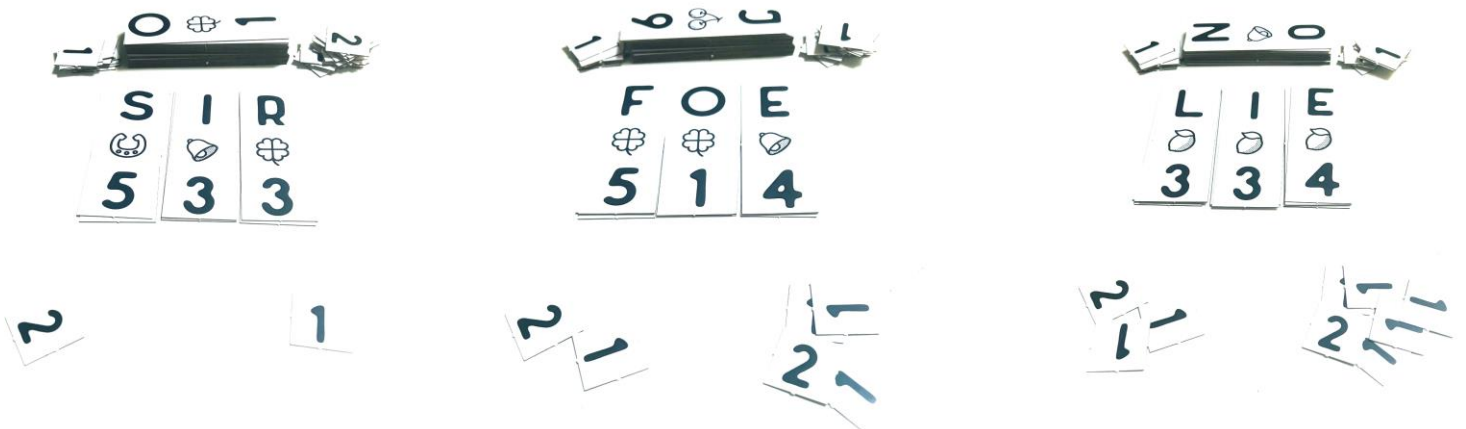


Q.I.C.

(August 29, 2024)

QIC (Quickly Intermixed Connections) is a simple, fast-paced transformational card stacking game for one or more players aged 4 and up. It's a game where the playing field changes with each drop of a card. **QIC** is a bit like a **slot machine** with symbols, words and numbers.

The goal is to construct rows of words, symbols and numbers (triplets) and collect the most points.



COMPONENTS

- 40 two-sided cards
- 50 scoring counters
- 2 dice.

SETUP

Shuffle the cards and form a stack between the players. Draw the top three cards and place adjacently as the tableau. Separate the counters and place face up next to the draw pile. Roll both dice to get a target number to be used later.



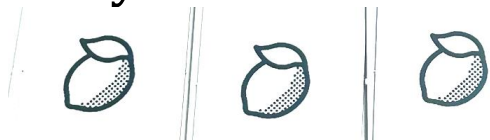
GAME PLAY

Taking turns, each player picks up the next card from the draw pile and examines both sides, then places the card on top of one of the existing three cards. The player attempts to construct one or more rows with any of these triplet connections:

1. A three-letter word appears ...

L | O | T

2. All symbols are identical ...



3. The sum of the numbers is 10 or matches the dice roll ...



Instant Scoring:

A player gains points for each triplet made as follows:

- One point if only one row made.
- Three points if two rows are made.
- Five points if all three rows are formed.

Collect scoring counter(s) matching the points.

Example of scoring **one point** with "SIR":



Scoring **three points** with a word and sum equal to 11:



Scoring **five points** with a word, symbols and sum equal to 10:



If the dice roll or sum of ten is matched, roll the dice again for a new target.

Ending the Round:

The round ends when the draw pile has been exhausted. Players record their interim score. Return the counters. Someone shuffles the cards and starts a new round.

Ending the Game:

After playing two rounds, the winner has the most points.

Unscramble Option:

If all players agree, you may unscramble the three letters into a valid word but only if another triplet is made at the same time. For example, OJB would become JOB.

