

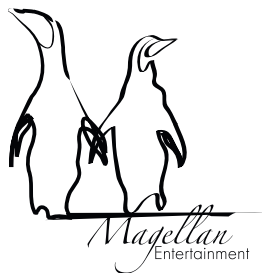


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Fixie-NOMics

The Fixies
race to
rescue!





Economic game for the whole family

2–6 players
 20–50 minutes to play
 6 years & up
 4 minutes to explain the rules
 Increases intelligence
 Fun for the family

About the game

“Fixienomics” is a children’s economic game in which children and their parents play the role of the Fixies.

The first part of the game is the optimal placement of your Invention tokens on the board and competing for a sector. Each round the Fixies may create an invention in one of the sectors, bidding against each other with Detail tokens they have saved.

In addition, from time to time there are accidents that need to be eliminated.

The game has three versions of the rules: a simple game (for the youngest ones), and an advanced game, and an expert game (for older children).

Goal

Is to become the first Fixie who creates seven inventions or win the game by gathering three Tideesh! tokens for eliminating accidents.

- 13 Tideesh! tokens which the Fixies (players) get for successful feats. They are not needed in the simple version of the game.



- 36 Fixie cards with different properties. They will be needed for an advanced version of the game.



- Activator token to mark the active sector.
- Leader token to mark the leader player.



- 2 six-sided dice to determine the active sector of the field and the complexity of accidents.
- 2 magic markers with sponges, which you can write on the field and erase what you have written.



- 9 figures of the Fixies (Simka, Nolik, Papus, Masiya, Grandpus, Fire, Verda, Toola, Digit).



- 6 figure holders of six different colors (1 stand for each player).



- The field consisting of 10 sectors and one central element. Each sector is one of the areas in which the Fixies will create inventions and eliminate accidents.



- The rules of the game, which you now are holding in your hands.

Contents

- 95 Detail tokens with a denomination of 1, 3, 5 for creating inventions and eliminating accidents.



- 42 invention tokens in six different colors (7 tokens for each player).



Simple Game rules

For children from 6 years old

Preparing for the game

1. Assemble the board, connecting all sectors to the central element in a random order.
2. Give each player 18 Details (using tokens of different denominations). Put the remaining Details in the center of the field.
3. Each player chooses the color they will play and takes 7 invention tokens of that color, a Fixie and put the Fixie into the holder.
4. The youngest player receives the Leader token.

Note: Leave the Fixie cards and Tideesh! tokens in the box, they will not be needed in the Simple Game.

5. All the Fixies begin the game with two inventions on the playing field: each player puts 2 of their Invention tokens in any sectors on the field.

Note: In each sector there can be any number of inventions of one or several players.

Now you can start the game looking at the rules at the same time.

Gameplay

The game is played over a number of rounds. Each round consists of 4 basic steps:

1. Activate the sector.
2. Getting rewards.
3. Creating Inventions.
4. End of the round.

The Fixie who is the first to create their seventh invention wins.

Let's start the game!

Step 1 — Activate the sector

The Start player rolls the dice, and puts the Activator token in the sector with the number equal to the sum of the dice.

The sector number can be found at the top of the sector, near the central element.

Step 2 — Getting rewards

All the Fixies, who have inventions in the sector which was activated, or a neighboring sector, receive a reward from the bank for their inventions — every invention in these sectors brings as many Details as it is indicated in the sector where it is located to its owner (the number at the right of the orange banner).



Example: in this round the active sector was the Computers and TV, Ann has an invention token in this sector and in one neighboring sector, and Bob has one invention token on Lamps and Flashlights and one on Irons and Refrigerators. Ann receives 3 Details for her inventions as a reward, and Bob gets 4 Details — 2 for inventions in the Lamps and Flashlight sector, 2 for the Irons and Refrigerators sector.

Step 3 — Creating Inventions

You can create an invention in the sector with the activator. But only the Fixie, who is ready to create the best invention, having spent more Details than others, can do it. Starting with the Leader player and then proceeding in clockwise order, each player must say out loud how many Details they are willing to spend to create an invention, or say "Pass". Anyone who says "Pass" can no longer participate in bidding this round. Each number said must be higher than the previous one. This continues round and round until all but one player has passed. You can only say whole numbers.

The player who won the bid gives the required number of Details to the bank and places one of their Invention tokens in the sector.

If everyone passes with nobody making a bid, then nobody creates an invention this round.

Step 4 — End of the round

The Leader token and the dice are transferred to the next clockwise player, and the next round begins.

