

10+

1-4
players

20-30
min



C H A R L E S

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R

GAME RULES

CRUXY

COMPONENTS

- 50 double-sided playing sheets
- 4 pencils
- 1 bag
- 26 letter tokens



Contents may differ from those pictured.

AIM OF THE GAME

Choose the most fitting words with Cruxy the Penguin and his friends! Fill in the crossword puzzle with words of an appropriate length, using the assigned letters and applying the special effects present on the grid, and become the first player to fulfill the conditions indicated in your play area.



YOUR
LOGO



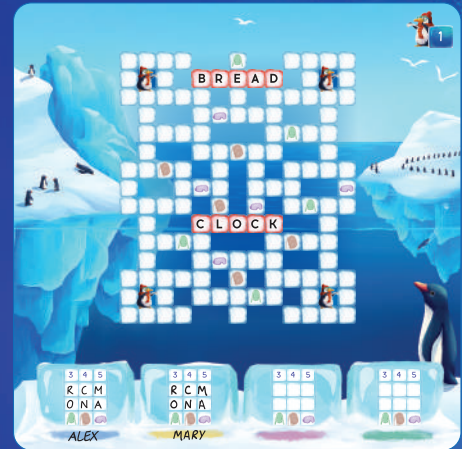
SETUP

- 1 Choose a playing sheet. Each player takes a pencil and writes their name below their player area at the bottom of the playing sheet.

Tip: All playing sheets are numbered in order of increasing difficulty. For the first game, we advise you to choose the playing sheet #1. From then on, you may continue either by following the ascending order (and thus gradually increasing the difficulty of the game) or, if you are confident in your abilities, by choosing playing sheets in whichever order you prefer.

- 2 Place all letter tokens in the bag. Draw as many letter tokens from the bag as there are empty boxes in the player area. These letters are **common** to all players; write them down in the empty square boxes of your player areas. After that, return all letter tokens to the bag.
- 3 Now, the players must together come up with 2 starting words and fill them in the red squares of the crossword puzzle.

Tip: When choosing the starting words, avoid words with the rare letters (B, J, K, Q, V, X, Z).



Setup example for a 2-player game

PLAYING THE GAME

The youngest player begins the game, then the play proceeds clockwise.

On their turn, the player must fill one word in the crossword puzzle, respecting the following rules:

- A The word must cross at least one of the previously filled-in words;
- B You cannot write down a word anywhere you wish without crossing other words unless you apply the effect that allows you to do so (see "Description of special effects and conditions" on page 5);
- C The word must read from left to right or from top to bottom;
- D Writing down a word that has already been used by any player (including yourself) is not allowed;
- E You may use singular nouns listed in the standard dictionary of the English language, with the exception of proper names, abbreviations and hyphenated words.



After filling in a word, the player must cross out the boxes in their player area that contain fulfilled conditions (if any). The player can cross out a condition with:

- a letter, if the word they wrote includes this letter (regardless of whether they wrote the letter themselves or it was already present in the grid);
- a digit (or the “digit/equipment” condition), if the word they wrote is of a corresponding length;
- a piece of equipment (or the “digit/equipment” condition), if they filled a grid square with this piece of equipment.

EXAMPLE: *Mary is the second player. She writes down the word “cobra” fulfilling 6 conditions (letters R, C, O and A, length (5) and piece of equipment — ski goggles). She crosses them out in her player area.*



For a detailed description of the conditions that can be found in the player area, see the last page of the rules. Then the turn passes to the next player to the left.

If you want to make the game easier or, on the contrary, complicate it, see section “Easy & Advanced Game” on page 4.

SPECIAL EFFECTS

There are several animals with a special effect on each playing sheet. If a player has filled one of the 4 grid squares orthogonally adjacent to this animal (left, right, top or bottom), they can apply the corresponding effect. First, the player must cross out all boxes with fulfilled conditions in their player area and only then apply the special effect.



