

INGENiOUS

The Ultimate Family Strategy Game

For 1-4 players, ages 8 years and up

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GAME OVERVIEW

Each player has six tiles with colored symbols on their tile rack. In clockwise order, each player places one of their tiles onto the gameboard, covering two empty hexagonal spaces, with the objective of extending lines of identical colored symbols matching the placed tile. For each line of symbols that is extended, the player scores points and advances the corresponding colored score peg on their score board. Players must try to advance all six of their score pegs, not leaving any one of them behind. When the gameboard is completely filled with tiles, each player's **lowest-scoring peg** indicates the player's **final score**. The player with the **highest** final score wins.

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GAME MATERIALS

120 Tiles
(each with 2
colored symbols)

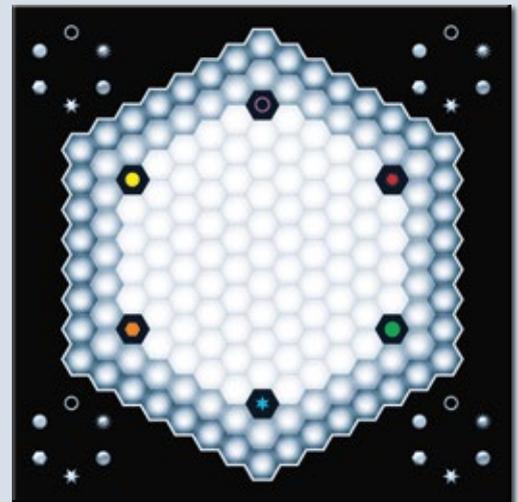


1 Fabric bag

4 Tile racks



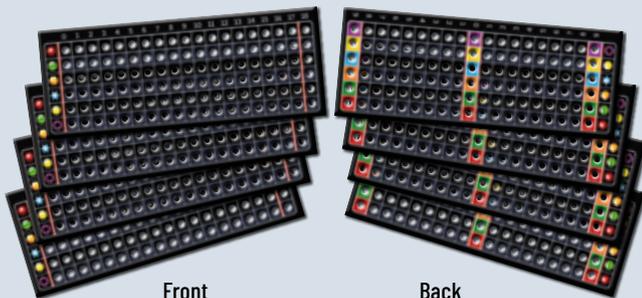
1 Gameboard



24 Score pegs
(4 sets, each set
containing 1 each
of red, orange,
yellow, green, and
blue pegs)



4 Score boards



Front

Back
(Duel game score board)

6 Duel game tokens



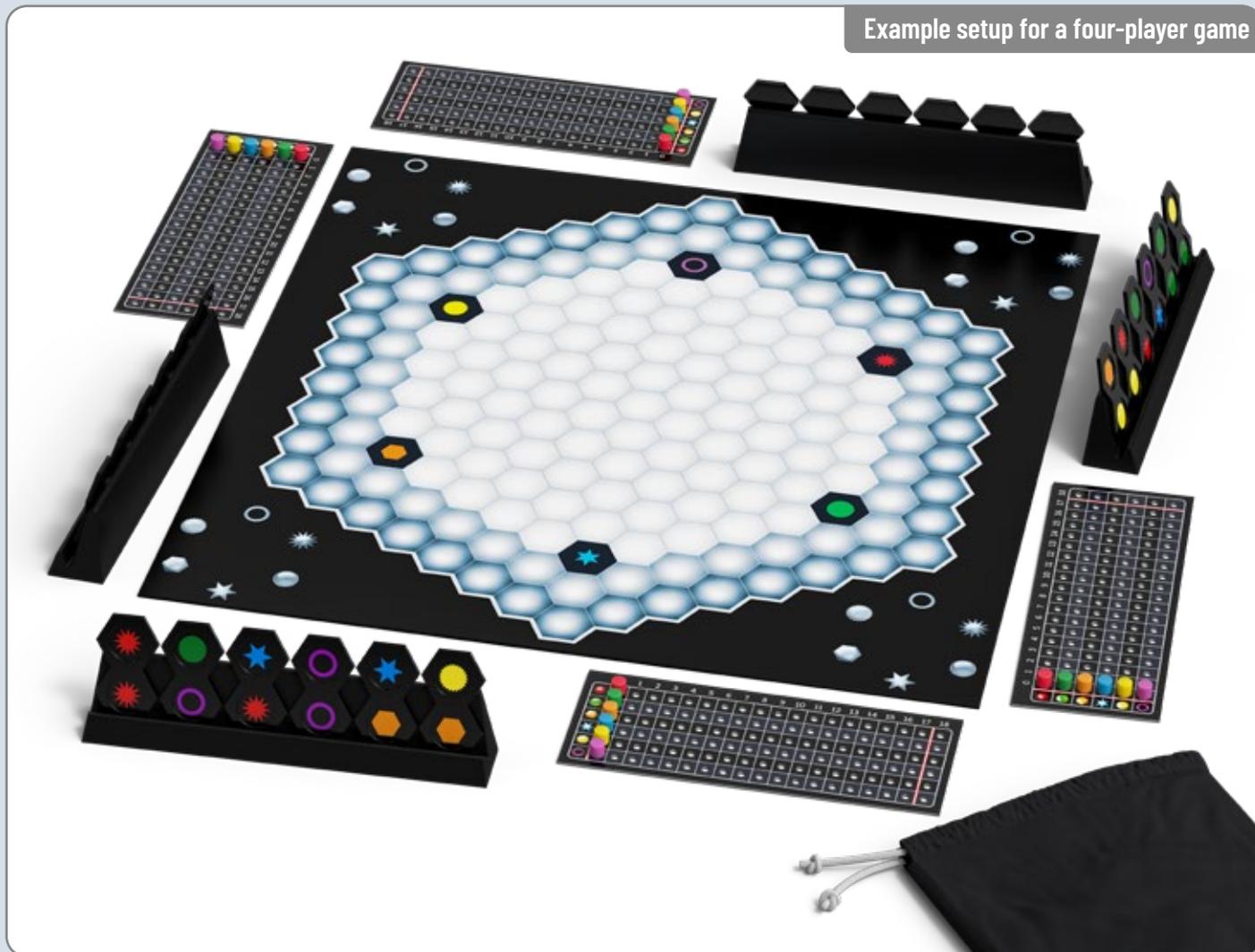
Note: The duel game score boards and the duel game tokens are needed only for the duel game variant.