End of the game

As soon as one of the Fixies creates their seventh invention, the game ends immediately and that player is declared the winner!

Advanced Game rules

For children of 7-8 years old

The Fixies do not only study, create, and invent various inventions, but also help to solve emerging problems. Now you have to prevent accidents happening in various sectors, and become a real hero!

Preparation

Prepare for the game according to the usual rules and place the Tideesh! tokens next to the field so that all players can reach them.

Accident!

Sometimes, there will be accidents that need to be eliminated in the sectors. The Fixie who eliminates the accident receives a Tideesh! token. If a Fixie collects three of these tokens, they win the game. Yes indeed, you now have two ways to win!

If during Step 1 "Activation of the sector" at least one of the dice has a value of 1 or 6, then there is an accident in the sector with the activator!

The Fixies can attempt to eliminate the accident after rewards are given out in Step 2.

Example: During Step 1, the values 6 and 2 are rolled on the dice, so sector 8 (the Computer and TV Agency) becomes the active sector. Because a 6 was rolled, an accident occurs! Immediately after receiving the awards, the Fixies start to eliminate the accident before creating inventions.

Put all the figures of the players' characters on the active sector.

Eliminating the Accident

Starting with the Leader and proceeding clockwise, each player makes a bid saying how many Details they will spend on trying to eliminate the accident.

This bidding works in the same way as the rules described in “Creating Inventions”, in that once a player passes, they are out of the bidding, and the player who wins the bid pays the required number of Detail tokens to the bank. Instead of creating an invention though, the player with the highest bid takes a Tideesh! token instead.

As soon as one of the Fixies receives the third such token, the game ends, and the Fixie is declared the winner!

Expert Game rules for children of age 8 and older

Once you have played Fixienomics a few times, you may want to try out this version of the game which adds more strategy!

Fixie cards

Fixie cards have different properties and help the Fixies to achieve their goals.

When preparing for the game, shuffle the Fixie cards together to make a deck and give each player 2 of them at random. Each player keeps the cards they have in their hand secret from the other players.

You can get new ones in the following cases:

- If the dice show the same values (a double) while activating a sector or the same sector is activated two times in a row, every Fixie draws 1 Fixie card from the deck.
- A Fixie who creates an invention immediately gets 1 Fixie card as an additional bonus.

Fixie cards meanings



Fixietab — Play during Step 2 to double the reward you would normally receive.

You can only play one Fixietab per round.



Chewsocka — Play before an auction to exclude one other player before they make a bid.

During an auction for creating an invention or eliminating an accident, this card removes another player's figure from the sector, excluding them from the bidding.



Fixieboard — Move your figure to the sector that is the place of the accident, or Cancel the effect of a Chewsocka played on you.

Normally, only Fixies who have inventions in the sector of an accident or a neighboring sector can take part in eliminating the accident (see below). The Fixieboard allows you to get there. You can also play it when someone plays a Chewsocka on you to cancel that card.



Pack-o-mats — Play after you have rolled the dice to change the value on one of them to any value of your choice.

You can use the Pack-o-mats during Step 1 when you are rolling to decide what sector is activated, or during eliminating an accident (see below).

Accidents

Now, if an accident occurs, players have to determine which of the Fixies manage to get to the place of the accident in time. In order to get there in time you need to have inventions in the sector where the accident has occurred or in a neighboring sectors. You can also choose to play a Fixieboard card. Only the Fixies who are able to get to the place of the accident can take part in the bidding to eliminate the accident.

The Fixie who wins the bid for eliminating the accident performs the following steps.

1. They pay the named number of Details to the bank. The Fixie can add Details to improve the chances of eliminating the accident;
2. The player rolls the 2 dice — the sum of the values indicates the complexity of the accident;
3. The player may use a Pack-o-mats Fixie card to change one of the dice;
4. If the number of Details paid by the player was higher than the complexity of the accident, it is successfully eliminated. The Fixie gets the Tideesh! token, and all other players applaud admiringly. If the Details were not enough then, unfortunately, the accident could not be eliminated, and nobody gets the Tideesh! Token.

After the attempted elimination of the accident has either succeeded or failed, the game continues with step 3 — “Creating Inventions”.

Creating inventions

Before the bidding starts, place the figures of all players into the sector where the auction is taking place. When a player passes, remove their figure from the sector.

After bargaining for the creation of inventions, the amount for which it was created is written down with the marker in the white box to the left of the sector name.

The next time there is a bid for creating an invention in this sector, the first opening bid must be at least the number written down.

If nobody creates an invention during that round (all players pass), the number is erased and any future bids in that sector follow the basic rules again.



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