

Qwirkle Rummy

MIX, MATCH, SWITCH & WIN

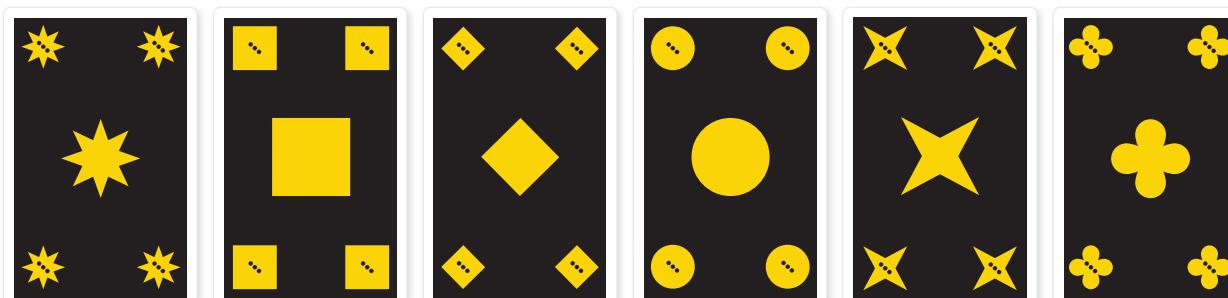
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108 playing cards. Three sets of six shapes with six different pip-counts/colors.

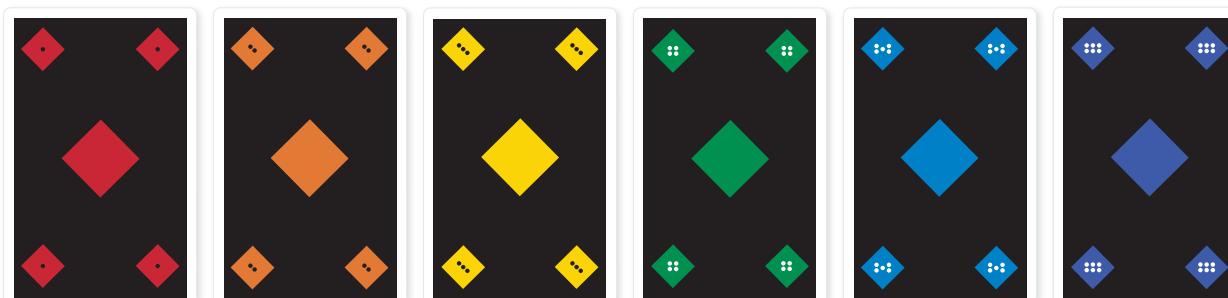
OBJECT

The object of the game is to make the most Qwirkles. A Qwinkle is a run of 6 cards that are either all the same pip-count/color or all the same shape, without any duplicates.

Here are two examples of Qwirkles. The first example is a 3-pip/yellow Qwinkle where all the shapes are different.



The second example is all the same shape with all different pip-counts/colors.



SETUP

Shuffle the cards thoroughly. Deal nine cards to each player. Put the remainder of the deck to one side of the play area. The player with the largest set of cards that are all one shape or all one pip count/color, without duplicates, goes first. If there is a tie, the oldest player in the tie goes first. The first player does NOT have to play his or her largest set. Play continues clockwise. If none of the players have a set of at least three cards to start the game, all the cards are reshuffled and dealt again.

