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| Game | Ingenious |
| Players & Time | 1-4 players. Best with 2. Recommended with 1,2,3,4. 45 min. |
| Preparation | <p>Shuffle all the tiles in the bag.</p> <p>Each player draws 6 tiles and puts them onto their hand/board. These tiles are hidden from other players.</p> <p>The youngest player takes the first turn.</p> |
| Rules Summary | <p><i>The outermost rings of hexes are only used with 3-4 players.</i></p> <p>Thank you Wikipedia* for an excellent summary of the rules:</p> <p>Players take turns placing a tile on the board, scoring points by creating lines of identically coloured hexes. On the first turn, each player must place a tile next to a different one of the six printed coloured symbols on the board; thereafter players may place tiles on any free space.</p> <p>Scoring occurs from each of the two symbols on the tile. Counting outwards in a straight line from each of the five available faces of the two hexagons (the symbols on the tile itself are not counted), one point is scored in that tile's colour for each identical symbol in an unbroken line. It is therefore possible to score points on two colours by placing a single tile. Each player's score is public knowledge at all times. Note: it is sometimes possible to count the same symbol twice.</p> <p>If a player reaches a score of 18 with any colour, they declare 'Ingenious', and place a further tile. Achieving a score of 18 on two colours at the same time will earn two bonus plays, and bonus plays may earn further bonus plays by reaching 18 points on another colour. Once a player has used their bonus play for any colour, they will not score additional points or earn further bonus plays on that particular colour. All bonus plays are made from the player's current rack of tiles. Bonus plays must be used immediately.</p> <p>Once a player has made their move(s) and scored accordingly, they may choose to swap their tiles if they hold no tiles of their current lowest-scoring colour (or where their lowest score is tied, if they hold no tiles of any of their joint lowest colours). Their remaining tiles are shown to the other players, a full hand of six tiles is drawn, and the discarded ones replaced in the bag.</p> <p>If the player holds five or fewer tiles, they refresh their hand by drawing enough tiles to bring them back up to a full hand of six. This is the end of that player's turn.</p> |
| End & Winner | Any player scoring 18 on all six colours wins immediately. Otherwise, the game ends when no more pieces can be added to the board, at which time players check the colour in which they have the least points. Whoever has the highest point value in their weakest colour is the winner of the game. In the case of ties, the second weakest colour is checked, and so on. |
| Notes | * http://en.wikipedia.org/wiki/Ingenious |