

XOXO

EN

Noughts and crosses – the secret version!

A quick family game by Ségolène & Jean-Paul Monnet

You probably already know the goal of the game: try to arrange three matching symbols in a horizontal, vertical or diagonal line. Watch out, though! When you play XOXO, you're sharing a display with the other players, so of course you don't want to put down your tiles in a way that would help someone else. With a bit of cunning and a dash of good luck, you'll achieve your objectives before your opponents.

Contents

48 tiles.

Each tile has three features:

1 of 4 different colours



1 of 4 different shapes



1 of 4 different facial expressions



1 rulebook

12 objective cards,
each with **1 feature**
on the front



and **1 hint**
(colour, shape or face)
on the back.



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Goal of the game

The goal is to be the first to achieve everything required by your objective cards. To do this, you need to place your tiles cleverly on the *display* without revealing your objectives.

Setup


- ▶ Shuffle all **tiles** face down. Each player receives a number of tiles depending on the player count, as follows:



12 tiles each for two players
8 tiles each for three players
6 tiles each for four players

Once you have your tiles, place them in front of you, **face up, in your personal pile** **A**.
Stack the remaining tiles face up in the middle of the table or playing surface. This will be the **draw pile** **B**.

- ▶ Shuffle all **objective cards** face down. Depending on the player count, deal



3 objective cards each for two or three players
2 objective cards each for four players

Pick up your objective cards without letting anyone see the front. Return the remaining objective cards to the game box.

- ▶ Decide which player should go first.



Setup for 3 players



How to play

Play in clockwise order. When it's your turn, place **1 tile** face up in the middle of the table. Bear the following rules in mind:

- ✦ You need to choose either the top tile from your **personal pile** **A** or the top tile from the **draw pile** **B**.
- ✦ The first tile to be played starts off the *display* **D**, which will end up being exactly 3x3 tiles by the end of the game.
- ✦ After that, each tile will need to be placed either horizontally or vertically next to tiles already in place. You can never have more than 3 tiles in a row either horizontally or vertically.

Important: Once exactly 9 tiles have been placed on the *display* - in other words, once it consists of 3x3 tiles - you will need to place all further tiles **on top of tiles that have already been placed**, covering up the tiles underneath. *Exception:* You are not allowed to place a tile on top of the tile that was placed during the turn immediately before yours.

Revealing an objective card

You may reveal an objective card **at any time** regardless of whose turn it is. If one of the features (colour, shape or facial expression) of one of your objective cards appears **3 times** in a **horizontal, vertical** or **diagonal** line on the *display*, you may reveal the relevant objective card and place it face up in front of you.



End of the game

The game ends as soon as either

♥ someone reveals their **last objective card**. This player is the winner. If two or more players reveal their last objective cards simultaneously, they share the victory.

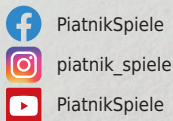
or

♣ any **pile of tiles runs out**. In this case, the player who has revealed the most objective cards when a pile runs out is the winner. In the event of a draw between two or more players, the player whose turn would have come next is the winner.

Illustration and layout: Lars Besten

If you have any questions or thoughts about XOXO, please contact:
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You can find us on:



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