PLAYING THE GAME

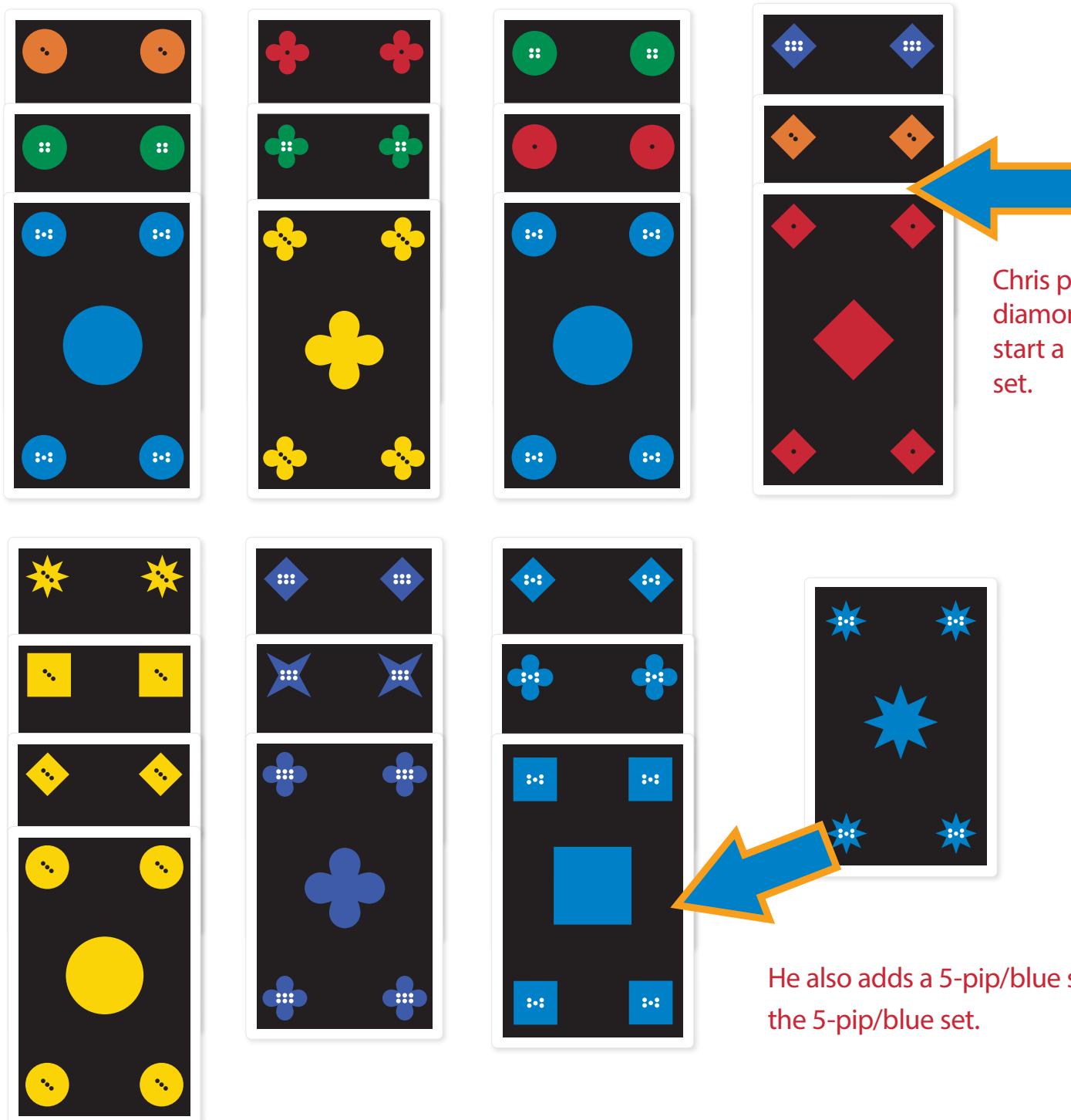
ON YOUR TURN YOU WILL

1. Play cards.
2. Switch cards if needed.
3. If you make a Qwinkle, take those cards out of the play area.
4. Draw to return your hand to nine cards.

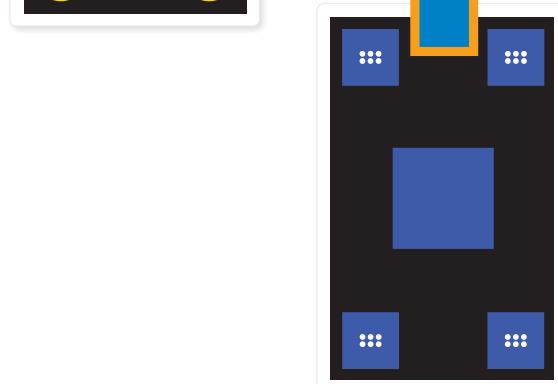
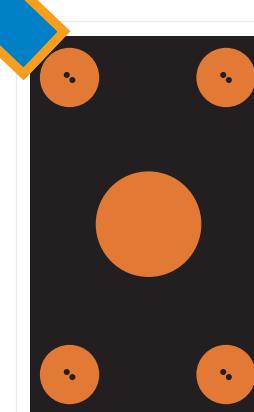
