
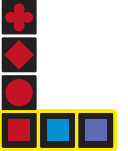


Sample Game

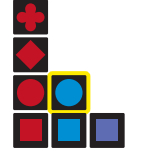
1. Anna plays three red tiles to start the game. She scores 3 points.



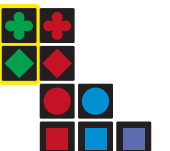
2. Chris scores 4 points for the red line and 3 points for the square line. 7 points total.



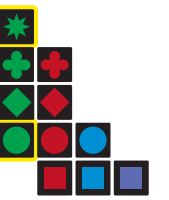
3. Sally scores 2 points for the circle line and 2 points for the blue line. 4 points total.



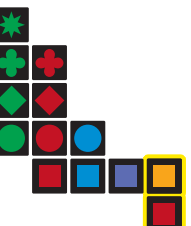
4. Dave scores 2 points for the green line, 2 points for the clover line and two points for the diamond line. 6 points total.



5. Anna scores 4 points for the green line and 3 points for the circle line. 7 points total.




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




Sample Game - continued

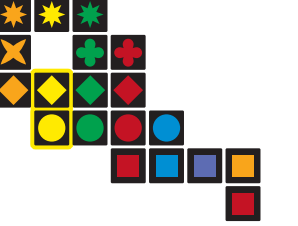
7. Sally scores 3 points for the starburst line. 3 points total.



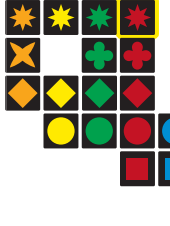
8. Dave scores 3 points for the orange line. 3 points total.



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

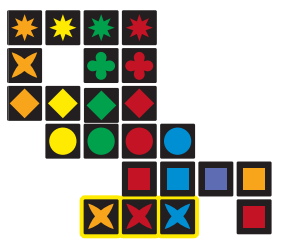


10. Chris scores 4 points for the starburst line and 5 points for the red line. 9 points total.

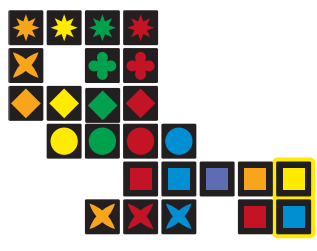


Sample Game - continued

11. Sally scores 6 points for the red line plus 6 points for making a red Qwirkle. She also scores 3 points for the blue line and 3 points for the line of criss-cross shapes. 18 points total.



12. Dave scores 5 points for the horizontal square line, 2 points for the vertical square line and 2 points for the second horizontal square line. 9 points total.



Game Design by Susan McKinley Ross

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Instructions en français disponibles à www.mindware.com

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Qwirkle™

Mix, Match, Score and Win!
2 to 4 Players • Ages 6 and up



Rules



Qwirkle™

Mix, Match, Score and Win!

Contents

- 108 tiles, three of each tile shown at right
- 1 zippered bag

Playing Time
30 - 60 minutes


Object
Make lines of tiles that are either all one color or all one shape. Points are scored for every tile played. The player with the most points wins the game.

Setup
Use a pencil and paper to keep score. Place all tiles in the zippered bag.



Starting the Game:
Each player draws six tiles to create his or her hand. Stand the tiles so that only you can see the printed side. Players declare the largest number of tiles in their hand that are all one shape or all one color. Do not include duplicate tiles.

The player with the most matching tiles (not including duplicates) plays those tiles to start the game. If there is a tie, the oldest player in the tie starts the game. Play proceeds clockwise.



Example of opening move.

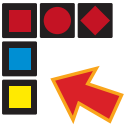
Playing the Game
On your turn:

1. Place one or more tiles.
2. Tally your score.
3. Draw tiles from the bag to bring your hand back up to six.

If you can't or don't want to place tiles, you may discard instead. This counts as your entire turn and you do not score any points. Set aside all the tiles you want to discard, then draw the same number of replacement tiles. You cannot discard more tiles than are in the bag. After you have drawn, mix the discarded tiles back into the bag.

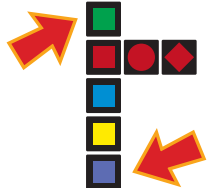
Placing Tiles
You may play multiple tiles on your turn as long as all tiles played are the same color or the same shape and are placed in the same line. You cannot play two tiles that are exactly the same.

At least one of the tiles you play must touch (side to side) a tile that has already been played and match the tile in color or shape. Any tiles that touch each other are part of a line. Lines are either all one shape or all one color, without any duplicates.



A blue square and a yellow square can be added to the opening move to create a line of squares.

The tiles you play must be added to the same line, but they do not have to touch each other.

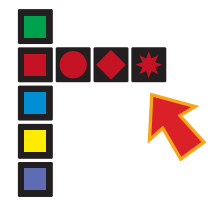


You can add a tile to both ends of a line in one turn.

There cannot be duplicate tiles in a line. For example, a line of squares can only have one blue square. A line can never be longer than six tiles.

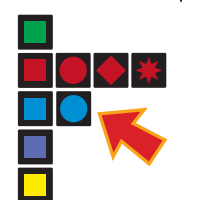
As the game progresses, spaces will be created where no tile can be played. For more examples of tile placement, refer to the Sample Game on the back of these instructions.

Scoring
One point is scored for each tile in a line that you create or add to.




Playing the red starburst scores four points—one point for each tile in the red line.

A single tile can score two points if it is part of two lines.



Playing the blue circle scores four points; two for the blue line and two points for the circle line.

Whenever you complete a line of all six colors or shapes, it is called a Qwirkle. A Qwirkle scores 12 points, six for the tiles in the line plus six bonus points.



Qwirkle scored with colors *Qwirkle scored with shapes*

A six-point bonus is scored by the first player to run out of tiles.

For more scoring examples, refer to the Sample Game on the back of these instructions.

Ending the Game
When there are no more tiles to draw, play continues as before, but players do not replenish their hands. The first player to run out of tiles scores six bonus points and ends the game. The player with the highest score wins.

Strategy Tips

- Play your tiles so that they are part of more than one line.
- Save tiles that can help you make a Qwirkle.
- Avoid creating places for other players to make a Qwirkle.
- Remember that there are three of each type of tile.