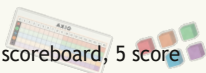


# AXIO

Rules Summary

## Preparation

- Each player takes a scoreboard, 5 score cubes of each color (each placed on their respective starting spaces), and a tile rack.
- Each player takes 5 tiles from the bag and places it on their tile holder.

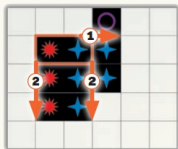
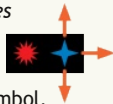


## Game Play

Beginning with the start player and going clockwise, each player does the following:

**1. Play a tile:** Play one tile from your tile rack onto an empty space on the board.  
*Exception: During the first round, each player must place a tile next to 1 of the 5 printed color spaces on the game board (must place next to different spaces).*

**2. Score points:** First score one half of the tile, and then the other (*Note: Tiles do not score off of each other*). In all three directions for each half, score 1 point for each matching symbol. Stop counting once you reach a different color, an empty space, or the edge of the board.



3 points in blue and  
2 points in red

**3. Place a pyramid:** If ever you create 1 or more isolated spaces, you place a pyramid on each isolated space and score 1 point for each color symbol next to it.



**4. Draw tiles:** After playing a tile to the board, draw back up to 5 tiles. Before drawing tiles, if you have no tiles matching the color of your lowest scoring color(s), you may reveal all your tiles and draw 5 new tiles from the bag (then place the old tiles back into the bag).

## Getting an Axio:

If a player manages to get one of their cubes to the final space on the track (18), they immediately take another turn (without drawing new tiles). A player can do this up to 5 times (one for each color).



## Game End

- The game ends immediately when a player cannot play anymore tiles to the board
- The player whose lowest scoring cube is the highest, wins. In case of a tie, compare the second lowest scoring cube amongst the tied players and whoever has the highest, wins. If still tied, continue with the third lowest scoring cube and so forth. If still tied after comparing all 5 cubes, the tied players share the victory.
- If a player reaches 18 points for all five colors, they win immediately.