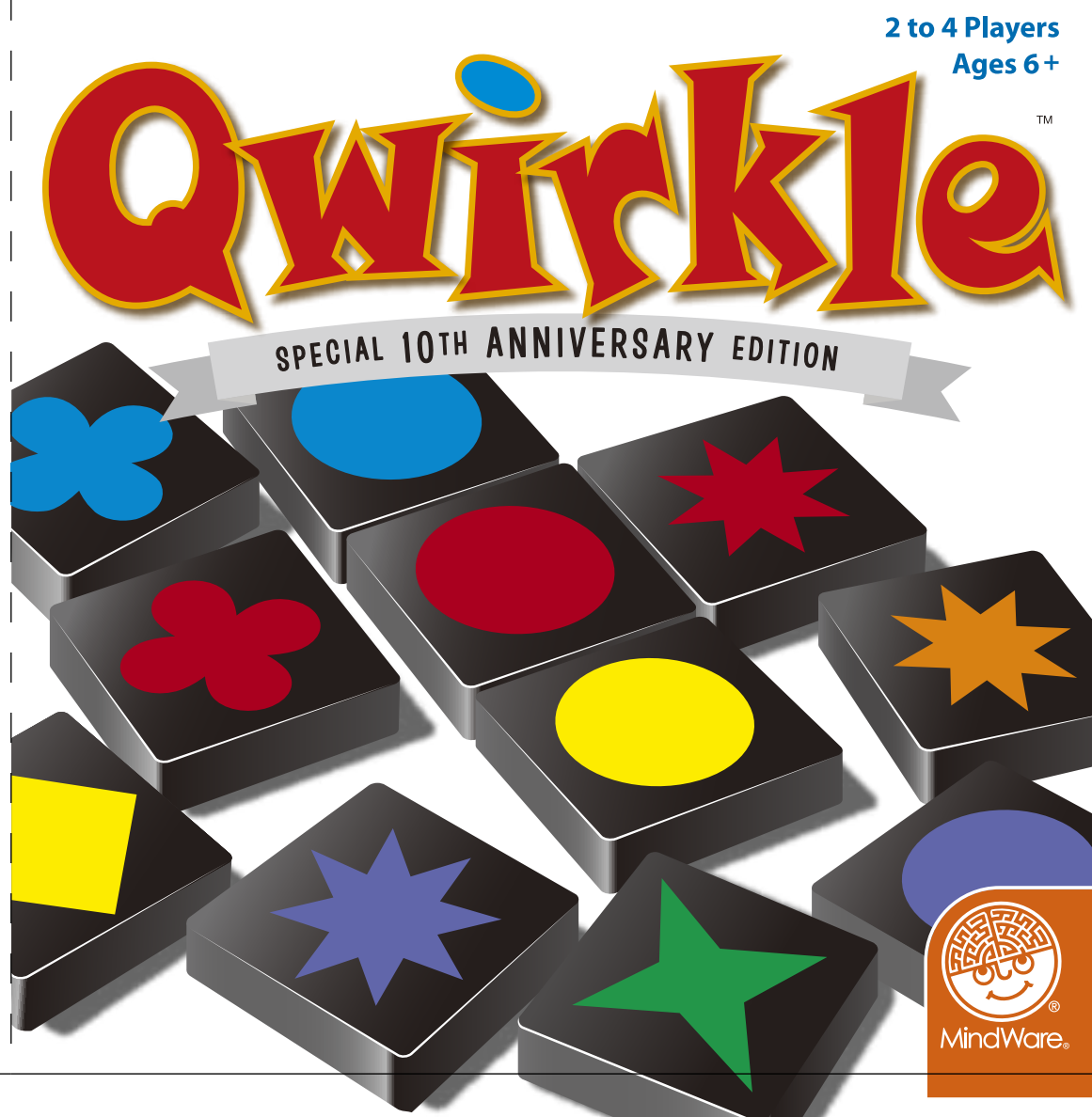




MindWare
 brainy toys for kids of all ages®
 for other MindWare products visit
www.mindware.com

GAME DESIGN BY SUSAN MCKINLEY ROSS
 © 2006, 2010, 2014, 2015 MindWare®
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 Roseville, MN 55113
 Ph 800.274.6123

Warning: Small parts.
 Not for children
 under 3 years.



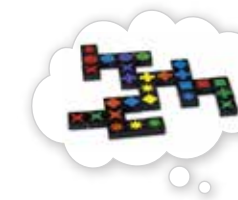
QUICK QWIRKLE RULES SUMMARY

- Draw a hand of six tiles. The player with the largest set of tiles (no duplicates) goes first and must use those tiles to start the game.
- Play tiles from your hand. The tiles must share a single characteristic (either color or shape) and be placed in the same line. A line cannot have duplicate tiles.
- Score one point for each tile in a line that you either added to or created.
- Score six bonus points for finishing a line of six tiles. This is called a Qwirkle! A Qwirkle scores at least 12 points; one point for each tile in the line plus six bonus points.
- You can trade in your tiles instead of playing tiles.
- When there are no more tiles in the bag, the first player to run out of tiles scores six bonus points and ends the game.
- The player with the most points at the end of the game wins.

For more detailed rules,
 please refer to the standard rules and the sample game.



THE STORY OF Qwirkle



A dreamy beginning...

Qwirkle was invented by Susan McKinley Ross, an avid board gamer and freelance toy designer. The idea came to her one night in dream. The next morning, Susan made a prototype and kept working and playing until she loved it. She presented it to MindWare and they loved it too!

An award-winning debut....

