

COINX

Family

Game Rules



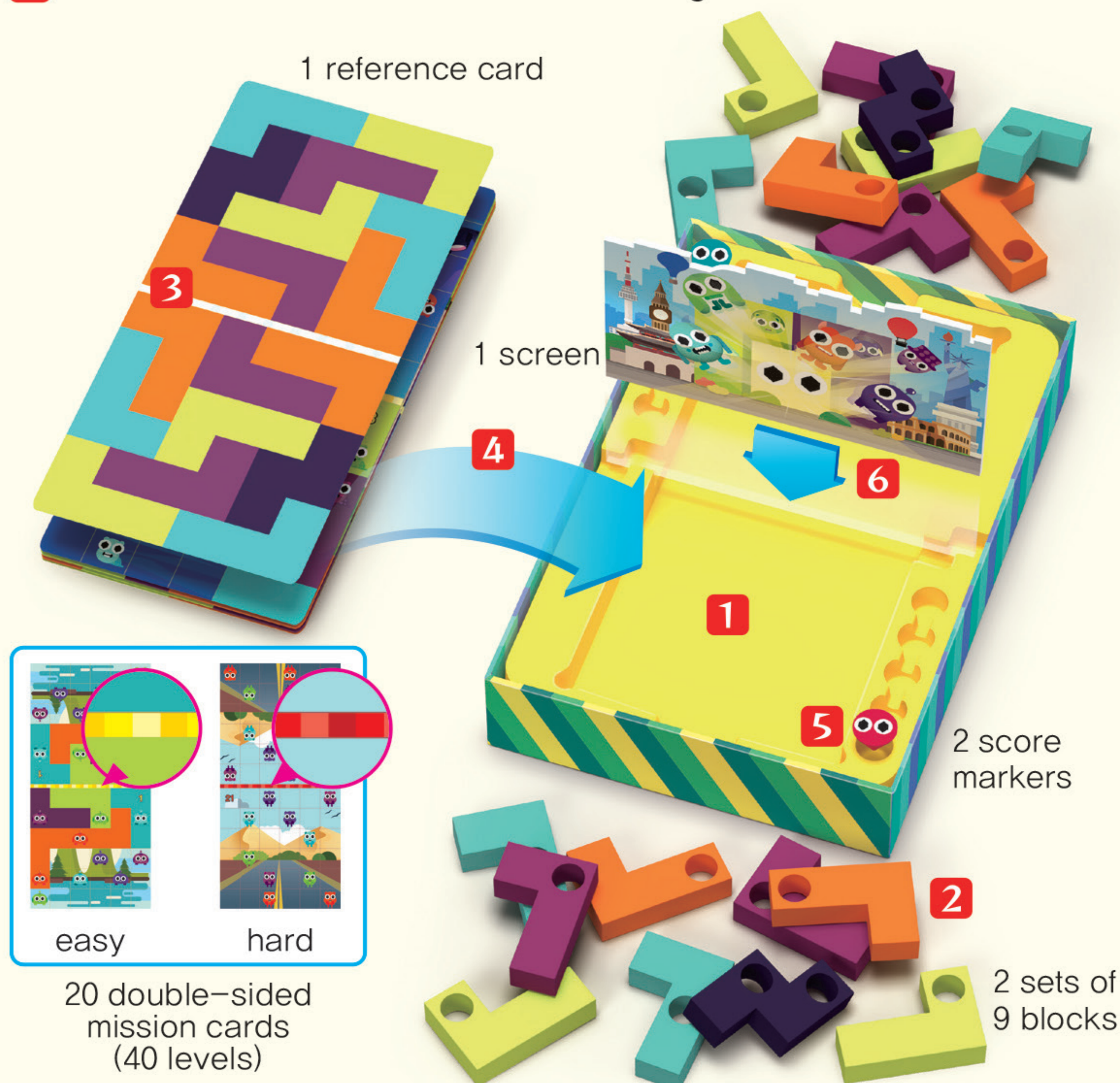
 GUY JEANDEL

 VAKKI

Each player must fill the mission card using nine blocks. Don't forget the **Coïnx** in the mission card should be shown through the hole in the block with identical color. If you fully filled the mission card earlier than an opponent, quickly take the screen and get a point! The first player who gets 4 points wins.

