

Qwirkle™



COLOR BLIND FRIENDLY RULES

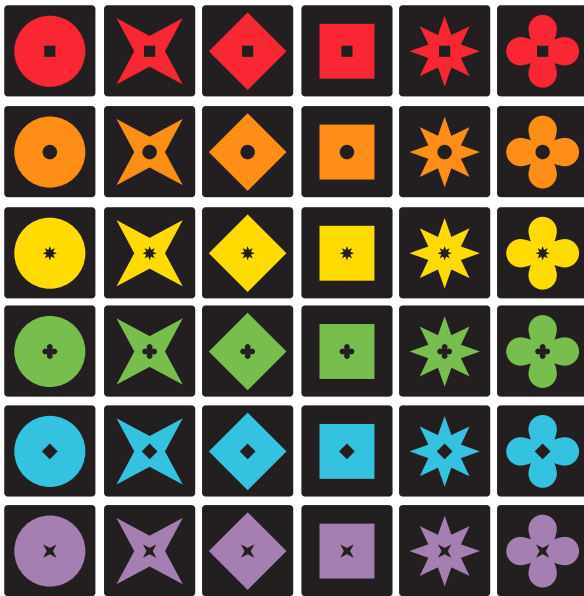
MIX, MATCH, SCORE AND WIN!

2-4 PLAYERS
AGES 6+

CONTENTS

- 108 wooden tiles
- 1 bag

There are three of each of these tiles in the game.



Tiles can be identified by their inner shape/color and outer shape.



This is a blue circle or a diamond circle.



This is a green clover or a clover clover.

PLAYING TIME

30 - 60 minutes

GOAL OF THE GAME

Score points by making lines that are all one inner shape/color or all one outer shape. The player with the most points wins the game.

SETUP

Place all the tiles in the bag. Each player draws six files from the bag to create a hand of files. Choose a scorekeeper and use a pencil and paper to keep score.

DETERMINE START PLAYER

Look at your hand and find the largest set of files that are all one inner shape/color or all one outer shape, without duplicates. Tell the other players how many files you have in your largest set.

The player with the largest set plays those files to start the game. If there is a tie, the oldest player in the tie starts the game. Play proceeds clockwise.

PLAYING THE GAME

ON YOUR TURN

1. Choose tiles from your hand to play.
2. Play your tiles.
3. Tally your score.
4. Draw your hand back up to six tiles.

You can choose to trade files instead of playing files. This option is explained later under Trading Tiles.

CHOOSING TILES

Choose one or more tiles from your hand. You may play multiple tiles only if all the tiles share one characteristic. They must be all the same inner shape/color or all the same outer shape, without duplicates.



You can play a single tile.



OR you can play multiple files that are the same outer shape, without duplicates.

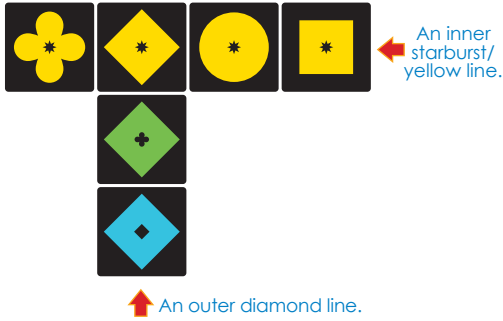


OR you can play multiple files that are the same inner shape/color, without duplicates.

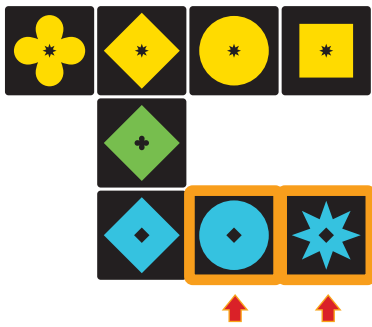
PLAYING TILES

The tiles you play from your hand must touch at least one tile that has already been played. The tiles you play must also be placed so that they are all part of one line.

A line is made up of two or more tiles that touch each other.