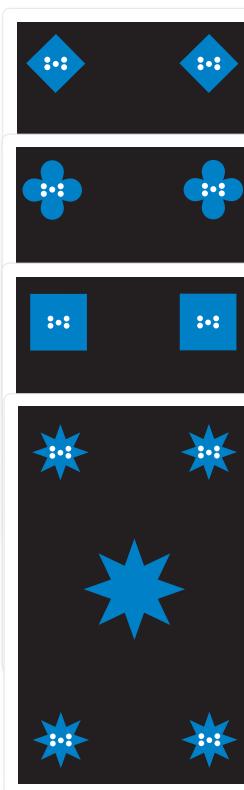
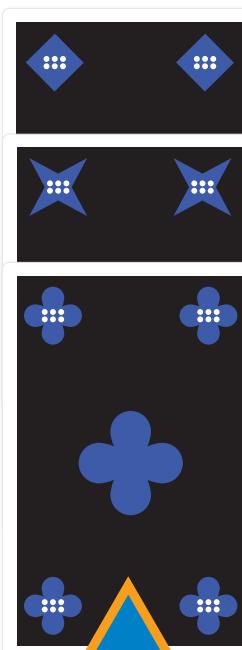
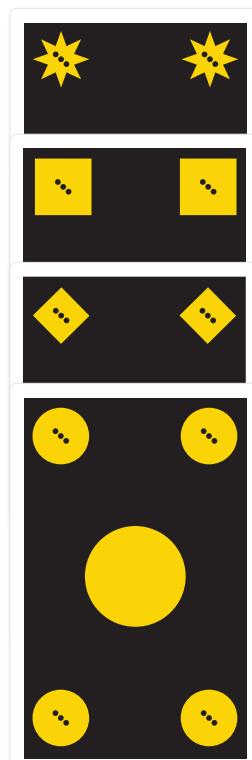
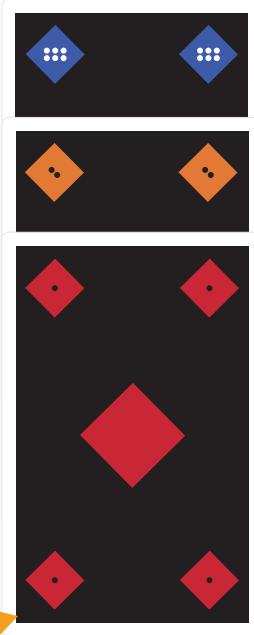
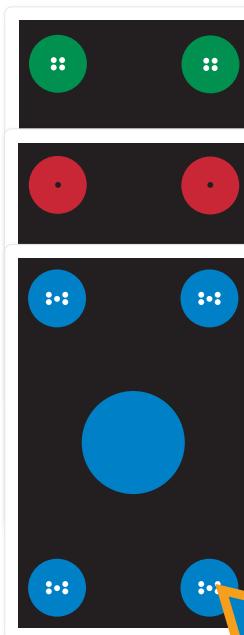
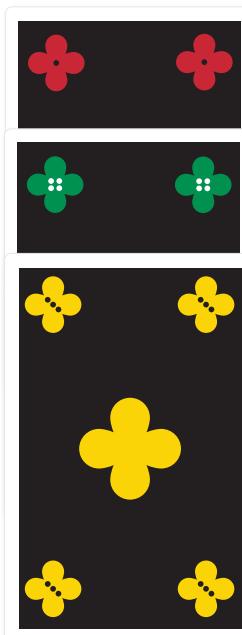
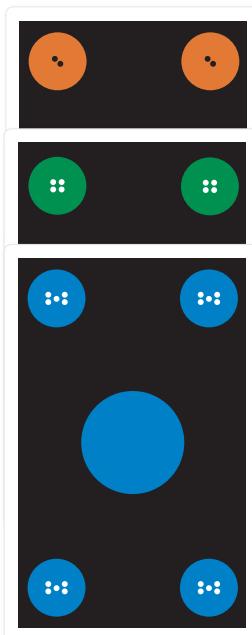
PLAYING CARDS

