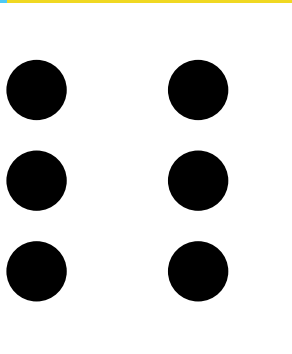


SXEM

A FAST-PACED DICE GAME

How to Play

The game is played over several rounds until there is a winner. A round includes: everyone rolling dice, a player yelling "STOP," and all players marking their board with Xs.

Set Up

Have each player grab six dice (one of each color), a playing board, and a marker.

Object of the Game

Be the first to complete the pattern shown on the spinner by forming lines of Xs on your board.

 15-30 PLAYERS

AGES 10+

Starting the Game

Every player rolls one die. The player who rolls the highest number spins the spinner to determine the pattern that will win the game. (If there's a tie, keep rolling until someone has a number higher than everyone else.)

The pattern on the spinner is announced out loud. A line is always 6 Xs in a row and may be vertical, horizontal, or diagonal.

Rolling the Dice



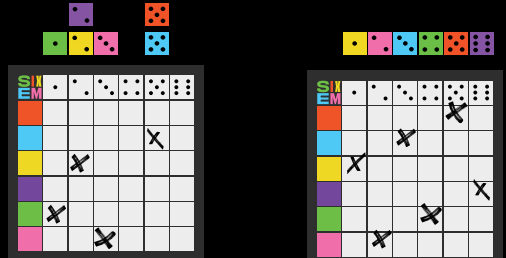
With the pattern in mind, all players start the round with all six of their dice in their hands. All players start rolling their dice at the same time as fast as they can! Each player is trying to roll one of each number (1 through 6) on their dice. Players can roll and re-roll some or all of their dice. Everyone keeps rolling until the first person to roll 1 through 6 on their dice yells "STOP!"

As soon as a player yells "STOP," all players must stop rolling immediately. If a player has dice in their hand when "STOP" is yelled, that player can roll the dice in their hand.

Marking the Board

The player to the left of the player who yelled "STOP" marks their board first. That player adds one X for each unique dice number they have. If they have more than one die showing the same number, they have to pick which die to use for that number. They can only use one X for each number in a round. (See examples below.)

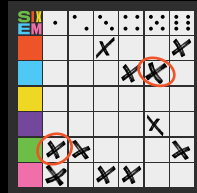
After one player has finished adding all of their Xs for the round, players continue clockwise around the table, marking off their boards. The player who yelled "STOP" is the last player to mark their board.



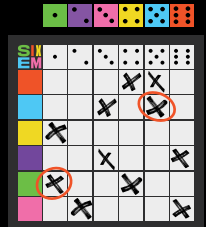
Here's the twist: if you roll a die that matches an X already on your board from a previous roll, you can make one other player erase that same X (identical color and number combination) from their board.

In the example shown, Player 1 has already marked their board for the round. Player 3 is ready to mark their board and can make Player 1 erase their green 1 and blue 5.

1.

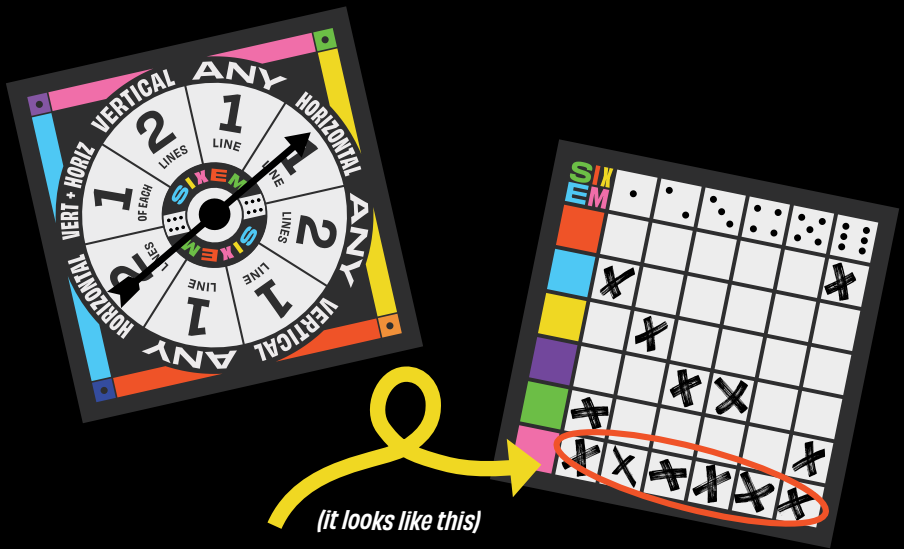


3.



A "line" consists of six Xs connected in a straight line. Achieving a line does NOT lock in those Xs, as Xs may be removed by other players until the game is over.





(it looks like this)

Winning

The first player to match the line pattern shown on the spinner wins!
No winner can be declared until all players have marked their boards for the round.

Tiebreaker

If, at the end of a round, more than one player matched the pattern of lines shown on the spinner, all tied players will enter a tiebreaker.

- Count the total number of lines in any direction on each tied player's board. The tied player with the most lines in any direction wins.
- If there is still a tie, the tied players continue playing until one player has more total lines in any direction at the end of a round.

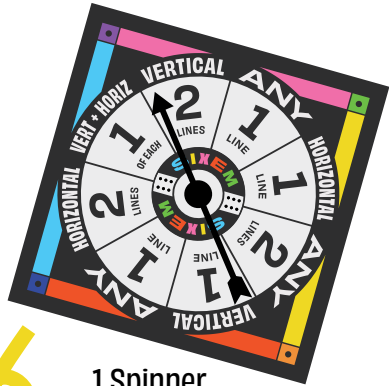
A Few Notes

- Players do not have to pursue the exact same lines as other players. Example: If the pattern for the game is 1 vertical line, the first player to achieve ANY vertical line wins.
- Players are allowed (and encouraged) to look at other players' boards and strategize ways to sabotage their competition.
- Playing Sixem involves a combination of speed and strategy. Since the player who yells "STOP" first marks their board last, yelling "STOP" first can be the difference in whether a player wins or loses the game.
- If Player 1 has a winning line, but other players still need to mark their boards for the round, the other players are allowed to remove Xs from Player 1's line. This is why a winner cannot be declared until all players have marked their boards.

Contents



1 Set of Rules



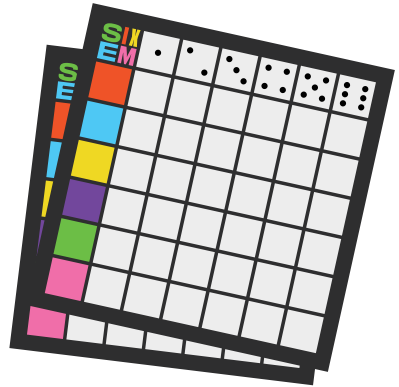
1 Spinner



24 Colorful Dice



4 Dry Erase Markers



4 Player Boards

INVENTED BY MARTIN N. ANDERSEN
ART DESIGN BY ST&MNT

WATCH the How-To-Play video
on our website!

[PlayHootenanny.com](https://www.playhootenanny.com)



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Questions? Need us to settle a dispute? Email us!
Sixem@PlayHootenanny.com