

# Qwirkle™

Mix, Match, Score and Win!

2 to 4 Players  
Ages 6 and up



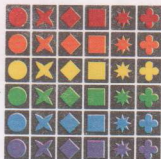
# Qwirkle™

## How to Play

Number of players: 2-4     Playing time: 30 - 60 min.

### Components

- 108 tiles, three of each of the thirty-six tiles shown at right.
- 1 bag
- 1 instruction booklet



### Object

Strategically create and expand lines of color and shape in order to score the most points.

### Setup

You will need paper and pencil to keep score. Place all tiles in the bag. Each player draws six tiles and places them so that other players cannot see the colored shapes. This is your "hand."

### Starting the Game

Players declare the largest number of tiles they have that share one attribute, either color or shape (do not include duplicate tiles in this number). The player who can play the most tiles that share one attribute plays those tiles to start the game. If there is a tie, the oldest player in the tie starts the game. Play proceeds clockwise around the table.

### Play

On your turn, do one of three things:

1. Add one tile to the grid, and then draw a tile to bring your hand up to six.
2. Add two or more tiles to the grid. All tiles played from your hand must share one attribute, either color or shape. Your tiles must be played in the same line, although they do not have to touch

- each other. Draw tiles to bring your hand up to six.
3. Trade some or all of your tiles for different tiles.

### Adding to the Grid

Players take turns adding to the grid that is created on the first turn. All tiles must connect to the grid.

Two or more tiles that touch create a line. A line is either all one shape or all one color. Tiles that are added to a line must share the same attribute as the tiles that are already in the line. Often there are places on the grid where no tile can be played.

A line of shapes can only have one tile of each of the six colors. For example, a line of squares can only have one blue square.

A line of color can only have one tile of each of the six shapes. For example, a line of yellow can only have one yellow circle.

### Trading in Tiles

On your turn, you can choose to trade in some or all of your tiles *instead* of adding to the grid. Set aside the tiles you want to trade in, then draw replacement tiles. Finally, mix the tiles that you traded away back into the bag. If you are unable to add to the grid on your turn, you must trade in some or all of your tiles.

### Scoring

When you create a line, you score one point for each tile in the line. Also, when you add to an existing line, you score one point for each tile in that line, including tiles that were already in that line. One tile can score two points if it is part of two different lines. See *Examples of Play*.

You score an additional six points whenever you complete a line of six tiles – this is called a Qwirkle. A Qwirkle scores at least twelve points – six for the six tiles and six for the bonus. The six tiles must be either six tiles of the same color, each a different shape OR six tiles of the same shape, each a different color. Lines of more than six tiles are not allowed.

Whoever ends the game gets a six-point bonus.

## Ending the Game

When there are no more tiles to draw, play continues as before, but players do not replenish their hands at the end of their turn. The first player who uses all of their tiles ends the game and gets a six-point bonus. The player with the highest score wins.

## Strategy Tips

You usually score more points if you can add to more than one line at a time. Avoid creating lines that have five tiles or your opponents might score a Qwirkle. Count the tiles. If you need a red circle to make a Qwirkle, look at the grid to make sure there is at least one red circle that hasn't been played.

## Examples of Play

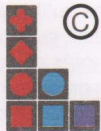
**Anna** starts the game because she has the most tiles that share a single attribute. She plays three red tiles, each with a different shape.



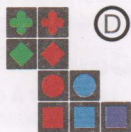
**Chris** plays three square tiles, adding to the line of red and also creating a line of squares. He scores 4 points for the red line and 3 points for the square line. Chris scores 7 points.



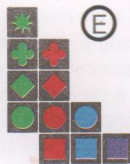
**Sally** plays one blue circle tile. She creates two new lines: a circle line and a blue line. Each line has two tiles and is worth 2 points. Sally scores 4 points.



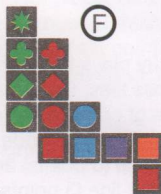
**Dave** plays two green tiles and creates three new lines: a clover line (2 points), a diamond line (2 points), and a green line (2 points). Dave scores 6 points.



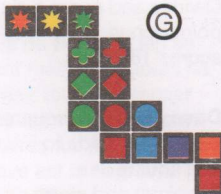
**Anna** plays two green tiles. Both tiles add to the same green line, but they do not touch each other. Anna scores 4 points for the green line and 3 points for the circle line. Anna scores 7 points.



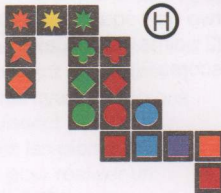
**Chris** plays two square tiles. He adds to the existing square line (4 points) and also creates another square line (2 points). Chris could not have played both square tiles in the existing square line because then there would have been two red squares in that line. Chris scores 6 points.



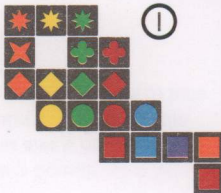
**Sally** plays two starburst tiles. She creates a starburst line. Sally scores 3 points.



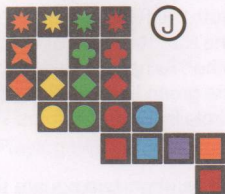
**Dave** plays two orange tiles. He creates an orange line. Dave has not added to the diamond line because his orange diamond doesn't touch the other two diamonds. Dave scores 3 points.



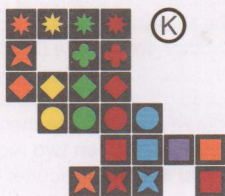
**Anna** plays two yellow tiles. She creates a yellow line (2 points) and adds to both a diamond line (4 points) and a circle line (4 points). Anna scores 10 points.