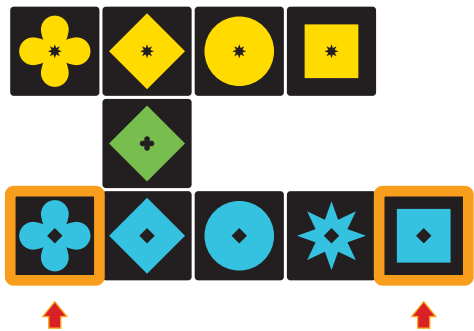


A line is either all one outer shape or all one inner shape/color, without any duplicates. For example a line of outer diamonds can only have one square/red diamond. A line cannot be longer than six tiles because there are only six shapes and six inner shapes/colors.



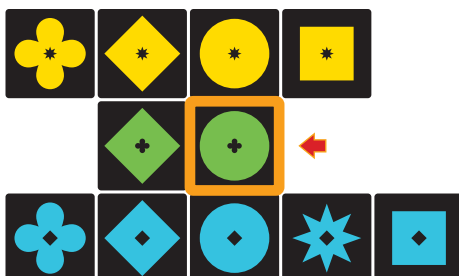
You can add two inner diamond/blue tiles to make an inner diamond/blue line. The tiles in the inner diamond/blue line are all touching, they are all the same inner shape/color, and there are no duplicates.

The tiles you play must be played so that they are all part of one line, but they do not have to touch one another. For example, they can be played at either end of a line.



You can add a tile to both ends of a single line as shown here. The player added the inner diamond/blue square and the inner diamond/blue clover. Both tiles are part of one line.

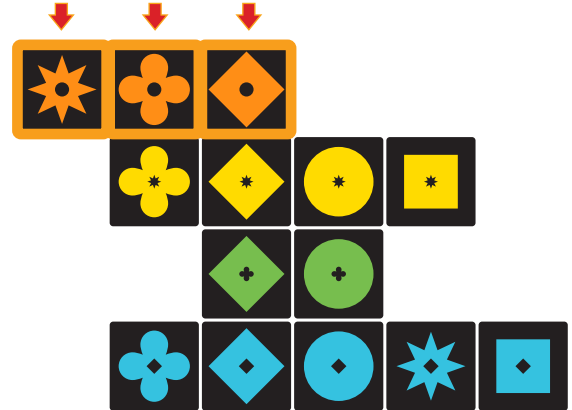
Tiles can sometimes be part of two lines at once.



If you add this inner clover/green circle, it is part of a inner clover/green line and part of an outer circle line.

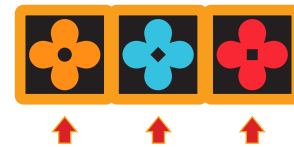
Here is another example of how you can play tiles so that they are all part of the same line AND they are also part of other lines.

If you play these three inner circle/orange tiles, they are all part of the same inner circle/orange line. The inner circle/orange clover is also part of an outer clover line and the inner circle/orange diamond is also part of the outer diamond line.

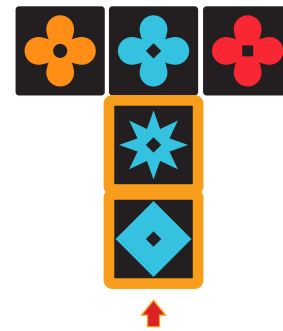


SCORING

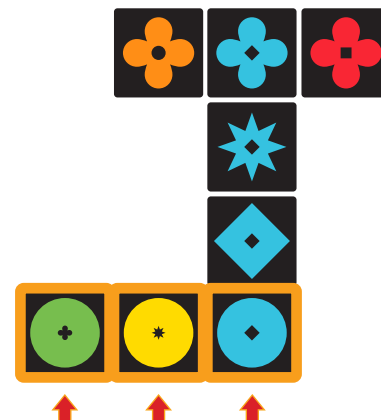
You score one point for each tile in a line that you create or add to.



This is the opening move. The first player scores 3 points; one point for each tile in the outer clover line that was created.

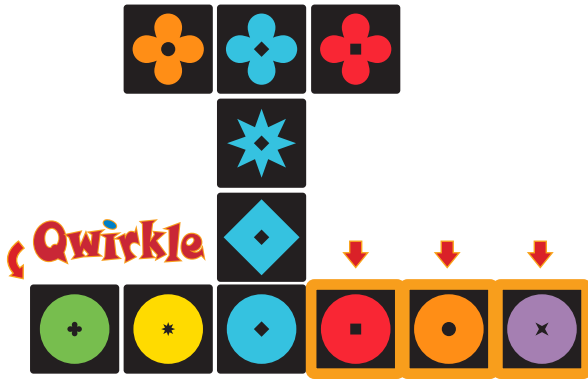


The second player adds two inner diamond/blue tiles and scores 3 points; one point for each tile in the inner diamond/blue line that was created.



