

Reiner Knizia

INGENIOUS

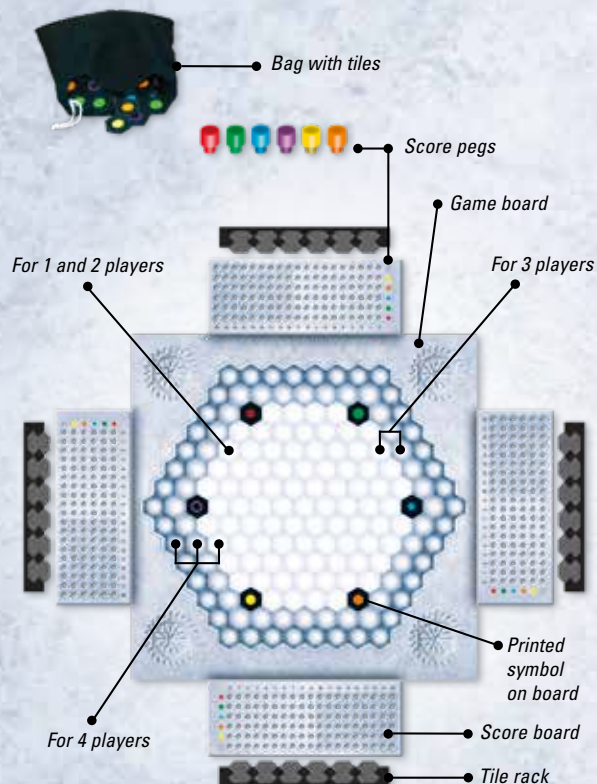
For 1-4 players, ages 8 years and up

Standard Game for 2-4 Players

1. Place the game board in the center of the table.
2. Put the tiles in the bag and shuffle them.
3. Each player places one score board in front of himself or herself so 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 (value 0) on his or her score board.
4. Each player places one tile rack in front of himself or herself (closer to himself or herself than the score board), draws **six tiles** from the bag, and places them on his or her tile rack so that no other players can see them.

The Game Board

With **two players**, use only the white spaces; with **three players**, also use the light gray spaces; with **four players**, use the whole board.



Overview

Each player has six tiles with colored symbols on his or her rack. In clockwise order, each player places one of his or her tiles onto the board, 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 earns points and advances the corresponding colored score peg on his or her score board. Players must attempt to advance all six of their score pegs, not leaving any one of them behind. When the game board is filled with tiles, each player's **lowest-scoring peg** indicates the player's **final score**. The player with the highest final score wins.

Play

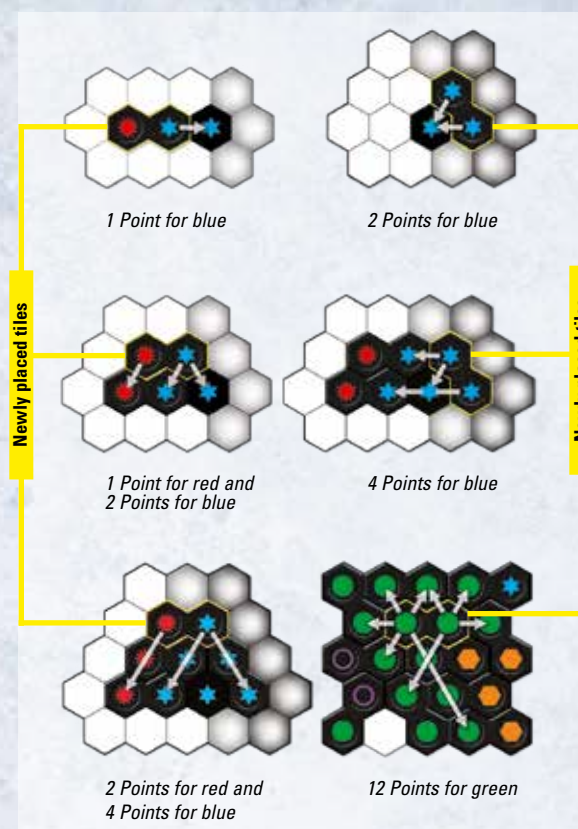
The youngest player begins. Play progresses clockwise. On your turn, do the following:

Place One Tile Choose one tile from your rack and place it on **any** two connected empty hexagonal spaces on the board. **In the first round**, each player must place his or her tile adjacent to one of the six symbols printed on the board, and each player must place his or her tile next to a different printed symbol.

Score Your Tile Start with one of the two symbols on the tile you placed. There are **five lines radiating** from this symbol, as shown here.



In each line, count the number of identical symbols (printed on the board or on other tiles), but stop counting as soon as you come to an empty space or a different symbol. Do not count the symbol on the tile you just placed! The total count is the number of points you earned for this symbol. Advance the corresponding peg on your score board accordingly. Then score the second symbol on the tile you placed in a similar manner.



Refresh Your Hand Draw tile(s) from the bag to refresh your rack to six tiles.