MindWare introduced Qwirkle to the public as part of their line of "Brainy toys for kids of all ages" in the fall of 2006. The following spring, Qwirkle made its industry premiere at the International Toy Fair in New York where the Washington Post picked Qwirkle as one of the 15 most interesting products at the show. Later that year, Qwirkle went on to win a Mensa Select Award, a Parents' Choice Gold Award and a Major Fun Award.



World-wide success...

In 2011, Qwirkle won the Spiel des Jahres award, or German Game of the Year. The Spiel des Jahres is considered one of the most prestigious board game awards in the world. Qwirkle is sold in more than 40 countries and 7 different languages.

Still making history...

Well over 2 million copies of Qwirkle have been sold in the past 10 years. That's more than 216 million wooden tiles! The Qwirkle family of games includes Qwirkle Cubes, Travel Qwirkle, Qwirkle Expansion Boards, Qwirkle Trio and the Qwirkle App.



SUSAN MCKINLEY ROSS

A note from the creator of Qwirkle

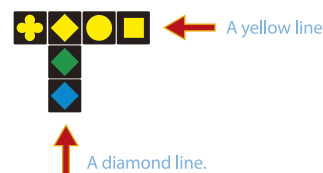
I grew up in a family that played games together and I love knowing that families and friends are enjoying Qwirkle together. I am grateful to all the Qwirkle Ambassadors who have helped spread their love of the game! It's amazing that so many people have welcomed Qwirkle into their lives. Thank you!



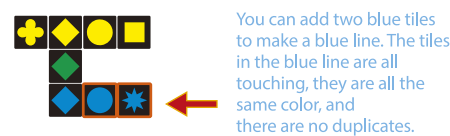
PLAYING TILES

The tiles you play from your hand must touch at least one tile that has already been played. The tiles you play must also be placed so that they are all part of one line.

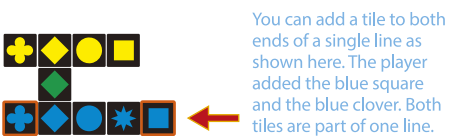
A line is made up of two or more tiles that touch each other.



A line is either all one shape or all one color, without any duplicates. For example a line of diamonds can only have one red diamond. A line cannot be longer than six tiles because there are only six shapes and six colors.



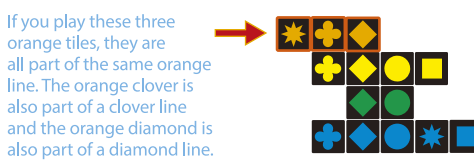
The tiles you play must be played so that they are all part of one line, but they do not have to touch one another. For example, they can be played at either end of a line.



Tiles can sometimes be part of two lines at once.



Here is another example of how you can play tiles so that they are all part of the same line AND they are also part of other lines.



SCORING

You score one point for each tile in a line that you create or add to.



Whenever you complete a line of all six colors or shapes, you have made a Qwirkle! A Qwirkle scores at least 12 points; six points for the tiles in the line, plus six bonus points.



For more scoring examples, refer to the Sample Game.

DRAWING TILES

After you've played and scored, draw your hand back up to six tiles.

TRADING TILES

Instead of playing tiles, you can choose to trade tiles. This counts as your entire turn and you do not score any points. Set aside all of the tiles you want to trade, then draw your hand back up to six tiles. You can't trade more tiles than there are in the bag. After you have drawn, mix the discarded tiles back into the bag.

Ending the Game

When there are no more tiles in the bag, the game continues as before, but you do not draw at the end of your turn. The first player to run out of tiles scores six bonus points and ends the game. The player with the highest score wins the game.

If the game ends in a tie for first place, the winners congratulate each other and agree to play again in the future.

Strategy Tips

- Play your tiles so that they are part of more than one line.
- Save tiles that can be used to make a Qwirkle.
- Avoid creating places for other players to make a Qwirkle.
- Remember that there are three of each tile.

Sample Game

1. Anna plays 3 red tiles to start the game. She scores 3 points.



2. Chris scores 4 points for the red line and 3 points for the square line. 7 points total.



3. Sally scores 2 points for the circle line and 2 points for the blue line. 4 points total.



4. Dave scores 2 points for the green line, 2 points for the clover line and 2 points for the diamond line. 6 points total.



5. Anna scores 4 points for the green line and 3 points for the circle line. 7 points total.



6. Chris scores 4 points for the vertical square line and 2 points for the horizontal square line. 6 points total.



7. Sally scores 3 points for the starburst line.



8. Dave scores 3 points for the orange line.



9. Anna scores 2 points for the yellow line, 4 points for the diamond line, and 4 points for the circle line. 10 points total.



10. Chris scores 4 points for the starburst line and 5 points for the red line. 9 points total.



11. Sally scores 6 points for the red line plus 6 points for making a red Qwirkle. She also scores 3 points for the blue line and 3 points for the X line. 18 points total.



Contents

- 108 wooden tiles
- 4 wooden tile racks
- 1 scorepad
- 1 pencil
- 1 cloth bag

Playing Time

30 - 60 minutes

Goal of the Game

Score points by making lines that are all one color or all one shape. The player with the most points wins the game.

Setup

Place all the tiles in the cloth bag. Each player takes a tile rack and draws six tiles from the bag to create a hand of tiles. Choose a scorekeeper.

Determine Start Player

Look at your hand and find the largest set of tiles that are all one color or all one shape, without duplicates. Tell the other players how many tiles you have in your largest set.

The player with the largest set plays those tiles to start the game. If there is a tie, the oldest player in the tie starts the game. Play proceeds clockwise.