Qwirkle™

Mix, Match, Score and Win!

2 to 4 players
Ages 6 and up

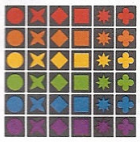


Qwirkle™

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 colour 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 coloured shapes. This is your "hand."

Starting the Game

Players declare the largest number of tiles they have that share one attribute, either colour 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 colour 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 colour. 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 colours. For example, a line of squares can only have one blue square.

A line of colour 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 colour, each a different shape OR six tiles of the same shape, each a different colour. 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

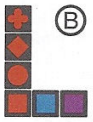
You usually score more points if you can add to more than one line at a time. Avoid creating lines that have five tiles or your opponents might score a Qwirkle. Count the tiles. If you need a red circle to make a Qwirkle, look at the grid to make sure there is at least one red circle that hasn't been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

Examples of Play

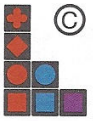
Anna starts the game because she has the most tiles that share a single attribute. She plays three red tiles, each with a different shape. Anna scores 3 points.



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.



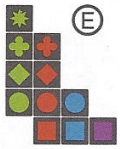
Sally plays one blue circle tile. She creates two new lines: a circle line and a blue line. Each line has two tiles and is worth 2 points. Sally scores 4 points.



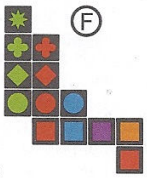
Dave plays two green tiles and creates three new lines: a clover line (2 points), a diamond line (2 points) and a green line (2 points). Dave scores 6 points.



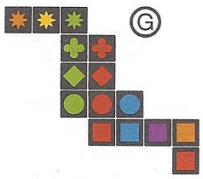
Anna plays two green tiles. Both tiles add to the same green line, but they do not touch each other. Anna scores 4 points for the green line and 3 points for the circle line. Anna scores 7 points.



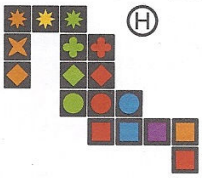
Chris plays two square tiles. He adds to the existing square line (4 points) and also creates another square line (2 points). Chris could not have played both square tiles in the existing square line because then there would have been two red squares in that line. Chris scores 6 points.



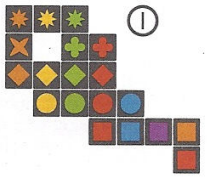
Sally plays two starburst tiles. She creates a starburst line. Sally scores 3 points.



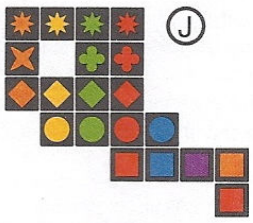
Dave plays two orange tiles. He creates an orange line. Dave has not added to the diamond line because his orange diamond doesn't touch the other two diamonds. Dave scores 3 points.



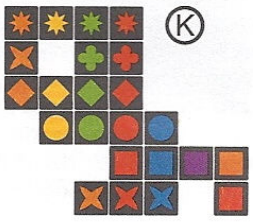
Anna plays two yellow tiles. She creates a yellow line (2 points) and adds to both a diamond line (4 points) and a circle line (4 points). Anna scores 10 points.



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.