Swapping Your Tiles **Once per turn**, if your rack does not contain any of the color(s) currently in the lowest position on your score board, then, before you refresh your hand, you may show your tiles to the other players, put all of the tiles from your rack aside, refresh your rack with six new tiles from the bag, and thereafter return your old tiles to the bag.

Game Materials

- 1 Game board
- 120 Tiles
- 1 Bag
- 4 Tile racks
- 4 Score boards
- 24 Score pegs

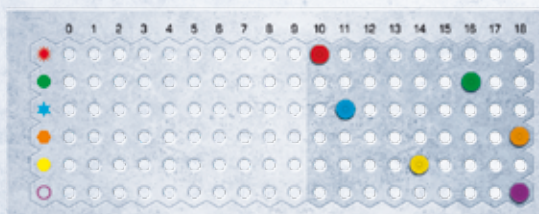
Bonus Placement

Your score pegs cannot advance beyond the final spaces (value 18) 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** of one tile. Before refreshing, choose another tile from your rack, place it on the board, and score it. **Only after you have completed all of your bonus tile placements**, refresh your rack to six tiles.

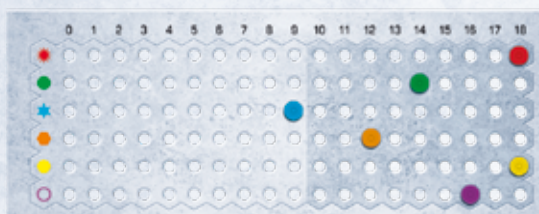
Game End

The game ends when no more tiles can be placed. Then, determine each player’s **lowest-scoring colored peg**. The score indicated by this peg is the player’s **final score**. The player with the **highest final score** wins. In the case of a tie, use the next lowest peg as a tiebreaker, and so on.

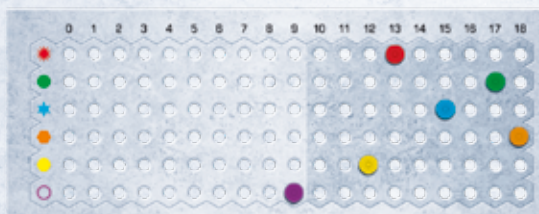
Example



Player A



Player B



Player C

Player A wins with a score of 10. Players B and C both have scores of 9, but Player C’s tiebreakers 12 and 13 are not as good as Player B’s 12 and 14.

In the very rare case that one player succeeds in advancing all six pegs to the end of his or her score board, he or she wins instantly.

Four-Player Partnership Game

As a game variant, players sitting opposite each other may form a partnership. All standard game rules apply, but each partnership uses a double-length score board by placing two regular score boards together. Both partners apply their individual scores to their joint score board. When no more tiles can be placed on the board, the partnership with the higher final score wins — in other words, the partnership with the lowest-scoring peg loses.

No communication is allowed between the partners during play. Alternatively, players may agree to open communication.

Bonus Tile Placement

When a peg reaches the final space (value 18) on the first score board, the current scoring of this color symbol stops there, but the peg is immediately moved onto the start space (value 0) of the second score board. The player receives the usual free

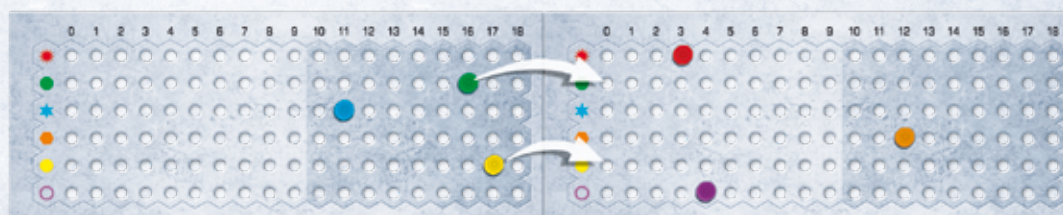
bonus tile placement before refreshing. If a peg later reaches the final space on the second score board, another free bonus tile placement is awarded.

Solitaire Game for One Player

All standard game rules apply, with the following exceptions: Use a double-length score board by placing two regular score boards together (as in the illustration below). When a peg reaches the final space (value 18) on the first score board, the current scoring of this color symbol stops there, but the peg is immediately moved onto the start space (value 0) of the second score board. Free bonus tile placements are not awarded in the solitaire game.

The tile racks are not used. Draw one tile from the bag, place it on the board, and score it. Then draw the next tile and proceed accordingly. Use only the white spaces of the board. Try to reach a high score by the end of the game, when no more tiles can be placed.

Example



When scoring 2 in green and 4 in yellow, both corresponding pegs move to the start spaces (value 0) on the second score board, each triggering a free bonus placement.

Note: In this case, tiles are not refreshed until both free bonus placements have been used.

This game is a joint production of Sophisticated Games Ltd and Kosmos. Produced for Sophisticated Games by Robert Hyde and for Kosmos by Sandra Dochtermann.

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