

QWIRKLE

RULES

1) Object of the Game

- Create and expand lines of color and shape
- Score the most points

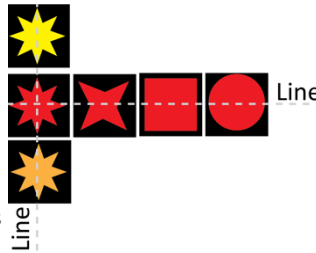
2) Setup

- Keep score (paper & pencil)
- Each player draws 6 tiles, keeps them hidden
 - ➔ Player with the highest number of tiles with the same attribute (color or shape) starts
 - ➔ If there is a tie: older player starts
 - ➔ Play moves clockwise



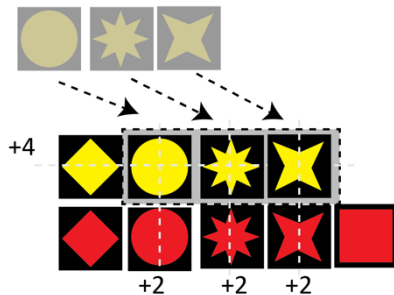
3) On Your Turn

- Add 1 or more tiles to the grid
 - ➔ Your tiles must be played in the same line
 - ➔ A line is *at least* 2 tiles, but *maximum* 6 tiles long
- Bring your hand back to 6 tiles
- Note: If you cannot play a tile, exchange your tiles for new ones



4) Scoring

- Earn 1 point for each tile in each row and/or column you added on. You can score from multiple lines.



- If you complete a row of 6 tiles, you have a *Qwirkle* (12 points)

5) Ending the Game

- When the bag is empty, continue to play
- First player to play all tiles ends the game (6 bonus points)
- Player with the highest score wins

COLORS AND SHAPES



Clover 4-Pointed Star 8-Pointed Star Diamond Square Circle

THINK ABOUT WHILE YOU'RE PLAYING

First, spend some time exploring the game!

Then, consider some of the following questions:

- 1) What do you find challenging?
- 2) Are you playing to win? Do you celebrate your friends' wins?
- 3) How do you play with your team members? Do you help them, or do you ask for help?
- 4) What's one good idea you want to share with your team members?

EXTRA CHALLENGE

What's the highest number of points you can score?

Draw a grid to show how to score the maximum points!