On your turn you can start a new set, add to an existing set, or switch cards to make new sets. You can do more than one of these things on your turn. For example, you can start a new set and also add a card to an existing set. Or you can add cards to several existing sets. A set consists of at least three cards that share one attribute, either shape or pip count/color. There cannot be duplicate cards in a set. For example a set of squares, cannot have 2 1-count pip/red squares in it. To start a new set, play at least 3 cards that share a single attribute, without duplicates. You must play at least one card per turn if you are able. If you are unable to play anything from your hand on your turn, play passes to next player.

Note: The illustration below shows the play area after several turns. It works well to have one row for shape sets and one row for pip-count/color sets.

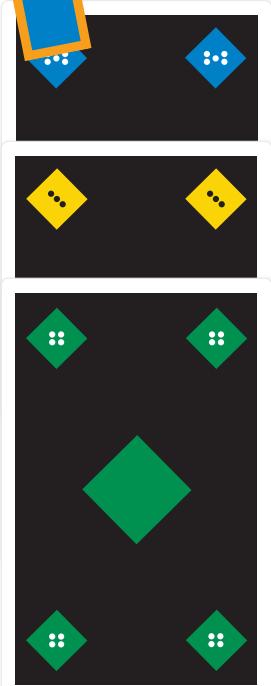
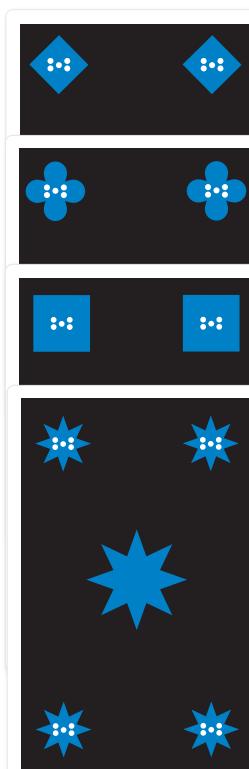
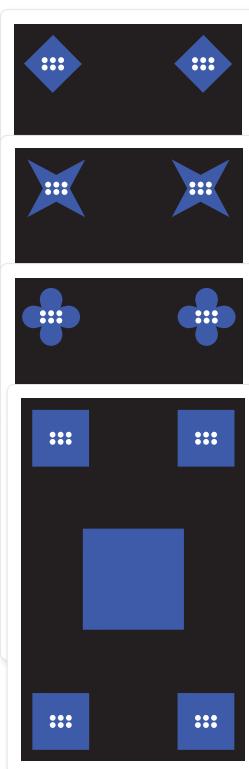
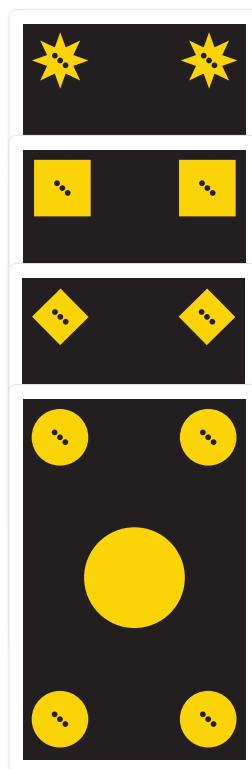
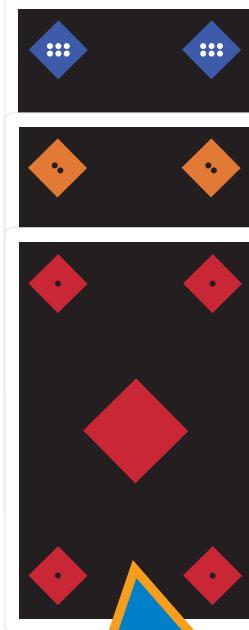
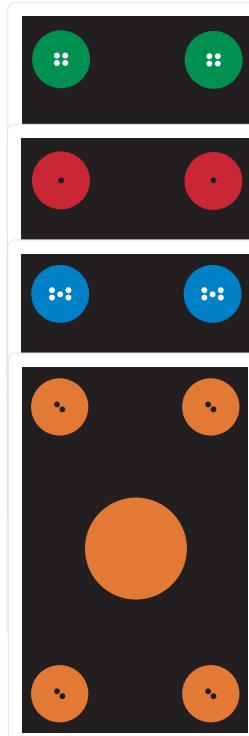
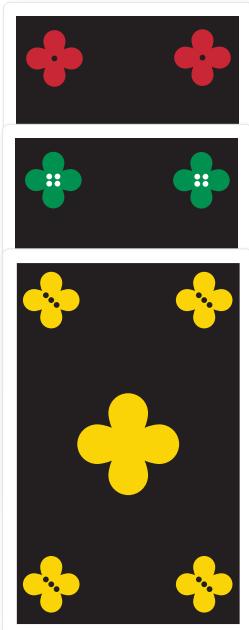
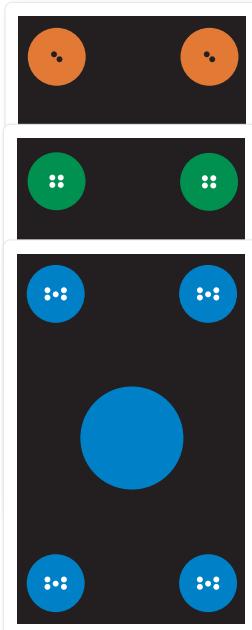