EXAMPLE: *It’s Alex’s turn now. He writes the word “laser” and fills the top grid square orthogonally adjacent to Cruxy the Penguin with the letter E. First, he crosses out R in his player area. He does not cross out the digit 5 as he has already done this during his previous turn (he wrote “koala”). However, he can use the effect of Cruxy the Penguin and decides to cross out a piece of equipment — a backpack.*



For a detailed description of all effects, see page 5 of the rules.

END OF THE GAME AND DETERMINING THE WINNER

The game ends in one of 2 cases:

- As soon as a player has **two uncrossed conditions or less** in their player area. Players finish the round and count the number of uncrossed conditions in their player area. The player who has the fewest uncrossed conditions in their player area becomes the winner. In case of a tie, the player who crossed out the most letters wins. If there is still a tie, all tied players win the game.
- If **after a full round none of the players crossed out any conditions** in their player area. In this case, the player who crossed out the most conditions wins. In case of a tie, the winner is the player who crossed out the most letters. If there is still a tie, all tied players win the game.

EASY & ADVANCED GAME

- If you are playing with children or just want to make the game a little bit easier, you may write down **any** words listed in the standard dictionary of the English language, including nouns, adjectives, adverbs, verbs, etc. However, you still cannot use proper names, abbreviations and hyphenated words.
- If you think that you've become real experts and want the game to be more advanced, cross out a condition with a letter in your player area **only if you wrote this letter yourself**.

SOLO MODE & COOPERATIVE MODE

Set up the game following the base rules. The rules of the game remain unchanged.

A player or several players act as one team trying to cross out all conditions in their player area, except for two (or fewer), in as few turns as possible. In the cooperative mode, the players can write down words in any order (instead of taking turns in clockwise order).

IMPORTANT: In these game modes, there are no special effects other than Cruxy the Penguin and the Sly Penguin. The effect of the Sly Penguin is resolved as if it were a normal Cruxy the Penguin.

As soon as there are 2 or fewer uncrossed conditions left in a team's player area, the game ends. Check your result with the table:

If you filled in:

★ **6 words or fewer** — you are a real expert! Samuel Johnson, the creator of A Dictionary of the English Language would be proud of you;

★ **7-9 words** — a good result, but there is still room for improvement;

★ **10 words or more** — you can definitely do better! The members of the Philological Society of London advise you to study the dictionary.

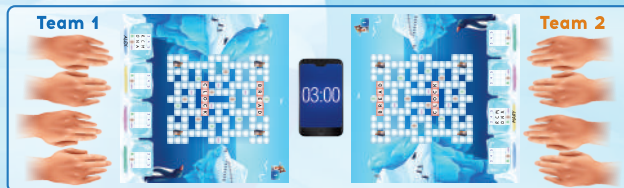
TEAM MODE

Fight in a lexical duel team against team!

Setup

Set up the game with the following changes:

- 1 Split into 2 teams. Each team takes a playing sheet with the same number (e. g. 2 and 2*) and a pencil.
- 2 Draw as many letter tokens from the bag as there are empty boxes in the player area. These letters are **common** to all players; write them down in the empty boxes of your player areas following the base rules. Each team uses only one player area on their playing sheet. After that, return all letter tokens to the bag.
- 3 Each team comes up with one of the two starting words and fills these starting words in the red squares of the crossword puzzle.
- 4 Take a stopwatch (or any electronic device with a stopwatch) and put it within reach of both teams. (Optionally, each team can have their own stopwatch.)



Setup example in the team mode



Playing the game

Each team uses their own playing sheet, crossing out the conditions of the same player area. The players of the same team can write words down in any order (instead of taking turns clockwise). Other than that, the game follows the base rules.

As soon as one team has 2 or fewer uncrossed conditions left in their player area, they shout "Cruxy!" and start the stopwatch: the opposing team now has **3 minutes** to finish the game.



The team that used **fewer** words wins. If both teams used the same number of words, the team that fulfilled more conditions wins. If there is still a tie, the team that finished first wins.

IMPORTANT: In this game mode, there are no special effects other than Cruxy the Penguin and the Sly Penguin. The effect of the Sly Penguin is resolved as if it were a normal Cruxy the Penguin.