STANDARD GAME FOR TWO TO FOUR PLAYERS

Game setup

1. Place the **gameboard** in the center of the table.
2. Mix up the tiles in the fabric bag well and place the filled bag next to the gameboard.
3. Each player places **one tile rack** in front of them, draws **six tiles** from the bag, and places them on their tile rack such that no other players can see them.
4. Each player places **one score board** in front of them such that it is visible to all players. Each player places **one score peg of each color** in the holes to the right of the corresponding colored symbols on their score board (red score peg in the "0" space of the row with the red star and so on). Return any remaining score boards and score pegs 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 colored symbols on this tile (and perform a bonus placement if applicable).
3. **Replenish** your rack to six tiles.

1. Place a tile on the gameboard

At the start of your turn, choose any tile from your rack and place it on two empty adjacent hexagonal spaces on the gameboard. An empty space is a space with no colored symbol, whether printed on a tile or on the gameboard.

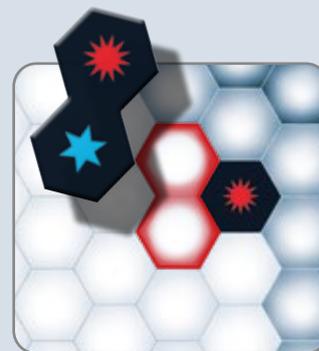
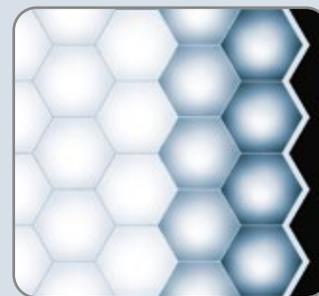
When placing tiles, you must stay within the **boundary** determined by the number of players:

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

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

From your second turn on, you can place your tile on **any** two empty spaces on the gameboard. You do not necessarily have to place your tile next to a matching colored symbol on other tiles or on the gameboard, or even adjacent to tiles at all. It is also allowable for single empty spaces to be created when placing a tile.

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



2. Score the colored symbols on this tile

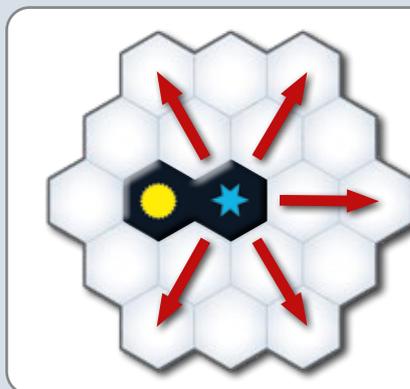
You score points when one or both of the colored symbols on your newly placed tile **match adjacent colored symbols** (printed on other tiles or on the gameboard itself). When doing this, you determine the score of **both** colored symbols of the newly placed tile – even if the tile has two of the same colored symbol. First, you determine your score for one of the colored symbols on the tile and advance the score peg of the same color on your score board accordingly. Then, you do the same for the other colored symbol. You can choose the order in which you score the two colored symbols.