The third player adds three outer circles and scores 7 points; 4 points for the inner diamond/blue line that was added to and 3 points for the outer circle line that was created.

Whenever you complete a line of all six inner shape/colors or outer shapes, you have made a **QWIRKLE!** A Qwirkle scores at least 12 points; six points for the tiles in the line, plus six bonus points.



The fourth player adds these three outer circles and makes a **QWIRKLE!** This player scores 12 points, one point for each tile in the outer circle line plus a six point **QWIRKLE!** bonus.

For more scoring examples, refer to the Sample Game.

DRAWING TILES

After you've played and scored, draw your hand back up to six tiles.

TRADING TILES

Instead of playing tiles, you can choose to trade tiles. This counts as your entire turn and you do not score any points. Set aside all of the tiles you want to trade, then draw your hand back up to six tiles. You can't trade more tiles than there are in the bag. After you have drawn, mix the tiles you set aside back into the bag.

ENDING THE GAME

When there are no more tiles in the bag, the game continues as before, but you do not draw at the end of your turn. The first player to run out of tiles scores six bonus points and ends the game. The player with the highest score wins the game.

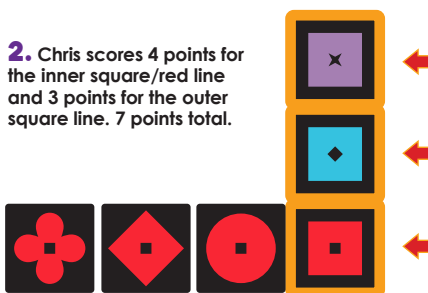
If the game ends in a tie for first place, the winners congratulate each other and agree to play again in the future.

SAMPLE GAME

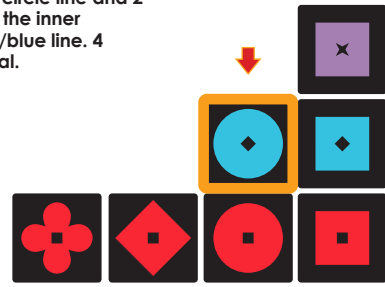
1. Anna plays 3 inner square/red files to start the game. She scores 3 points.



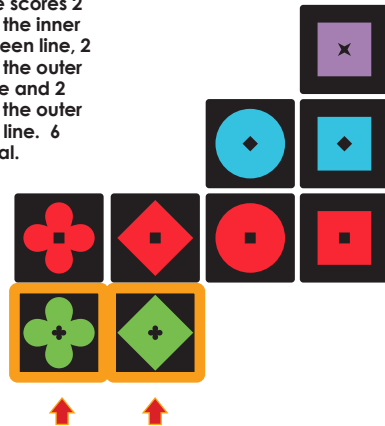
2. Chris scores 4 points for the inner square/red line and 3 points for the outer square line. 7 points total.



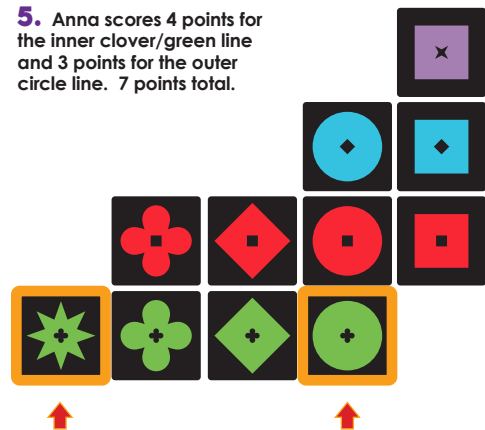
3. Sally scores 2 points for the outer circle line and 2 points for the inner diamond/blue line. 4 points total.



