UWE ROSENBERG

PATCHWORK DOODLE

A roll and draw game
for 1-6+ players
of ages 8 and up
Playing time: 20 minutes

Patchwork is a form of needlework that involves sewing together pieces of fabric into a larger design. In the past, it was a way to make use of leftover pieces of cloth to create clothing and quilts. Today, patchwork is a form of art, in which the designers use precious fabrics to create beautiful textiles. The use of uneven pieces of fabric in particular can result in real masterpieces and is therefore being practiced by a large number of textile artists.

Object

Creating a beautiful quilt is easier said than done, especially if the oddly-shaped patches just cannot fit together. This is why proper preparatory work starts at the drawing board! Choose your patches carefully and use the tools at your disposal at the right time to design the most beautiful of quilts and win the game.

Components

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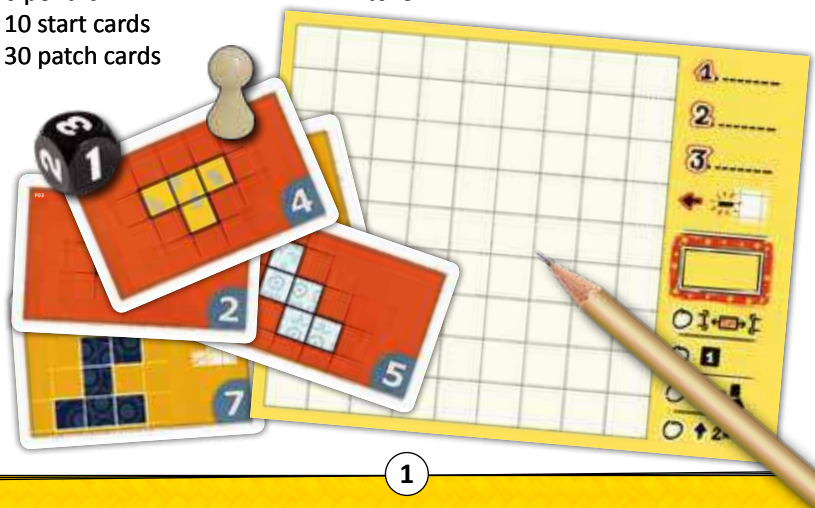
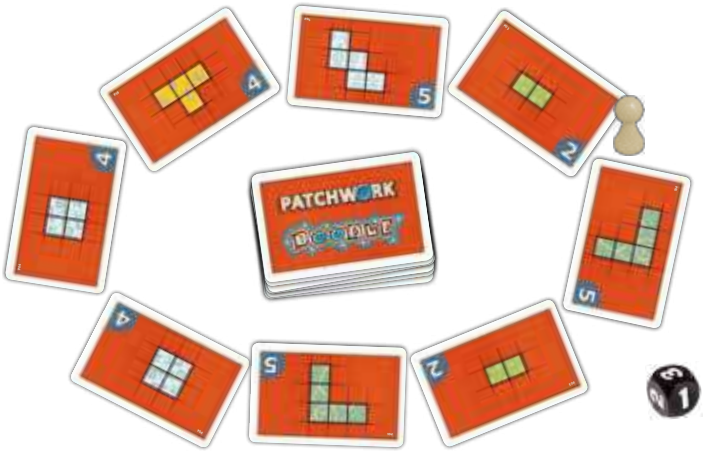
1 pad (80 two-sided sheets)
6 pencils
10 start cards
30 patch cards
1 six-sided die (marked 1, 1, 2, 2, 3, 3)
1 token



Setup

Shuffle the **Patch cards** and place them face down in the center of the play area. Take 8 Patch cards from the pile and place them **face up** in a circle around the pile, as shown in the illustration. Place the **token** between two adjacent cards in the circle, chosen at random. Keep the **die** nearby.

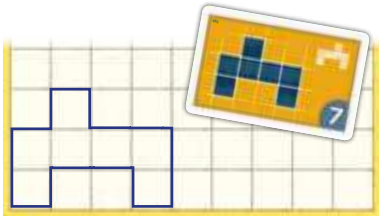


Deal each player a random **Start card**, a **sheet from the pad**, and a **pencil**. Then each player must draw the **size 7 Patch** from their Start card anywhere on their sheet *(see below)*. Finally, return all Start cards, the pad, and the unused pencils to the game box—you will not need them.

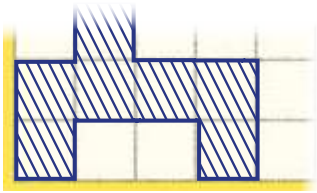
Drawing Rules

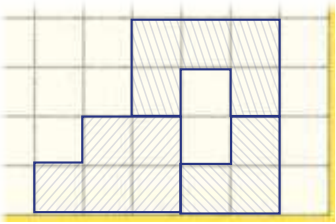
Throughout the course of the game, you will be drawing a lot of oddly-shaped Patches on your **Drawing board**, i.e., the 9x9 grid on your sheet. When doing so, proceed as follows:

1. **Draw the outline** of the Patch, according to the rules *(see next page)*. The number on the card indicates the size of the Patch, i.e., how many Drawing board spaces the Patch covers.



