3. **Replenish** your supply to six tiles.

2

1. Place a tile on the gameboard

At the start of your turn, you choose any tile in front of you and place it on two empty spaces on the gameboard. An empty space is a space that contains no coloured symbol, whether printed on a tile or on the gameboard.

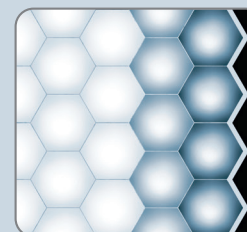
When placing tiles, you must stay within the **boundary** determined by the number of players:

- In a two-player game, you may place tiles only on the white spaces.
- In a three-player game, you may place tiles only on the white and light gray spaces.
- In a four-player game, you may place tiles on all of the spaces.

On your **first turn**, you must place your tile **next to a coloured symbol printed on the gameboard** that has no other tile next to it.

From your **second turn**, you may place your tile **anywhere** on two empty spaces on the gameboard. You don't have to play next to matching coloured symbols on the board or adjacent to other tiles. Therefore, when you place your tile, individual empty spaces may be created.

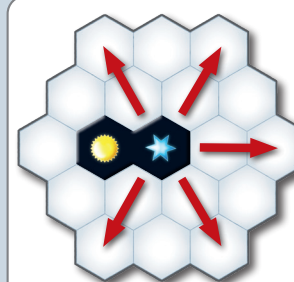
Important: If it is your turn, you **must** place a tile – even if you cannot score any points.



2. Score the coloured symbols on this tile

You score points when one or both of the coloured symbols on your newly placed tile match adjacent coloured symbols (printed on other tiles or on the gameboard itself). First, you determine your score for one of the coloured symbols on the tile and advance the score marker of the same colour on your score board accordingly. Then, you do the same for the other coloured symbol. You can choose the order in which you score the two-coloured symbols. Here's how to determine your score:

Once you have placed your tile on the gameboard, each of the two-coloured symbols on it are now adjacent to five hexagonal spaces (unless the tile is placed at the edge of the boundary, in which case there are fewer than five). These five adjacent spaces now indicate the five scoring directions. The space occupied by the other coloured symbol on the newly placed tile is not considered an adjacent space for the coloured symbol you are currently scoring.



Example

To determine the score for the blue star, check if there are adjacent and matching coloured symbols in the upper left, upper right, right, lower right, and lower left directions. To the left, in the direction of the yellow star, which is the other symbol on this newly placed tile, nothing is scored.

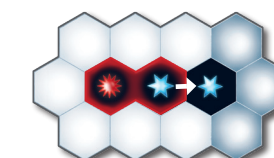
Now, for each of the five scoring directions, count how many **matching-coloured symbols** are adjacent to the coloured symbol on your newly placed tile in a **straight line without a break**. In other words, stop counting as soon as you come to an empty space or a different symbol, which are considered breaks in a line of matching-coloured symbols. You earn **one point for each** coloured symbol that matches the coloured symbol on the newly placed tile. Do not count the symbol on the tile you just placed toward this point total!

Important: Since the other coloured symbol on the same tile is not considered adjacent, you **do not** get any points in that direction, even if it is a matching symbol.

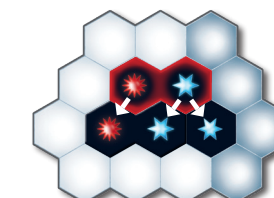
Once you have determined your score for both coloured symbols, check to see whether you have earned a **bonus placement** (page 4) before proceeding with tile replenishment.

3

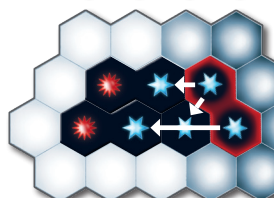
Examples



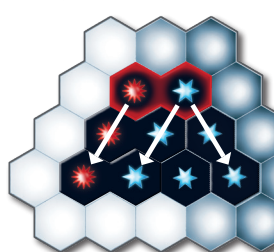
You place a tile with red and blue stars. The red star is not adjacent to any matching-coloured symbols; you earn no points for red. The blue star is adjacent to the blue star printed on the gameboard; you earn one point for blue.



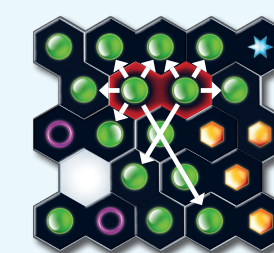
You place another tile with red and blue stars. The red star is adjacent to one red star; you earn one point for red. The blue star is adjacent to a blue star in two directions; you earn two points for blue.



You place a tile with two blue stars. The upper blue star is adjacent to a blue star to its left and to its lower left. The blue star to its lower right is not counted as a match because it is also on the newly placed tile and therefore is not considered adjacent. The lower blue star is adjacent to a straight line of two blue stars extending out to its left. In total, you earn four points for blue.



You place another tile with red and blue stars. The red star is adjacent to a straight line of two red stars; you earn two points for red. The blue star is adjacent to a straight line of two blue stars in two directions; you receive a total of four points for blue. The blue star in the middle of the bottom row does not count for any points as it is not in line with the newly placed blue star.



You place a tile with two green circles in a gap surrounded by other tiles. The green circle on the left can be scored in all five directions: there is a green circle to its upper right, its upper left, its left, and its lower left; there is a straight line of three green circles to its lower right. The green circle on the right of your newly placed tile is adjacent to a green circle to its upper left, its upper right, and its right; there is a straight line of two green circles to its lower left, which is then broken by a purple ring. You receive a total of 12 points for green.

Bonus placement

Your score markers cannot advance beyond the final spaces (value 18) on the score board. For each of your markers that reaches the final space, you call out "Ingenious" and you get an instant bonus placement: Before replenishing, you must **immediately** choose another tile from your own supply, place it on the gameboard, and score it. This in turn can trigger new bonus placements. Only after you have completed all of your bonus tile placements, replenish your own supply to six tiles.

Note: Scoring a tile with two different coloured symbols can trigger two bonus placements at the same time.

You **cannot** decline to take bonus placements and you may only draw new tiles **after** you have carried out all bonus placements.

4