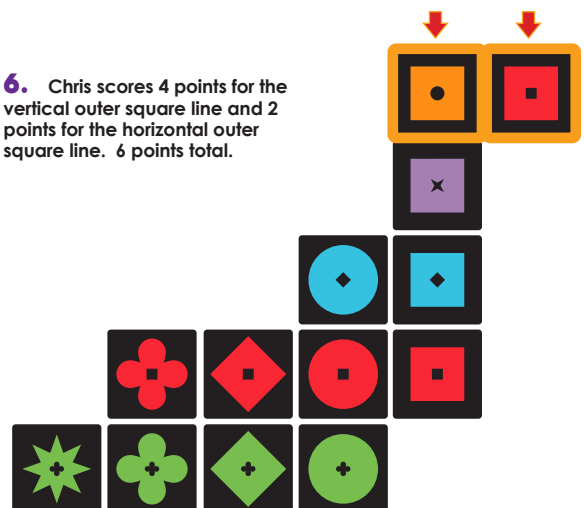
4. Dave scores 2 points for the inner clover/green line, 2 points for the outer clover line and 2 points for the outer diamond line. 6 points total.



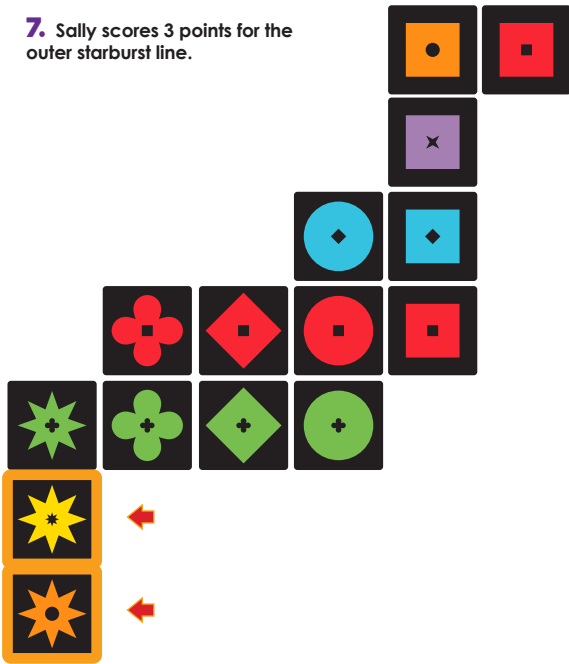
5. Anna scores 4 points for the inner clover/green line and 3 points for the outer circle line. 7 points total.



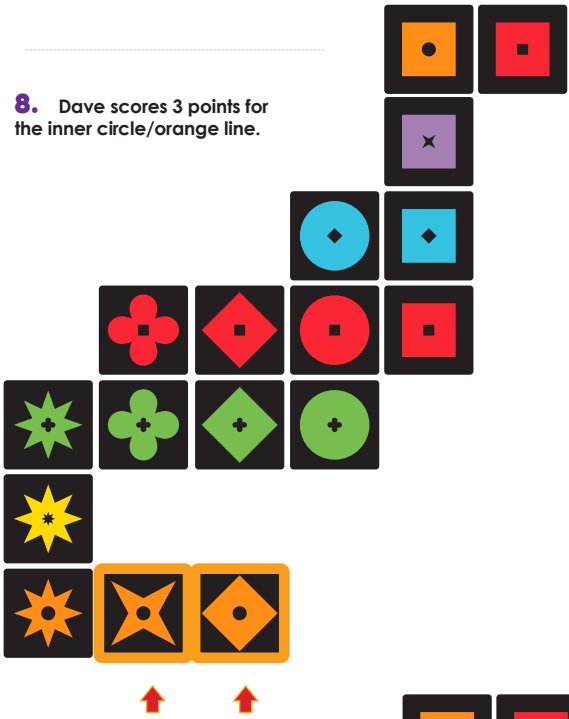
6. Chris scores 4 points for the vertical outer square line and 2 points for the horizontal outer square line. 6 points total.