I. Set up

- 1** Place the game board between players. Each player should face each short side of the game box. Don't take out the game tray from the box. You will play the game with the tray is still in the box.
- 2** Each player receives one set of blocks and puts them in front of each player.
- 3** Then prepare the mission cards. If you play Coïnx Family for the first time, choose Level 1 to 7 mission cards for your first game. Sort the chosen mission cards to ascending order, so Level 1 card goes top and Level 7 card goes bottom. All mission cards should show the easy side. Put aside the remaining mission cards. Put the reference card on the above of the Level 1 mission card.
Note If both players are familiar with Coïnx, choose 7 mission cards randomly. And also you can choose which side to use.
- 4** Place the chosen mission cards on the game board.
- 5** Each player receives a score marker then puts it in the bottommost space on the right side of the game board.
- 6** Put the screen on the slot in the middle of the game board.



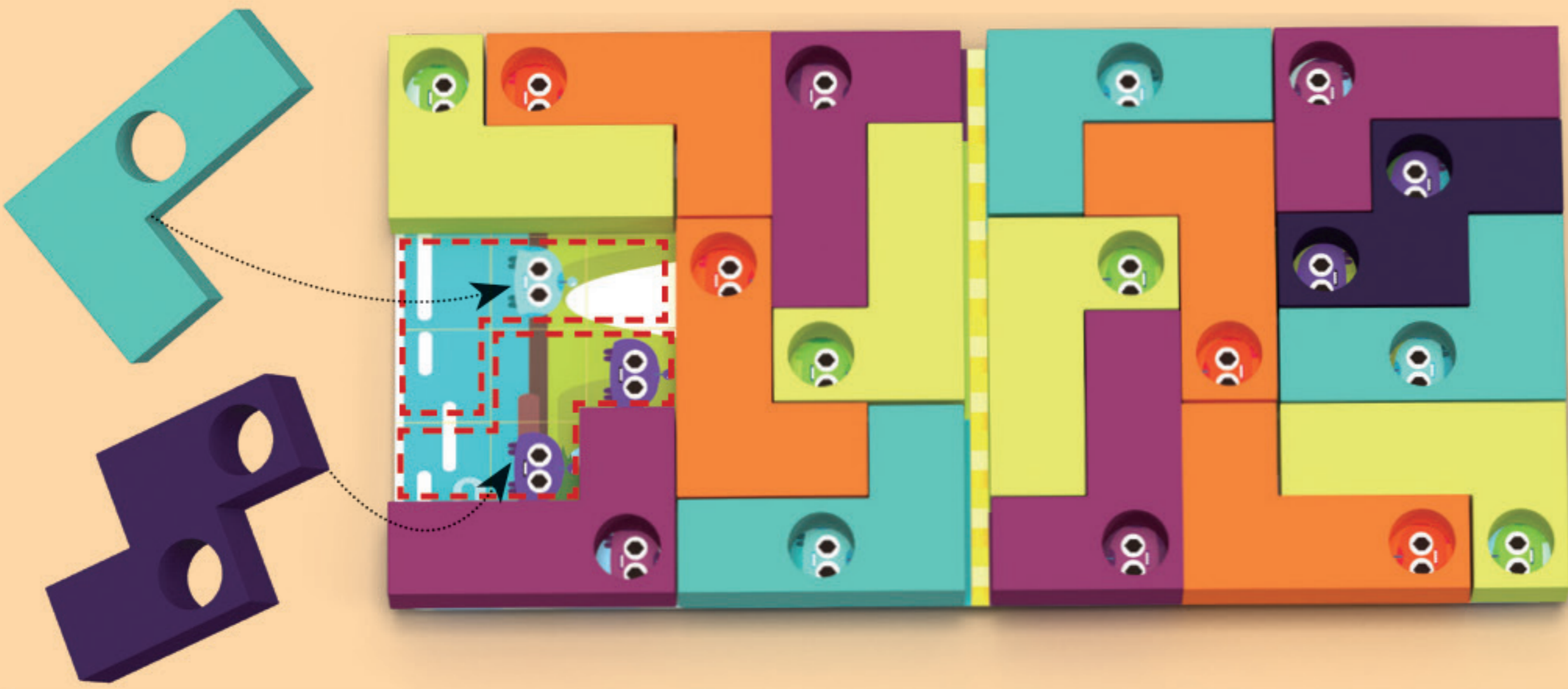
II. How to Play

- 1 Quickly remove the reference card from the game tray.
- 2 Now, each player simultaneously fills their mission card using their own blocks. When filling the mission card, players should follow the below rules.

