SETUP

1. Each player takes a **quilt board**, a **time token**, and **5 buttons** *(as currency)*. Keep the remaining buttons on the table within easy reach.

2. Place the **time board** in the center of the table.

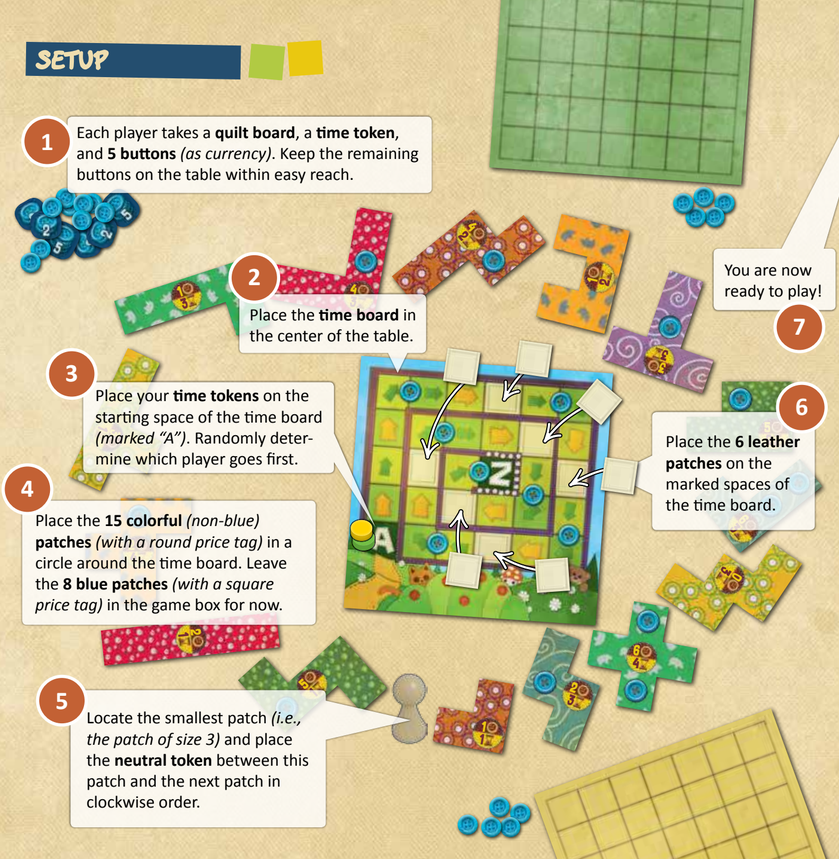
3. Place your **time tokens** on the starting space of the time board *(marked "A")*. Randomly determine which player goes first.

4. Place the **15 colorful** *(non-blue)* **patches** *(with a round price tag)* in a circle around the time board. Leave the **8 blue patches** *(with a square price tag)* in the game box for now.

5. Locate the smallest patch *(i.e., the patch of size 3)* and place the **neutral token** between this patch and the next patch in clockwise order.

6. Place the **6 leather patches** on the marked spaces of the time board.

7. You are now ready to play!



PLAYING THE GAME

In this game, players do not necessarily alternate taking turns. The player whose time token is **the furthest behind** on the time board takes their turn. This may result in a player taking multiple turns in a row before their opponent can take one. If both time tokens are on the same space, the player whose token is **on top** goes first.



Example: *It is Nina's turn (green). If she advances only 1 or 2 spaces, she may immediately take another turn.*

On your turn, perform one of the following actions:

A Advance and Receive Buttons

or

B Take and Place a Patch

A Advance and Receive Buttons

Advance your time token on the time board so that it occupies the space directly in front of your opponent's time token. Receive 1 button for each space you advance.



Example: *Nina (green) advances her time token 3 spaces so that it is now in front of the yellow time token. She receives 3 buttons for that.*

Note: Buttons are the currency in this game. For instance, you can exchange five 1-button tiles for one 5-button tile or vice-versa at any time.

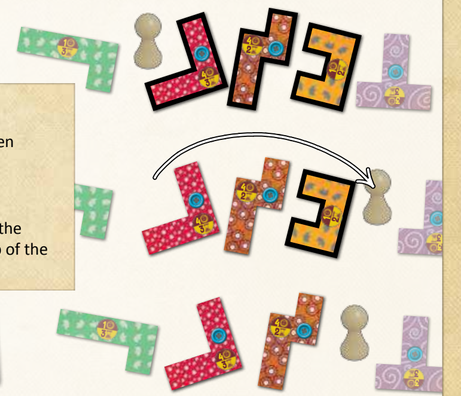
B Take and Place a Patch

This action consists of 5 steps that must be performed in the following order:

1. Choose a Patch

You can choose from the **three patches** in front of the neutral token **in clockwise order**.