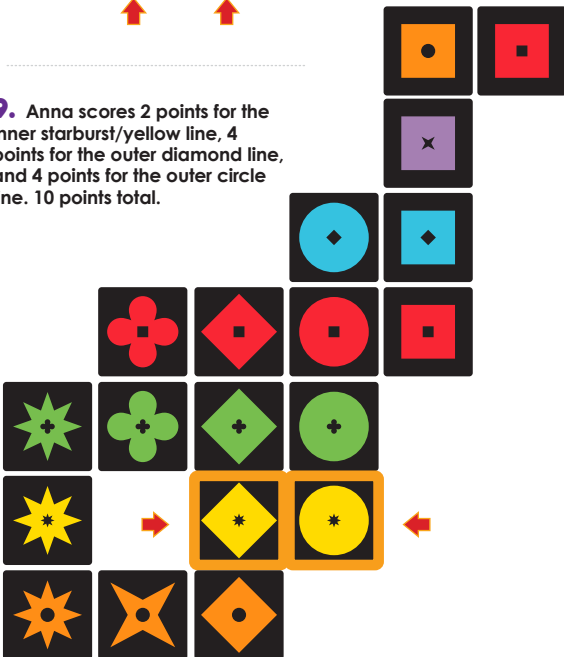
7. Sally scores 3 points for the outer starburst line.



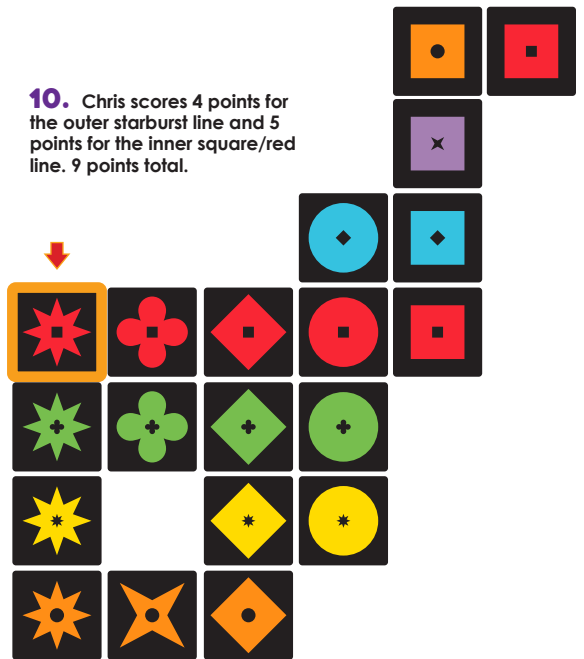
8. Dave scores 3 points for the inner circle/orange line.



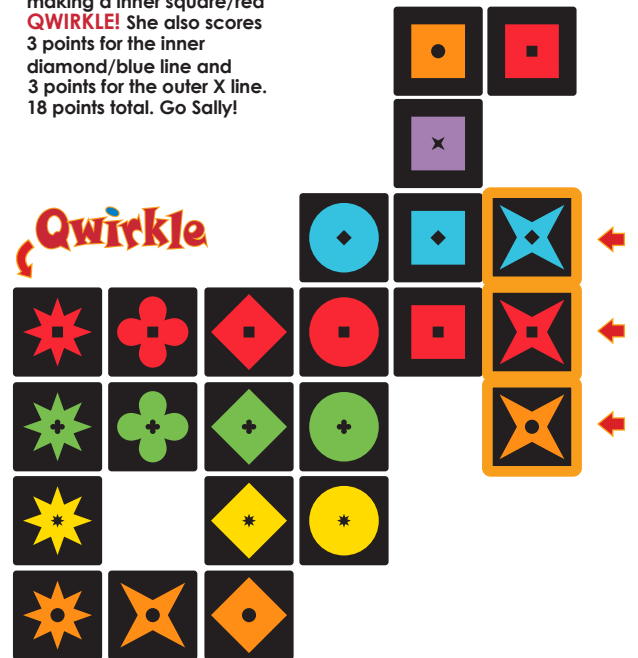
9. Anna scores 2 points for the inner starburst/yellow line, 4 points for the outer diamond line, and 4 points for the outer circle line. 10 points total.



10. Chris scores 4 points for the outer starburst line and 5 points for the inner square/red line. 9 points total.



11. Sally scores 6 points for the inner square/red line plus 6 points for making a **QWIRKLE!** She also scores 3 points for the inner diamond/blue line and 3 points for the outer X line. 18 points total. Go Sally!



STRATEGY TIPS

- Play your tiles so that they are part of more than one line.
- Save tiles that can be used to make a **QWIRKLE!**
- Avoid creating places for other players to make a **QWIRKLE!**
- Remember that there are three of each tile.



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