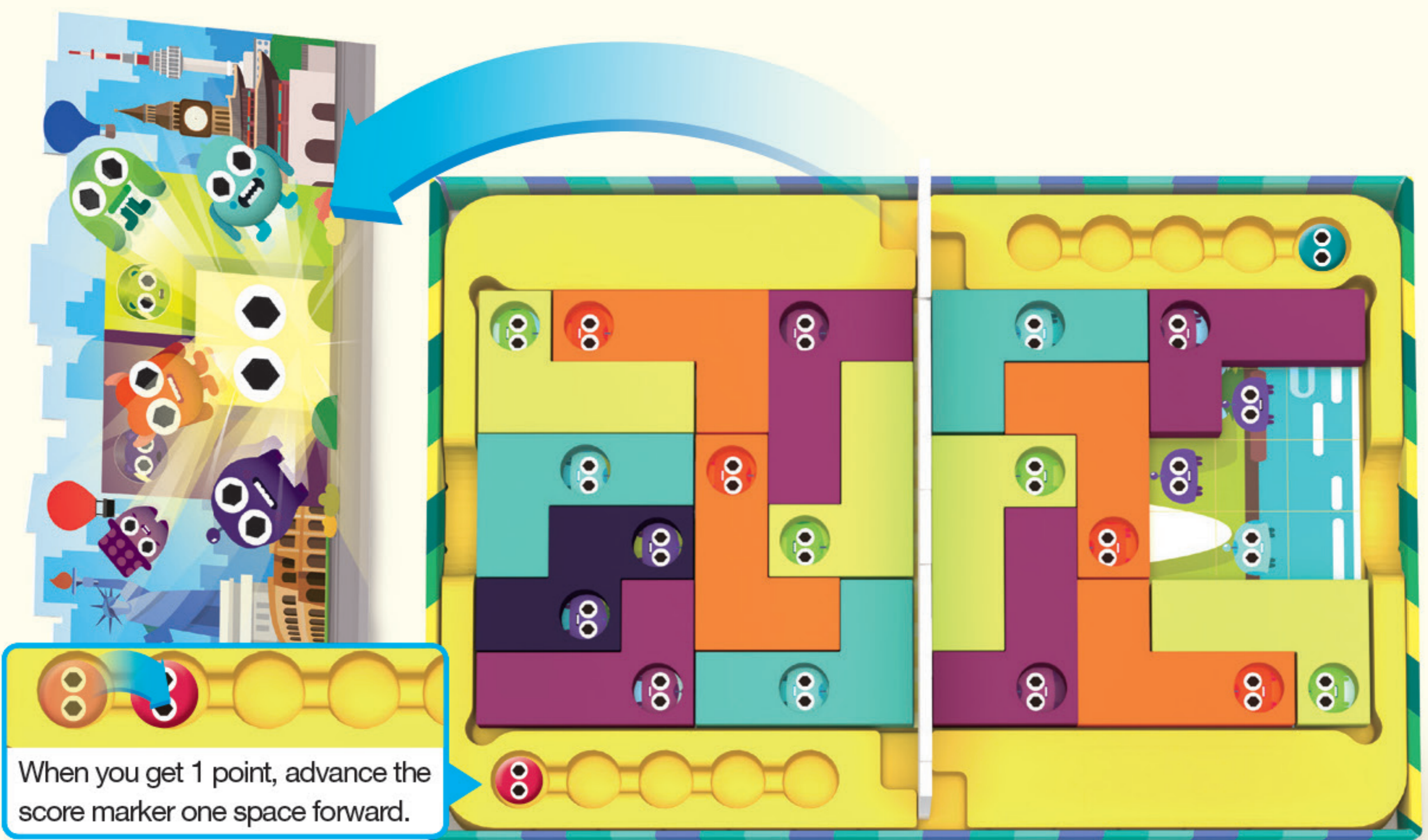
❶ The color of Coinx drawn on the mission card represents which color block should cover each Coinx. Any color block can be placed on the gray-colored Coinx.



- ❷ Coinx should be shown through the hole in the same colored block. Never cover any Coinx using blocks.
- ❸ Never place the blocks outside the mission card.
- ❹ There should be no vacant space on the mission card. Players must use all blocks to fill the mission card.



- 3 If a player puts all blocks on the mission card correctly, that player takes the screen quickly. The other player stops the game then checks whether the opponent put their blocks correctly according to the rules.
- 4 If the player places all blocks correctly, that player gets 1 point. If correct, that player moves their score marker one space forward. If a block is placed incorrectly, the other player gets one point instead.
- 5 If both players have not reached four points yet, a player puts the screen on the game board then starts the next round.



III. Game end

If a player earns 4 points, that player wins and the game ends immediately. Try the next game with other mission cards!



Credits

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