

Quick Tips (use along with the original instructions)

Qwirkle (2-4 players)

Setup:

- Put all the tiles in the bag and draw **1 tile** from the bag and put it in the center of all the players.
- Have each player randomly take out **6 tiles** from the bag and stand them up in front of them so that other players can't see them.

How to Play (simplified faster version, with no ongoing scoring):

- Decide who will go first.
- On a turn, players can do #1 OR #2 below:
 - 1. Add tile(s) to the existing tiles ('grid')** following these rules AND then **draw the same number of new tiles** from the bag to replace tiles laid down, so that you always have 6 tiles.
Rules for laying tiles:
 - A line can have a **maximum of 6 tiles** (a "Qwirkle")
 - A line of 6 tiles of the **same colour** has to have **6 different shapes**.
 - A line of 6 tiles of the **same shape** has to have **6 different colours**.
 - You can add tiles to either end or both ends of a line.
 - If a tile is being placed between lines all these rules must hold
 - See page 1 of instructions *Components Section* for pictures.
 - **Optional:** Decide as a group if you want to allow players to add tiles to more than one line/part of grid on a single turn. This will make the game faster and simpler. Original rules only allow a player to add to one line or set of lines in grid on a single turn.
 - 2. If you don't have any tiles you can put down, you can trade some or all of your tiles for different tile(s).** Draw the number of tiles from the bag you want to trade and then put your old tiles back in the bag.

Game End:

- When there are no more tiles to draw, turns continue until all players cannot place any further tiles.
- The player who has 0 tiles or the least tiles left over at the end, wins!