Once you have placed your tile on the gameboard, **each** of the two colored symbols on it is 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 colored symbol on the newly placed tile is not considered an adjacent space for the colored symbol you are currently scoring.

Now, for each of the five scoring directions, count how many **matching colored symbols** are adjacent to the colored 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 differently colored symbol, which are considered breaks in a line of matching colored symbols. You score **one point for each** colored symbol that matches the colored symbol on the newly placed tile. Do not count the symbol on the tile you just placed toward this point total!

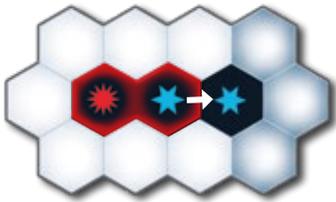
Important: Since the other colored symbol on the same tile is **not** considered adjacent, you do not get any points in that direction, even if it is a matching symbol.

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

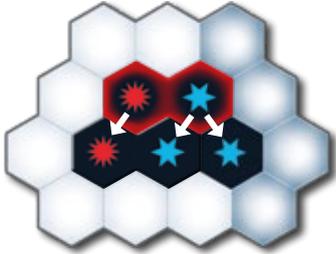


Example

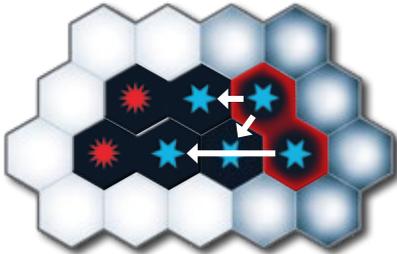
To determine the score for the blue star, check if there are adjacent and matching colored symbols in the upper left, upper right, right, lower right, and lower left directions. To the left, in the direction of the yellow star, which is the other symbol on this newly placed tile, nothing is scored.



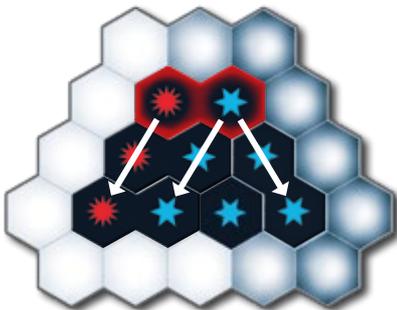
You place a tile with red and blue stars.
The red star is not adjacent to any matching colored symbols; you score no points for red. The blue star is adjacent to the blue star printed on the gameboard; you score one point for blue.



You place another tile with red and blue stars.
The red star is adjacent to one red star; you score one point for red. The blue star is adjacent to a blue star in two directions; you score 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 score 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 score 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 a straight 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 pegs cannot advance beyond the final spaces (the “18” spaces) on the score board. For **each** of your pegs 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 rack, 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 rack to six tiles.

Note: Scoring a tile with two different colored 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.

3. Replenish your rack to six tiles

At the end of your turn, draw as many tiles from the fabric bag as needed to replenish your rack to six tiles. After that, the player 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 on your rack with a colored symbol that matches the color of the score peg 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 on your rack. 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 peg tied for lowest position on your score board, you can only exchange your tiles if you don't have any tiles on your rack with any colored symbols that match these colors.

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 peg in the **lowest-scoring position** on each player's score board. The score indicated by this peg is each player's **final score**. The player with the **highest final score** wins.

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

In the event of a **tie**, use the next-higher-scoring peg as a tiebreaker, and so on. If a player has two or more score pegs 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 pegs of that value than you.

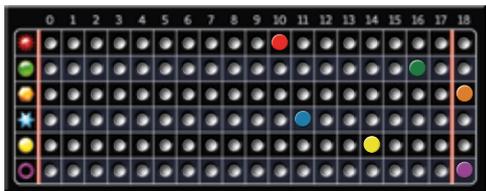
Special case: Instant win

In the very rare case that a player succeeds in advancing all six pegs to the "18" space of their score board, the player wins instantly.

Example

1.

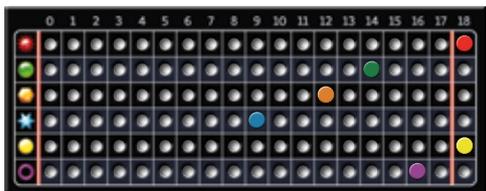
Tina



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

2.

