

# INGENIOUS (696116)

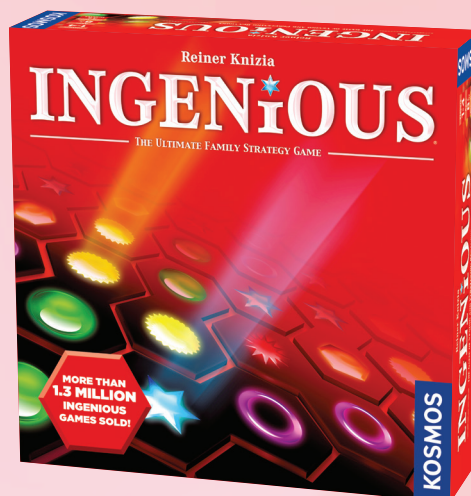
The Ultimate Family Strategy Game

**MSRP:** \$39.95

**OBJECTIVE:** Align the shapes on the hexagonal tiles to create the longest line of matching symbols in five directions.

## FEATURES & BENEFITS:

- **EASY TO LEARN:** Simple rules and quick startup make it fun and addictive for players of all ages and skills levels.
- **STRATEGIC:** Think abstractly and plan ahead to decide whether to earn points for yourself or thwart your opponent's next move.
- **REPLAYABLE:** Random tile draws make each game unique and create countless different pathways to victory!
- **COLOR-BLIND FRIENDLY:** Tiles have unique shapes that are easily distinguishable for color-blind players.



Players

**1-4**

Ages

**8 & UP**

Play Time

**45 MINUTES**

VIDEO:



## BASIC SETUP:

1. Select a score board and place one peg of each color in the corresponding rows.
2. Place all the tiles in the bag and shuffle them.
3. **Draw six tiles** and place them on your tile racks so they are only visible to you.

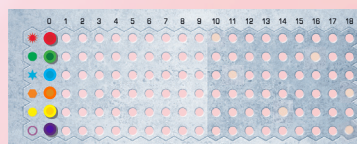
## HOW TO PLAY:

1. On your first turn, **place a tile** from your tile rack next to one of the six color symbols printed on the board.
2. Tally your points by **counting the number of matching symbols** that extend out in a line from the tile you just placed.
  - ✓ DO: Count the matching symbols in every direction.
  - ✓ DO: Total separate points for both symbols.
  - ✗ DO NOT: Count the tile you place.
3. **Advance the corresponding peg** one space for every point.
4. **Refresh your hand** by drawing one tile from the bag.
5. On your next turn, place a new tile, score your points, and draw a new tile from the bag. New tiles can be placed on any empty spaces on the board.

## HOW TO WIN:

1. The game ends when no more tiles can be placed.
2. Determine your lowest scoring peg. This is your final score.
3. The player with the highest low-score wins!

### Scoring Track



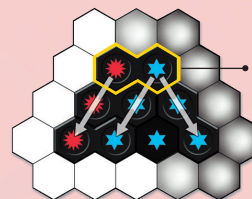
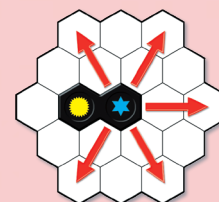
Count out in all directions!



**MOVE #1:**

**Newly placed tile**

- Blue = 2 points
- Red = 1 point

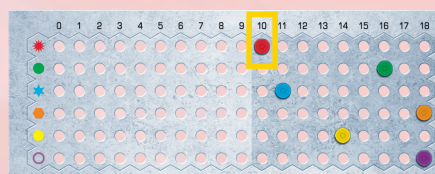


**MOVE #2:**

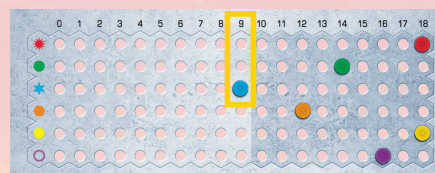
**Newly placed tile**

- Blue = 4 points
- Red = 2 points

### Final Scoring:



Player 1: **\*WINNER!\***  
Lowest Score = 10 pts



Player 2:  
Lowest Score = 9 pts

## EXTRAS:

- Bonus tile placements when you advance to the end of a row
- Variants for a 4-Player Partnership Game and a Solitaire game



TOY STORES



GAME STORES



FAMILIES



STRATEGY