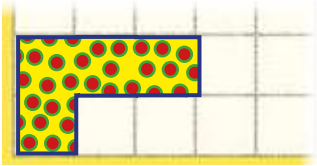
2. **Shade the spaces** inside the outline. It does not matter whether or not you match the pattern inside the Patch as shown on the card.





Shading Is Important!
Example: *If you had not shaded the shown Patches, no one could tell whether or not the two spaces enclosed by the Patches have already been used.*

Tip: If you have crayons at hand, you can use them to apply colorful patterns to your Patches, especially when other players are taking their time …



Details:

- You must draw the Patch **only on empty spaces**, fully inside your Drawing board. *(In other words, Patches may not overlap or overhang.)* You need not start at the edge of the Drawing board.
- You can **rotate and/or flip** the Patch before you draw it.



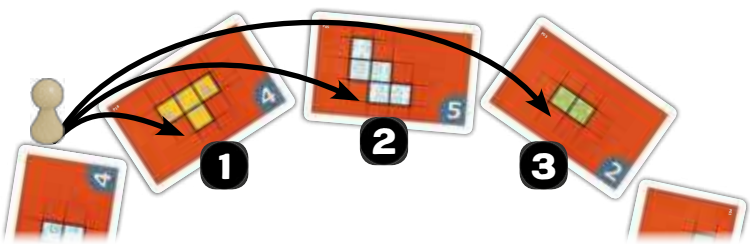
- You **need not draw** the Patch adjacent to previously drawn Patches. *(For scoring purposes, however, it might be a good idea to draw Patches close to each other.)*
- You **may not erase** Patches drawn on previous turns. You may, however, erase the current Patch *(e.g., to re-draw it elsewhere or in a different orientation)*. **Note:** Eraser not included.

Course of Play

The game is played over **3 rounds**, each comprised of **6 turns**, which are played simultaneously, and an **intermediate scoring**. In each turn, a die roll determines which Patch all players **may** draw on their Drawing board. After the final scoring at the end of the game, the player with the most points wins.

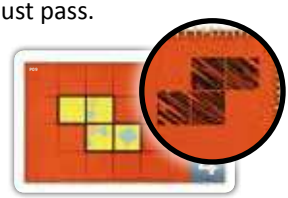
Course of a Turn

At the start of each turn *(except the final turn, see page 6)*, roll the die **once** and place the token, in clockwise order, on the card determined by the roll. The card shows the Patch that all players may now draw on their Drawing board, according to the Drawing rules.



Notes:

- **Drawing the Patch is optional!** If you do not want to draw a Patch, you may pass. If you cannot draw a Patch, you must pass.
- Players may take the card into their hand if they need help visualizing how the depicted Patch rotates. If a Patch can be flipped, the card also shows its **mirror image.**



- Your sheet shows **4 Special Actions** that you can take once during the course of the game *(see "Special Actions" on page 7 for details)*.

When all players have finished drawing the current Patch or passed, **discard the current Patch card** and proceed with the next turn.

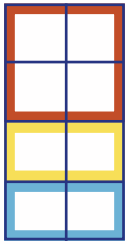
Do NOT refill the circle of Patch cards!

At the end of the 6th turn in a round, i.e., when only two Patch cards are left in the circle, proceed with the intermediate scoring.

Intermediate Scoring

Every 6 turns, you score **exactly one** rectangle of shaded spaces on your Drawing board as follows:

- The biggest **square** within that rectangle scores **1 point per space**.
- Every additional **row or column** in the rectangle scores **1 additional point**.



2×2=4

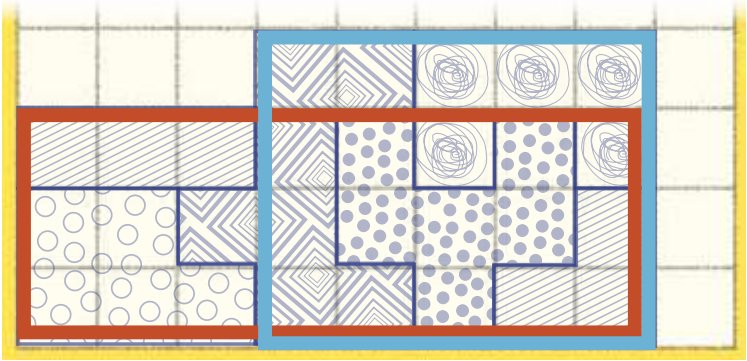
+1

+1

6



Write down your score in the next available row from the top at the right of your sheet, next to your Drawing board. *(The rows are numbered 1-3.)*