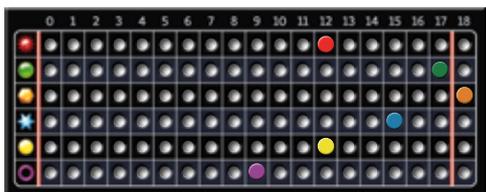
Thomas



Thomas's lowest-scoring peg (blue) and Carl's lowest-scoring peg (purple) each have a value of 9 points. As a tiebreaker, they compare their next-higher colors: Again, there is a tie at 12 points. Since Thomas only has one score peg (orange) with a value of 12 points, and Carl has two score pegs (red and yellow) with a value of 12 points, Thomas takes second place and Carl takes third place.

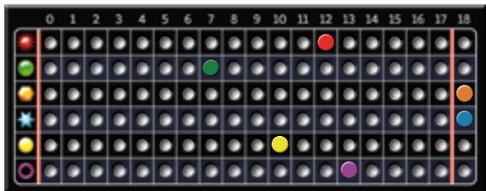
3.

Carl



4.

Hailey



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

GAME VARIANTS

Solo game for one player

The objective of the solo game is to achieve the **highest possible value for your lowest-scoring score peg** at the end of the game. All of the rules of the standard game apply with the following changes:

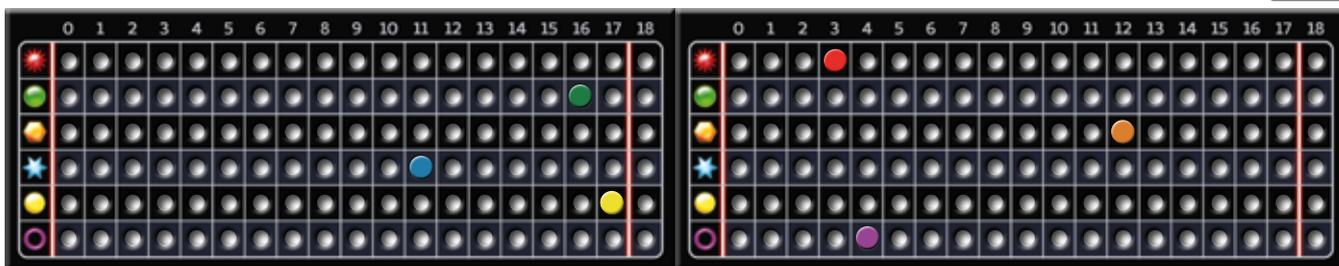
Game setup

Use a double-length score board. To do this, place two score boards next to each other (see example below) and place one set of score pegs in the "0" spaces on the left side of double-length score board. You don't need a tile rack.

Gameplay

You may only use the white spaces on the gameboard (as in the standard game for two players). Instead of choosing from the six tiles on your rack as in the standard game, in the solo game you always draw a tile from the fabric bag, place the tile directly on the gameboard, and score it. Then you draw the next tile and continue in the same way. If you reach the "18" space for a colored symbol on the left score board with a score peg, or would move beyond it, you immediately place it in the "0" space of the corresponding row on the right score board; any remainder points are forfeited. There are **no** bonus placements in the solo game.

Example



You score two points for green and thus reach the "18" space on the left score board. You move the green score peg directly to the "0" space on the right score board. In addition, you score four points for yellow and thus also reach the "18" space on the left score board; the remaining three points are forfeited. You move the yellow score peg directly to the "0" space on the right score board. Then you draw a new tile from the fabric bag and your next turn begins.

Team game for four players

Players form two teams of two players each. The teammates **score points together**. To do this, you sit opposite your teammate. All of the rules of the standard game apply with the following changes:

Game setup

Each team uses a shared double-length score board. To do this, each team must place two score boards next to each other (see the solo game example) and place one set of score pegs in the "0" spaces on the left score board.

Gameplay

Designate one teammate for each team who scores the points for the team on the score board during the game. When scoring, you advance the shared score peg(s) regardless of which teammate scored the point(s). If a team reaches the "18" space for a colored symbol on the left score board with a score peg, or would move beyond it, the scorekeeper immediately places it in the "0" space of the corresponding row on the right score board; any remainder points are forfeited. After that, the teammate who placed the tile that scored the points to reach the "18" space gets a bonus placement according to the rules of the standard game. If your score peg reaches the "18" space on the right score board, you also get a bonus placement and the score peg stays in this space until the end of the game.

The intention is that teammates do not coordinate with each other during the game. However, if you wish, you can agree that open communication is allowed.