To add to an existing set, the cards you add must have the same attribute as all the cards in the existing set, and there cannot be duplicates.



Sally plays a 2-pip/orange circle. She adds it to the circle set that doesn't have these attributes.

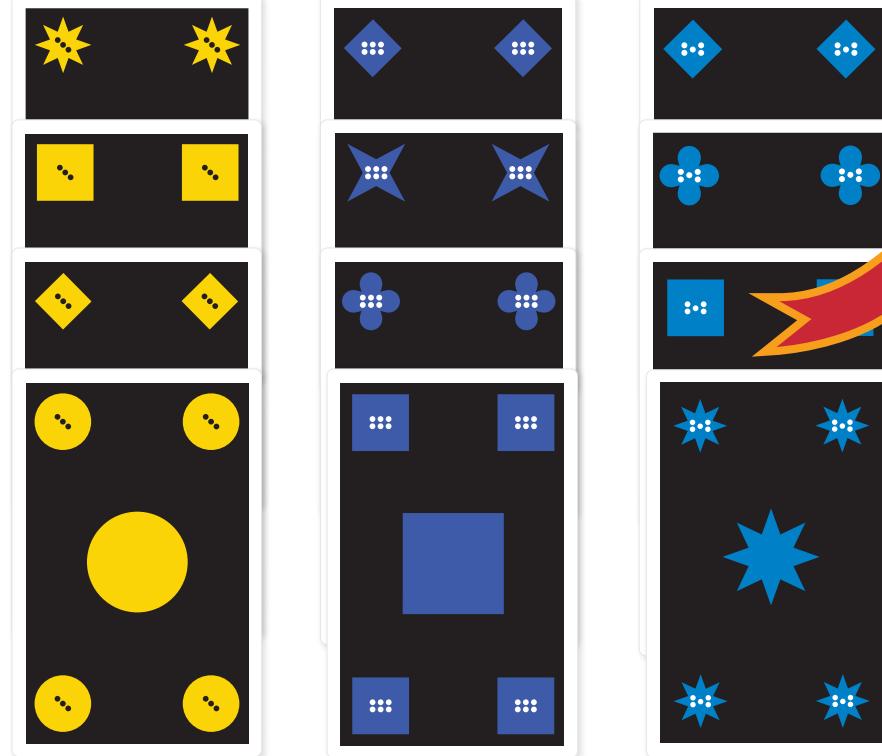
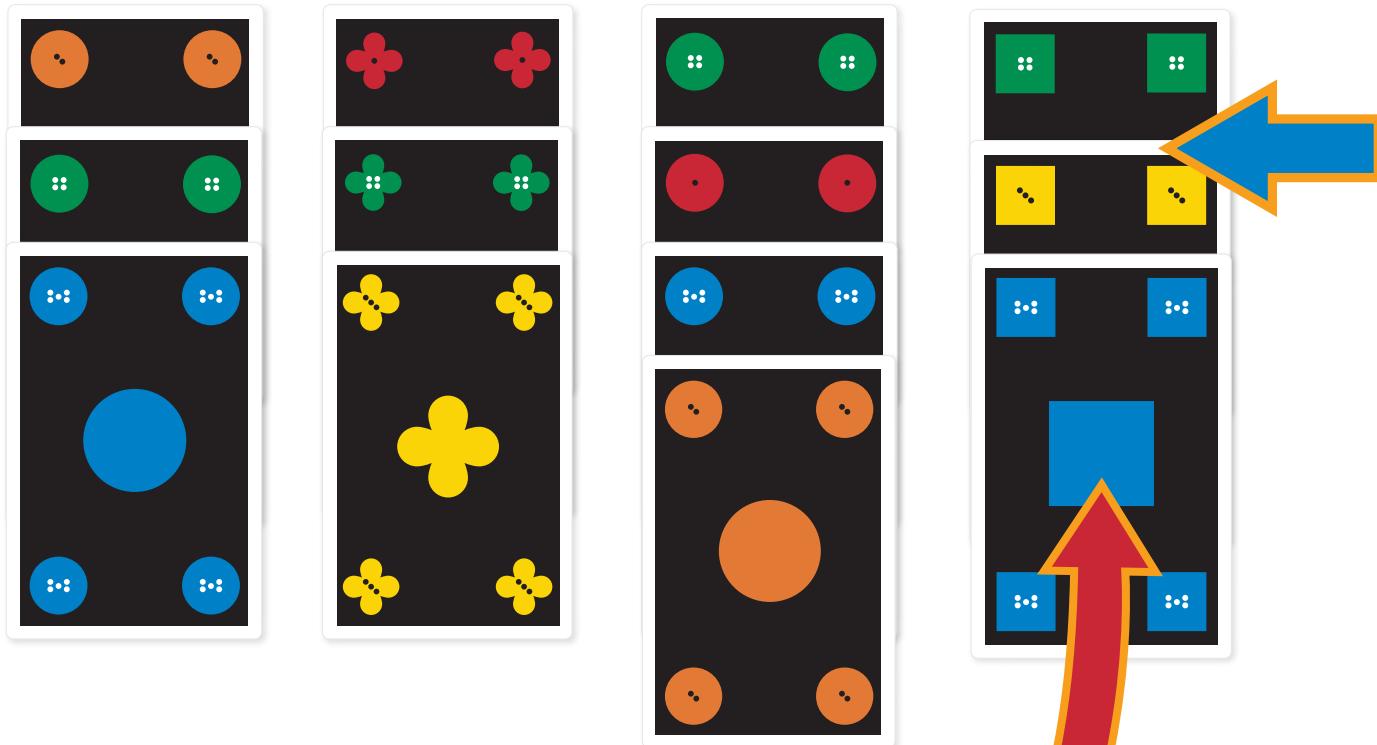
She also plays a 6-pip/purple square. She adds it to the 6-pip/purple set.