DESCRIPTION OF SPECIAL EFFECTS AND CONDITIONS

SPECIAL EFFECTS



Cruxy the Penguin Additionally cross out any 1 box with any condition in your player area.



Arctic Fox You can replace any 1 letter with any other letter OR any 1 digit with any other digit of your choosing. Cross out the selected letter/digit in your player area and write down a new one in one of the special boxes. You can use this effect up to 2 times during the game.

EXAMPLE: Alex cannot come up with a word containing the letter X. Using the Arctic Fox effect, he decides to replace the letter X with another letter. He writes the letter R in one of the special boxes in his player area. He has one more spare special box and can apply the effect once more if he manages to write another word in one of the squares adjacent to the Arctic Fox.



Puffins Cross out any 2 boxes with conditions in your player area that another player has already crossed out. Each player can use this effect only once per game — cross out the Puffins icon next to your player area immediately after applying the effect.

EXAMPLE: Mary applies the effect of the Puffins and can cross out any 2 boxes that Alex has already crossed out in his player area. She looks at Alex's player area and decides to cross out the letters B and I in hers. She crosses out the Puffins icon as well — she cannot use this effect anymore.



Whale When you fill in a square that is orthogonally adjacent to a Whale, circle the Whale icon next to your player area: during one of your following turns, you can fill in a word anywhere on the crossword puzzle. After applying the effect, cross out the circled Whale next to your player area. Each player can use this effect once per game.





Fish When you fill in a square that is orthogonally adjacent to Fish, immediately take another turn. This effect cannot be saved for later turns. Each player can use this effect once per game — cross out the Fish icon next to your player area after using it.



Owl When you fill in a square that is orthogonally adjacent to an Owl in the **top** part of the crossword puzzle, cross the **top** circled space with an Owl next to your player area. When you fill in a square that is orthogonally adjacent to an Owl in the **bottom** part of the crossword puzzle, cross the **bottom** circled space with an Owl next to your player area. Once you cross out both Owls, you must cross out any 1 column or row of your player area. Each player can use this effect once per game.

EXAMPLE: On his second turn Alex writes a word and fills in a square that is adjacent to an Owl in the bottom of the crossword puzzle. He crosses out the Owl icon in the bottom of his player area.

Later Alex manages to fill in an adjacent square next to the Owl in the top part of the crossword puzzle. He crosses out the top Owl icon in his player area and now can cross out any 1 column or row. Alex decides to cross out the left column as there're more uncrossed boxes.



Seagulls When you fill in a square that is orthogonally adjacent to the Seagulls, circle one of the Seagulls icons next to your player area. During one of your following turns, you can fill in a word that is 1 letter shorter/longer than required by the grid:

- If the word is shorter, fill the surplus empty square with a dash **-** (you can put the dash in any part of the word).
- If the word is longer, fill one of the squares with two letters **IK**.

Then cross out the circled Seagulls. The length of a word that you filled in using the Seagulls effect equals the number of squares that you filled (and not the number of letters in the word).

IMPORTANT: Only the squares that do not intersect with other words can be filled with a dash or 2 letters!

You can use this effect up to 2 times during the game. You cannot use 2 Seagulls in one turn, even if they are both circled.

EXAMPLE: Using the Seagulls effect, Mary filled the word "rake" in 3 squares. She crosses out the digit 3 in her player area. Note that she cannot choose to fill the last square with 2 letters, as it intersects with another word.



Kraken Draw a letter token out of the bag and write this letter in one of the special boxes in another player's area. Now this player has one more box to cross out. One player can get no more than 1 extra letter per game.

Special case: The Kraken effect can be used to prolong the game even if the end of the game has been triggered. For example, Alex, the first player, has 2 uncrossed conditions at the end of his turn, but Mary (the next player) applies the Kraken effect to write a letter in his player area. Now Alex has 3 uncrossed conditions, and the players continue the game.