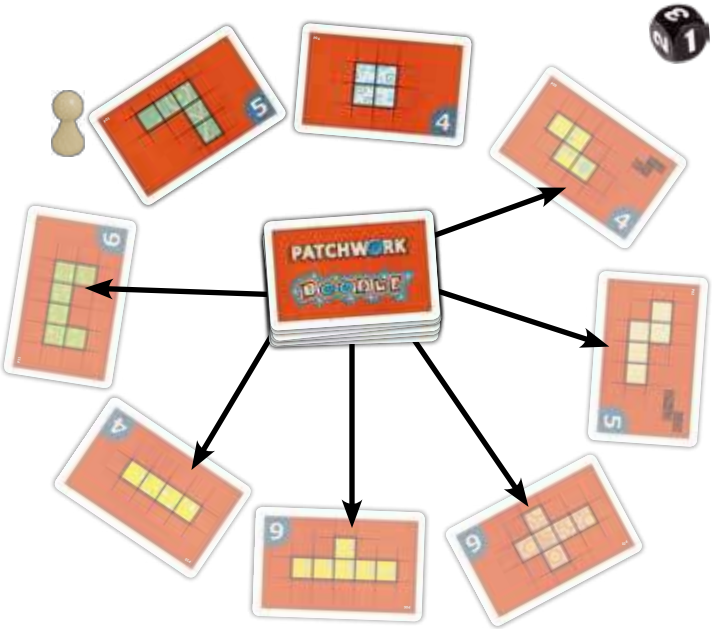


Example: *In the first intermediate scoring, your Drawing board looks like depicted. You could either score the* ***3×8*** *or the* ***4×5*** *rectangle (any other rectangle would yield less points due to being smaller anyway). The 3×8 rectangle would score* ***3×3+5=14*** *points, whereas the 4×5 rectangle would score* ***4×4+1=17*** *points. Consequently, you should score the 4×5 rectangle.*

Starting a New Round

After the first and second intermediate scoring, proceed with the following two steps to prepare the next round; then play another 6 turns as described.

1. Move the **remaining two Patch cards** in the circle in front of the token, so that they will be the next two cards in line.
2. Take **6 Patch cards** from the pile and place them face up in the circle, after the remaining two cards from the previous round, so that there are 8 Patch cards in the circle again.



Final Turn

On the final turn of the game, i.e., turn 6 of round 3, **do not roll the die**. Instead, each player may draw **one of the remaining 3 Patches** of their choice. *(The choices need not be different; multiple players may choose the same Patch.)*

Special Actions

Aside from the Drawing board and scoring rows, your sheet also features **4 Special Actions** that you can take **at any time** during the course of the game *(even after you pass or during scoring)*. Each player may use each Special Action only once per game and must cross it off after use.



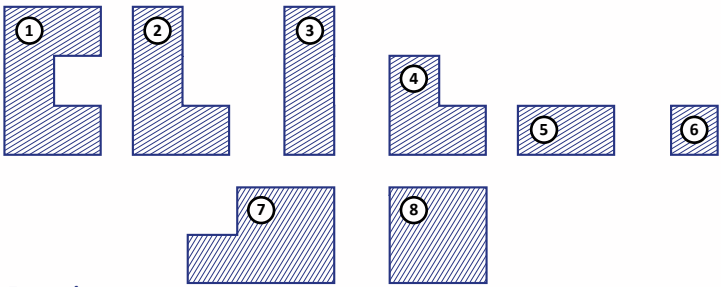
Instead of drawing the Patch determined by the token, you can draw the Patch shown on the card to the immediate **left or right** of the token. **Note:** Even if all players use this Special Action on the same turn to draw the same Patch, discard only the card marked by the token.



Shade a **single space** on your Drawing board.



Perform a **single cut** on the current Patch leaving you with **exactly two pieces** of which you may draw **one or the other but <u>not both</u>**. The cut must be performed in a straight line along the edges of the individual spaces that the Patch is made out of *(see examples below)*.



Examples:

- *Patch ① can be cut into either ②, ④, ⑤, or ⑥; **not** ③, because the cut would result in three pieces, 1× ③ and 2× ⑥.*
- *Patch ⑦ can be cut into either ③, ④, ⑤, ⑥, or ⑧; **not** ②, because this would require two cuts.*
- *Similarly, Patch ⑧ can be cut only into ⑤.*

Use any of the other Special Actions **a second time**.

Game End and Final Scoring

After the third intermediate scoring, count the number of **empty spaces** left on your Drawing board and write down this number in the fourth row on your sheet, indicated by the negative sign. Then total the four values in the rows *(the fourth value being negative!)* to determine your **final score**.

The player with the most points wins.
In case of a tie, enjoy your shared victory!



Solo Game

The solo game is played exactly like the multiplayer game. Your goal is to beat your personal high score. *(100+ points are considered a good score.)*

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