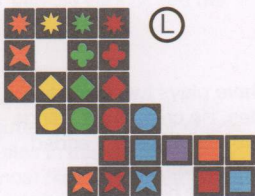
**Chris** plays one red starburst tile. He adds to a starburst line (4 points) and a red line (5 points). Chris scores 9 points.



**Sally** plays three criss-cross tiles. She creates a line of crisscross tiles (3 points) and adds to a red line (6 points) and a blue line (3 points). She played the sixth red shape to create a Qwirkle and score a six-point bonus. Sally scores 18 points.



**Dave** plays two square pieces. He adds to one square line (5 points) and starts two new square lines (2 points each). Dave scores 9 points.



# Qwirkle™

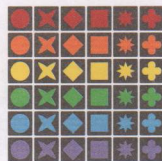
Comment jouer

Nombre de joueurs: 2 - 4

Durée du jeu: 30 à 60 minutes

## Éléments

108 pions, trois fois l'ensemble des 36 pions montrés à droite, 1 sac, 1 livret de règle du jeu.



## But du jeu

Stratégiquement créer et prolonger des lignes de couleur et de forme afin de marquer le plus de points possible.

## Préparation

Vous avez besoin d'un morceau de papier et d'un crayon pour noter le nombre de points. Placez tous les pions dans un sac. Chaque joueur tire six pions et les place afin qu'aucun autre joueur ne puisse en voir les formes en couleur. C'est sa donne.

## Début de la partie

Les joueurs annoncent le nombre le plus élevé de pions qu'ils détiennent, ayant un attribut commun, couleur ou forme (les pions en double ne sont pas comptés dans ce nombre). Le joueur qui peut jouer le plus grand nombre de pions ayant un attribut commun joue ces pions pour commencer la partie. En cas d'égalité du nombre de pions entre deux joueurs, le joueur le plus âgé commence. Chaque joueur joue à tour de rôle dans le sens des aiguilles d'une montre.

## Jeu

Le joueur à qui s'est le tour de jouer peut effectuer l'une de ces trois actions :

## Consejos de estrategias

Normalmente logra más puntaje si añade más de una línea a la vez. Procure no crear filas que tengan cinco fichas porque ello le da la oportunidad al oponente para lograr un Qwirkle. Cuente las fichas. Si necesita un círculo rojo para lograr un Qwirkle, mire el tablero para asegurarse de que quede al menos un círculo rojo que todavía no sido jugado.

## Ejemplos de jugadas

**Anna** empieza el juego porque ella tiene el mayor número de fichas con la misma característica. Ella juega poniendo tres fichas rojas, cada una con una figura diferente (fig. A). Anna obtiene 3 puntos.

**Chris** coloca tres fichas de cuadrados, añadiendo a la línea roja y también creando una línea de cuadrados (fig. B). Él obtiene 4 puntos por la línea roja y 3 puntos por la línea de cuadrados. Chris obtiene 7 puntos.

**Sally** coloca una ficha de círculo azul (fig. C). Ella crea dos nuevas líneas: una línea de círculos y una línea azul. Cada línea tiene dos fichas y valen dos puntos. Sally obtiene 4 puntos.

**Dave** coloca dos fichas verdes (fig. D) y crea tres nuevas líneas: una línea de rombos (2 puntos), una línea de tréboles (2 puntos) y una línea verde (2 puntos). Dave obtiene 6 puntos.

**Anna** coloca dos fichas verdes (fig. E). Ambas fichas se añaden a la misma línea verde, pero no se tocan entre ellas. Anna obtiene 4 puntos por la línea verde y 3 puntos por la línea de círculos. Anna obtiene 7 puntos.

**Chris** coloca dos fichas de cuadrados (fig. F). Él añade a la línea existente de cuadrados (4 puntos) y también empieza otra línea de cuadrados (2 puntos). Chris no podía poner las dos fichas de cuadrados en la línea de cuadrados existente porque entonces habría dos cuadrados rojos en esa línea. Chris obtiene 6 puntos.

**Sally** coloca dos fichas de estrellas (fig. G). Ella crea una línea de estrellas. Sally obtiene 3 puntos.

**Dave** coloca dos fichas naranjas (fig. H). Él crea una línea naranja. Dave no ha añadido a la línea de rombos porque su rombo naranja no toca los otros dos rombos. Dave obtiene 3 puntos.

**Anna** coloca dos fichas amarillas (fig. I). Ella crea una línea amarilla (2 puntos) y añade a ambas líneas, la de rombos (4 puntos) y la de círculos (4 puntos). Anna obtiene 10 puntos.

**Chris** añade una ficha de estrella roja (fig. J). Él añade a una línea de estrellas (4 puntos) y a una línea roja (5 puntos). Chris obtiene 9 puntos.

**Sally** coloca tres fichas de cruz (fig. K). Ella crea una línea de fichas de cruz (3 puntos) y añade a la línea roja (6 puntos) y a la línea azul (3 puntos). Ella colocó la sexta figura roja para crear un Qwirkle y obtiene un bono de seis puntos. Sally obtiene 18 puntos.

**Dave** coloca dos fichas de cuadrados (fig. L). Él añade a una línea de cuadrados (5 puntos) y empieza dos nuevas líneas de cuadrados (2 puntos cada una). Dave obtiene 9 puntos.



**MindWare**  
brainy toys for kids of all ages®

© 2010 MindWare

Game design by Susan McKinley Ross