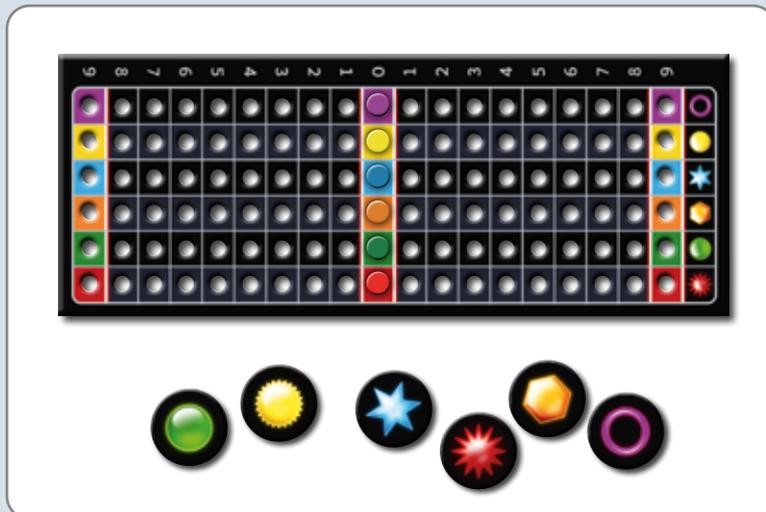
In the solo game example shown above, for a team game, you would get two bonus placements: one for green and one for yellow.

Example

Duel game for two players

Game setup

The setup for the duel game largely corresponds to that of the standard game for two players. However, you do not each use your own score board, but rather you share one. The **duel game score board** is on the back side of the standard score board. Place the duel game score board so that the “0” spaces are in between both players and a short side (the “9” spaces) is facing each player. Take a set of score pegs and put them in the “0” spaces of the corresponding colors in the middle of the duel game score board. Also, have the six duel game tokens ready.



Gameplay

As in the standard game for two players, you may only place the tiles on the white spaces of the gameboard. All of the rules of the standard game apply with the following changes:

- **Scoring:** When you score a tile, move the corresponding score peg one space **toward you** on the duel game score board for each point. You also count the “0” space in the middle. So you move the score pegs back and forth between you like in a tug of war. You cannot move the score pegs beyond the “9” spaces — remainder points are forfeited.
- **Bonus placement:** For each score peg that reaches a “9” space on your side, shout “Ingenious,” take the **duel game token** of the corresponding color from the supply or from your opponent and place it at the end of the duel game score board in front of you. Then you can perform a bonus placement as in the standard game.
Important: As long as a duel game token is in front of you, you cannot earn another bonus placement in this color.
- **Exchanging tiles:** If one or more of your score pegs are in the “9” space, you may exchange all of your tiles that have at least one symbol of one of these colors before you replenish.

End of the game

The duel game ends like the standard game, when no more tiles can be placed. **The player who has the most score pegs (not duel game tokens!) on their side of the duel game score board wins the game.**

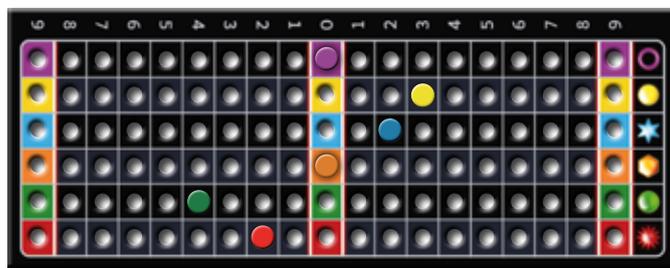
Important: You ignore score pegs in the “0” space, since they are not on either side.

In the event of a **tie** — in other words, if you both have the same number of score pegs on your sides — you compare the lowest-scoring pegs on each side of the duel game score board, as in the standard game, and, in the case of another tie, the next-higher-scoring peg.

Special case: Instant win

If you manage to move all six score pegs to your side of the duel game score board, you win immediately!

Chris wins



Angelica loses

Chris and Angelica each have two score pegs on their side of the duel game score board. The orange and purple score pegs in the "0" spaces are ignored. They now compare their lowest-scoring pegs: Chris has the red score peg in the "2" space, and Angelica has the blue score peg also in the "2" space. So they must compare the next-higher score pegs: Chris has the green score peg in the "4" space and Angelica has the yellow score peg in the "3" space. With this, Chris wins the duel game.

The Author

Reiner Knizia was born in Illertissen, Germany, and now lives in Munich, Germany. He has a degree in mathematics and is a very successful game designer who has won many awards, including the 2008 Spiel des Jahres award for *Keltis* and the 2001 Spiel des Jahres special prize in literary games for the cooperative game *The Lord of the Rings*.

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