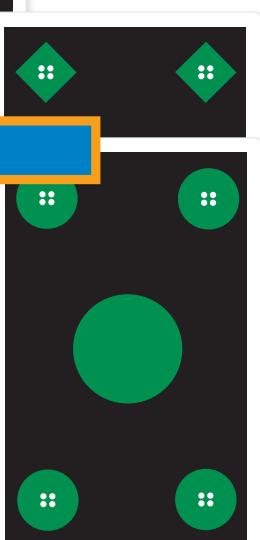
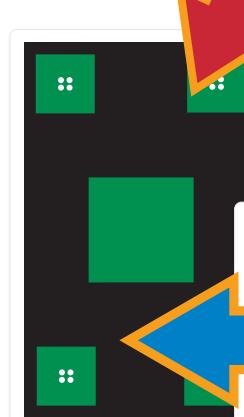
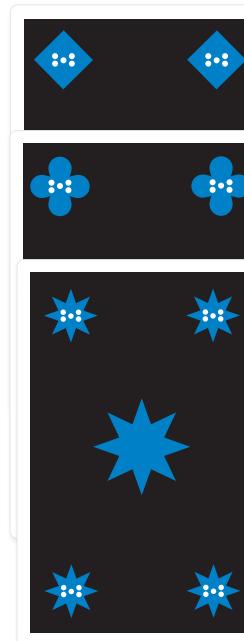
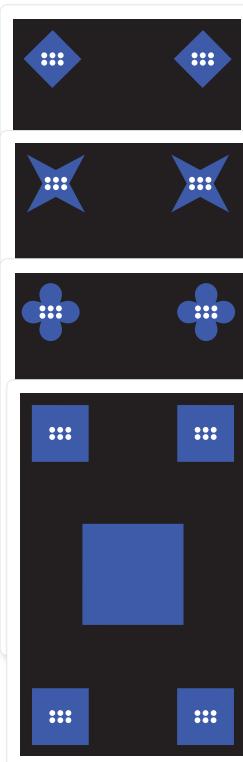
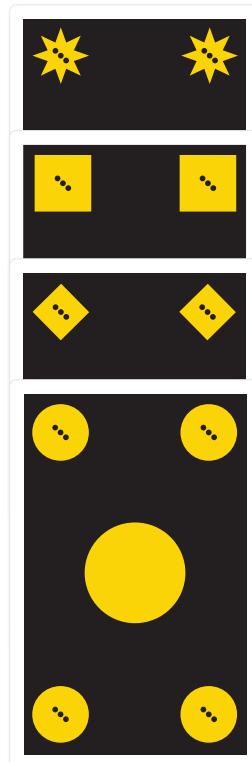
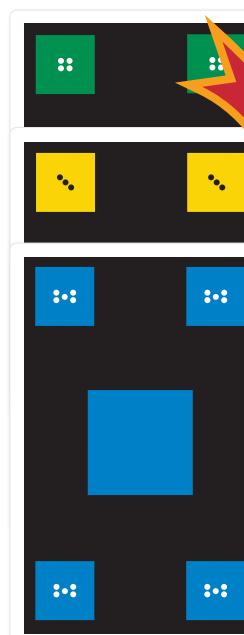
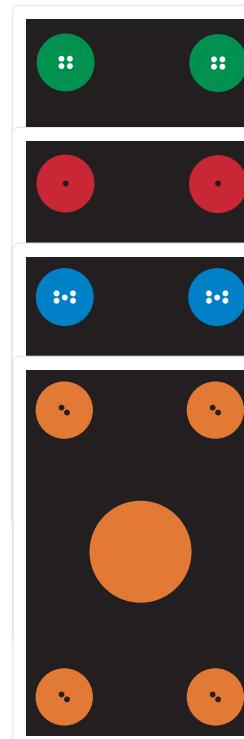
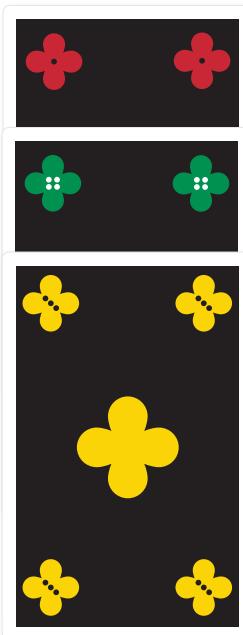
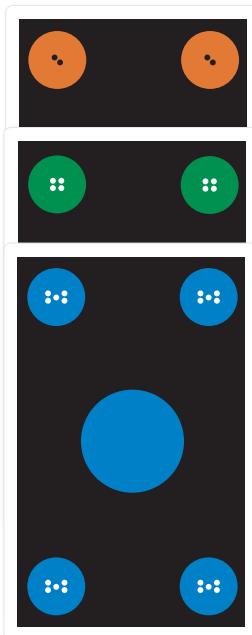
George plays 3 diamonds.
He adds them to the
diamond set and makes
a diamond Qwirkle.

At the end of his turn, the
Qwirkle is removed from
the play area. George
sets it in a stack near him so
he can count his Qwirkles
at the end of the game.