Example: *Here you can choose from the three highlighted patches. You cannot choose any other patch at the moment.*



2. Move the Neutral Token

Place the neutral token in front of the chosen patch and take the patch.

3. Pay for the Patch

Return the indicated number of buttons to the supply. The button cost is printed at the top of the price tag.

This patch costs 1 button.



Important! As soon as there are only **five patches** left, you must supplement the circle by the blue patches *(with a square price tag)*, placing them in a random order behind the neutral token.



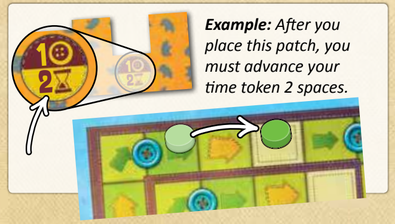
4. Place the Patch

Place the patch on your quilt board. The patches on your quilt board may not overlap. You may turn the patch any way you like before playing it on your quilt board. You do not need to place the patch adjacent to another patch. The patch must align with the grid.



5. Move the Time Token

Advance your time token the indicated number of spaces. If your time token ends up on the same space as your opponent's token, place your token on top. *(Consequently, you will immediately get another turn.)* The time cost is printed at the bottom of the price tag.



***Example:** After you place this patch, you must advance your time token 2 spaces.*

The Time Board

Regardless of the action you take, you must advance your time token on the time board. Some spaces of the time board are marked.

Leather Patches: Each time you advance your time token onto or past a space with a leather patch, you must **immediately** place the leather patch on your quilt board or remove the leather patch from play.



Note: Leather patches are the only way to "patch" single spaces of your quilt board.

Button Income: Each time you advance your time token past a **button symbol**, you immediately receive a number of buttons equal to the number of button symbols on the patches on your quilt board. Only the active player receives income.





***Example:** You receive 3 buttons for these patches each time you receive button income. Adding more patches with button symbols will increase your income.*

END OF THE GAME

The game ends after both time tokens reach the last space of the time board *(marked "Z")*. One player may have to wait for the other to finish. If a time token were to move past the last space, it simply stops on the last space. If performing action A, you receive buttons only for the actual number of spaces moved.

Scoring

Count the number of buttons you have left. Subtract **2 points** from this number for each empty space of your quilt board. *(Negative points are possible.)*

Compare your scores. The player with the highest score wins. In case of a tie, the player who reached the last space first wins.

***Example:** Eiko and Keno are playing. At the end of the game, Eiko has 14 buttons and 4 empty spaces on his quilt board. He scores 6 points. Keno has 8 buttons left and 1 empty space remaining. So he also scores 6 points.*

Comparison to "Patchwork"

If you already know how to play the original "Patchwork", you also know how to play this game. There are only a few differences to note:

- At the start, only the colorful *(non-blue)* patches *(with a round price tag)* are placed in a circle. As usual, the neutral token starts at the smallest patch, which is of size 3.
- The blue patches *(with a square price tag)* will only enter play when there are only five patches left in the circle. They are placed behind the neutral token.
- There are six leather patches, which are placed on spaces of the time board. You receive them when your time token moves onto or past these spaces.
- There is no 7×7 bonus tile—nor any similar bonus for that matter.

Other than that, you play "Patchwork Express" as you would "Patchwork".

Designer: Uwe Rosenberg
Editor: Grzegorz Kobiela
Layout: Klemens Franz | atelier198

LOOKOUT SPIELE

© 2018 Lookout GmbH
Elsheimer Straße 23
55270 Schwabenheim
Germany
www.lookout-games.de

Questions, suggestions or criticism? Contact us at: buero@lookout-games.de

If you have any damaged or missing parts, please contact us at: parts.asmodeena.com

PATCHWORK EXPRESS

UWE ROSENBERG

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. Creating a beautiful quilt, however, requires effort and time, especially if the available patches just cannot fit together. So choose your patches carefully and keep a healthy supply of buttons to not only finish your quilt, but to make it better and more beautiful than your opponent's.

Patchwork Express reduces the original "Patchwork" game to its basics. It is especially suited for pre-school children and older people due to its larger tiles and smaller numbers. If you already know how to play "Patchwork", you may wish to skip ahead to the last page of this rule book, where we explain the differences between both games.

COMPONENTS

Before your first play, carefully remove the components from the punchboards!



1 Time Board



2 Quilt Boards



8 Blue Patches with a square price tag



15 Colorful *(non-blue)* **Patches** with a round price tag



1 Neutral Token



2 Time Tokens *(green and yellow)*

6 Leather Patches



Button Tiles
12 x "1 button"
9 x "2 buttons"
8 x "5 buttons"