Sly Penguin

First, additionally cross out any 1 box with a condition in your player area. After that, draw a letter token out of the bag (make sure that all tokens are in the bag):

- If this letter is in the game, all **other** players who have already crossed it out must write it in one of the special boxes in their player area. Now they have to fill in a word with this letter again to cross it out.
- If this letter is not in the game, nothing happens.

The Sly Penguin effect cannot be applied more than twice to the same player over the course of the game.

Special case: The Sly Penguin effect can be used to prolong the game even if the end of the game has been triggered.



(Fig. 1)

Example of the Sly Penguin use in a 4-player game:

Alex, the first player, has 2 uncrossed boxes with conditions (the letter T and ski goggles) at the end of his turn. This triggers the end of the game (fig. 1). That means that this is the last round and the winner of the game is supposed to be determined.



(Fig. 2)

Mary, the second player, fills in a word next to the Sly Penguin and draws the letter token "E" from the bag. This letter is already in the game. Alex is the single player who has crossed out the letter E in his player area, so he writes it in a special box. Now he has 3 uncrossed conditions, and the game resumes. Mary has 3 uncrossed conditions (6, the letter E and a jacket) as well, so the game continues (fig. 2).



(Fig. 3)

Anna takes the next turn and manages to write a word that allows her to fulfill several conditions. She has only 1 uncrossed condition left (the letter R) in her player area, so the end of the game is triggered again (fig. 3) and now Rob, the fourth player, takes the last turn of the game.



(Fig. 4)

Rob has 4 uncrossed conditions left (6, the letters E, R and U) in his player area (fig. 4). If he manages to fulfill at least 3 conditions during his turn, he will be tied with Anna. If he crosses out all 4 conditions, he will win the game.





Bear Forbid another player to use any one letter of your choice — write it in a special box next to their player area. You cannot forbid a player from using a letter that is in one of the boxes in their player area and still uncrossed. A player cannot use this forbidden letter themselves, but can write down a word with it if this letter is already filled in the crossword puzzle. The effect lasts until the end of the game, but the affected player can cancel it by crossing out the forbidden letter in the special box using Cruxy the Penguin effect or the Sly Penguin effect.

Each player can receive only one such restriction per game.



Crack When you fill in a square with a Crack, then all players (including you) cross out the letter from this Crack square in their player area (unless they have already done that earlier). If this letter is not in the game, nothing happens.

***Special case:** The Crack effect can trigger the end of the game. For example, Mary, the second player, fills in a square with a Crack with a letter that's in the game. Anna, the third player, was able to cross out this letter in her player area and, as she previously had 3 uncrossed boxes in her area, now she has 2. Even though it's not her turn, the end of the game is triggered: the third and fourth players take a turn each as they haven't taken a turn this round.*



Ursa Major This is a joker. If you are playing on a player sheet with the Ursa Major effect, before the game, decide which effect you will use. You can use any effect of your choice except for Cruxy the Penguin and the Sly Penguin. Write down the first letter of the chosen effect's name in the circled spaces on your player areas. You can use the chosen effect as many times as it's allowed by the rules.

PLAYER AREA CONDITIONS



A Cross out the box with a letter in your player area if the word you filled in during this turn contains this letter.



Cross out the box with the corresponding piece of equipment in your player area if you filled in the square with it.

5 Cross out the box with a digit in your player area if the word you filled in consists of the corresponding number of letters.



Cross out this box in your playing area if you filled in a word of the corresponding length or if you filled in the square with the corresponding piece of equipment.

Game designer: Charles Chevalier
Illustrator: Sonja Müller
Project manager: Anastasia Gubanova
Proofreading: Polina Basalaeva

Head of the editorial team: Anastasia Durova
Layout: Arthur Burlakov
Production manager: Yuri Khmelevskoy
Special thanks to Alexander Peshkov & Ekaterina Pluzhnikova.



Red Cat Games LLC
51/1-14, Komitas Ave,
Yerevan 0014, Republic of Armenia
mail@redcatgames.am
www.redcatgames.am



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yourtext@yourtext.com
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