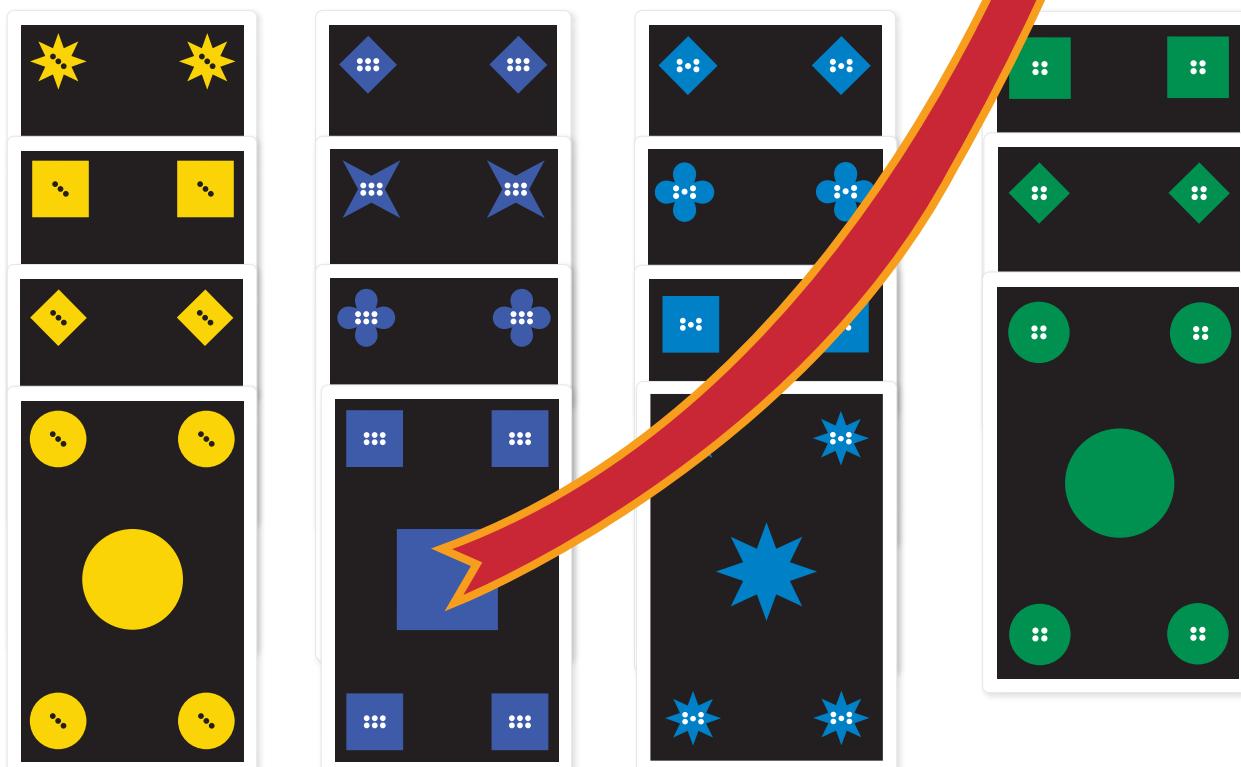
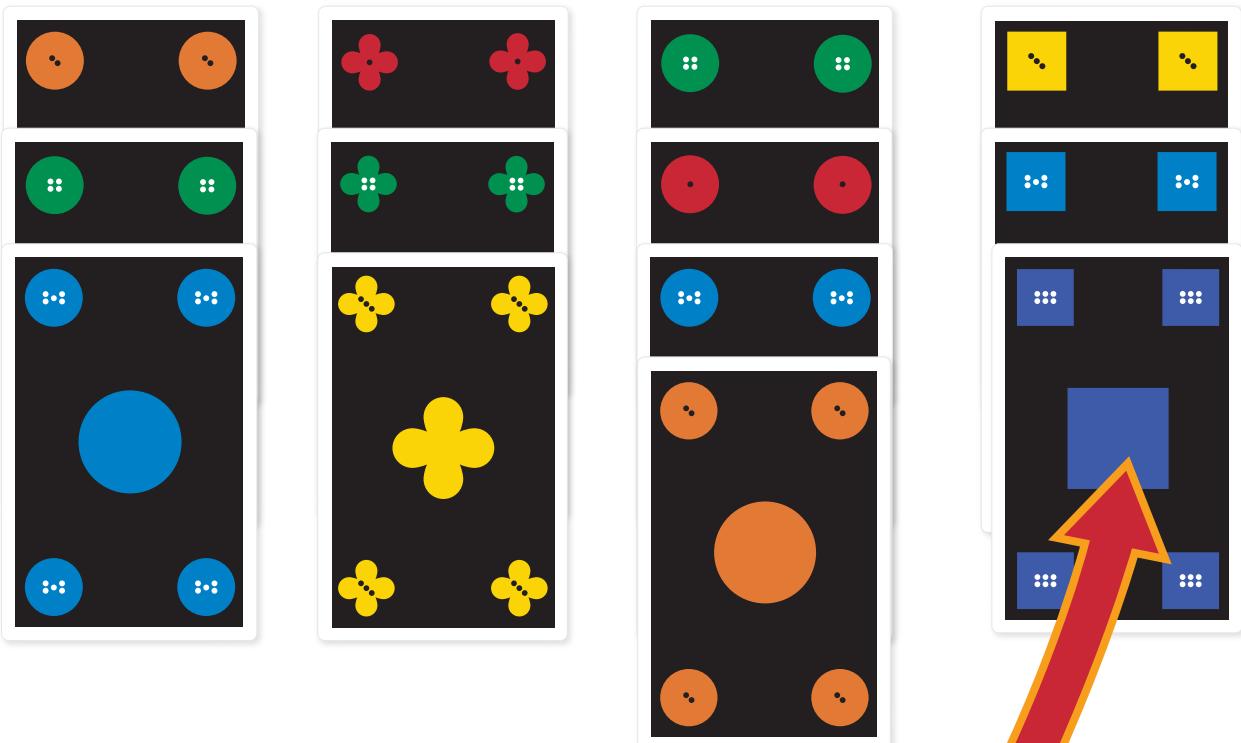
To switch cards around, add your card or cards to the play area and then rearrange, combining cards that are already in the play area with the cards you played. When you are finished switching, all the cards in the play area must belong to a set of at least 3 cards.