Four Columns Option:

If all players agree, a fourth column can be added at any time for a more advanced game with four-letter words, four symbols and four numbers to score points.

SOLO GAME

The goal for one player is to collect the most points after one round. Repeat several times to get higher scores.

SEND US A PHOTO OR VIDEO

Please post a photo or video of your family playing the game. Tag #qic and @brainy.games on Instagram. We'll mail you a free memory game as thank you gift.



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Q.I.C.

🧠 Introducing **QIC (Quickly Intermixed Connections)** 🧠

Dive into the world of **QIC**, an **exciting card stacking game** that transforms with every card drop! Perfect for players aged 4 and up, **QIC** combines the excitement of a **slot machine** with the fun of constructing rows of words, symbols, and numbers.

Why play **QIC**?

- **Simple & Engaging:** Easy to learn, hard to put down!
- **Ever-Changing Playfield:** Every card drop changes the game, keeping it fresh and interesting.
- **Fun for All Ages:** Whether you're 4 or 104, QIC promises everchanging, fast-paced fun.
- **Competitive & Strategic:** Stack your cards right to quickly collect the most points and win!

Get ready to stack, strategize, and score with **QIC**!

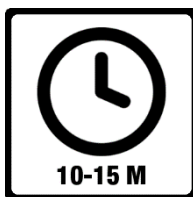
Are you 😁 ready to play?



4+

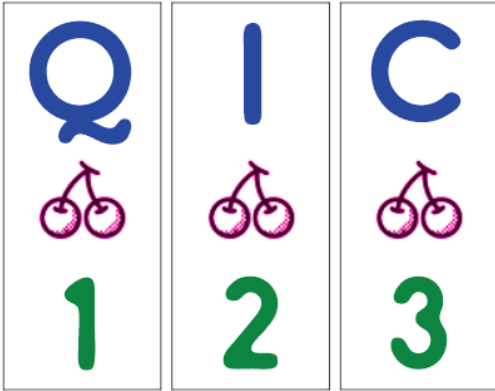


1-6 P



10-15 M

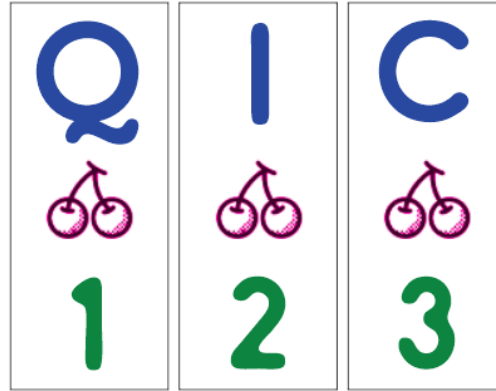
- 40 two-sided cards
- 56 score counters.



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is a simple, fast-paced transformational card stacking game for one or more players aged 4 and up. It's a game where the playing field changes with each drop of a card.

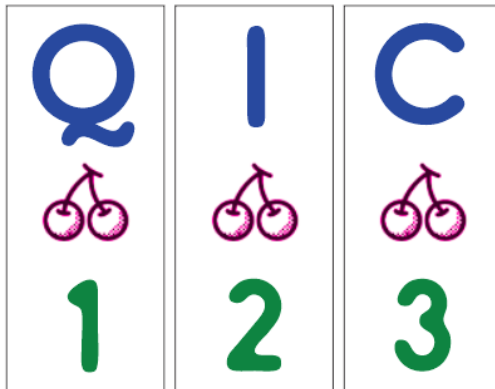
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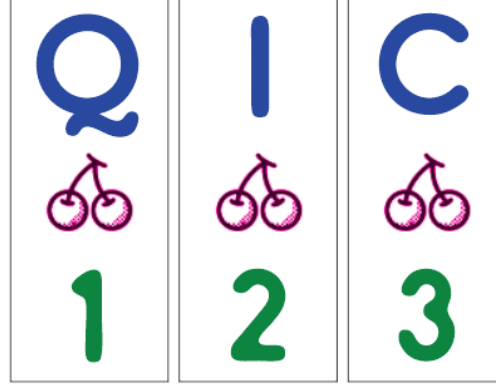
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