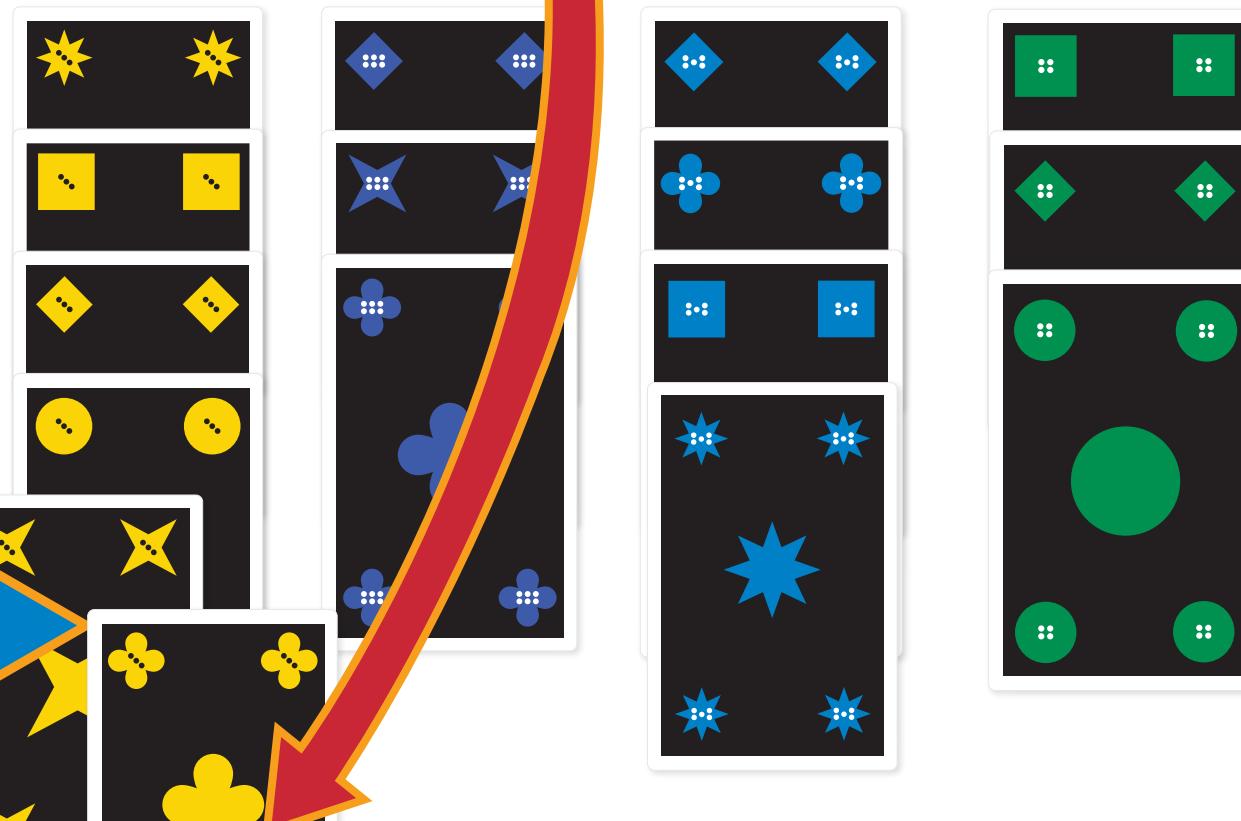
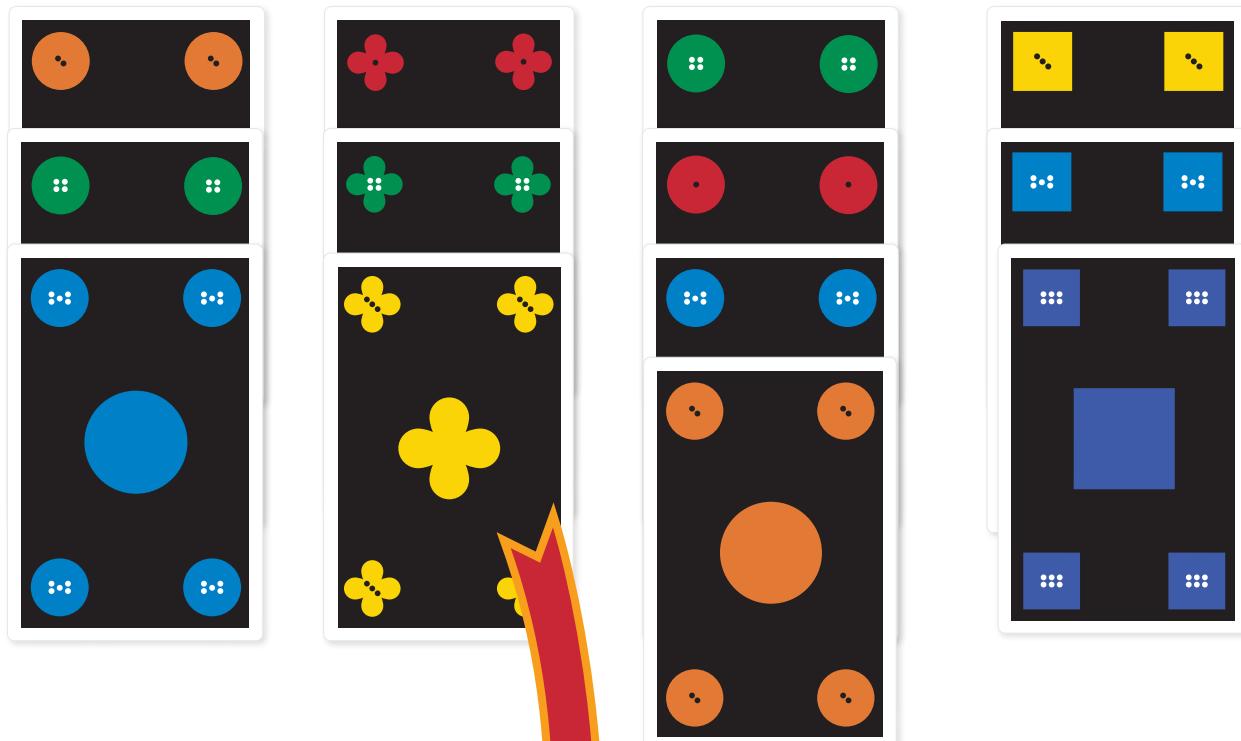
Chris plays 2 squares. He then switches the cards in the play area. He moves the 5-pip/blue square from the 5-pip/blue set and adds it to his 2 squares to make a square set.



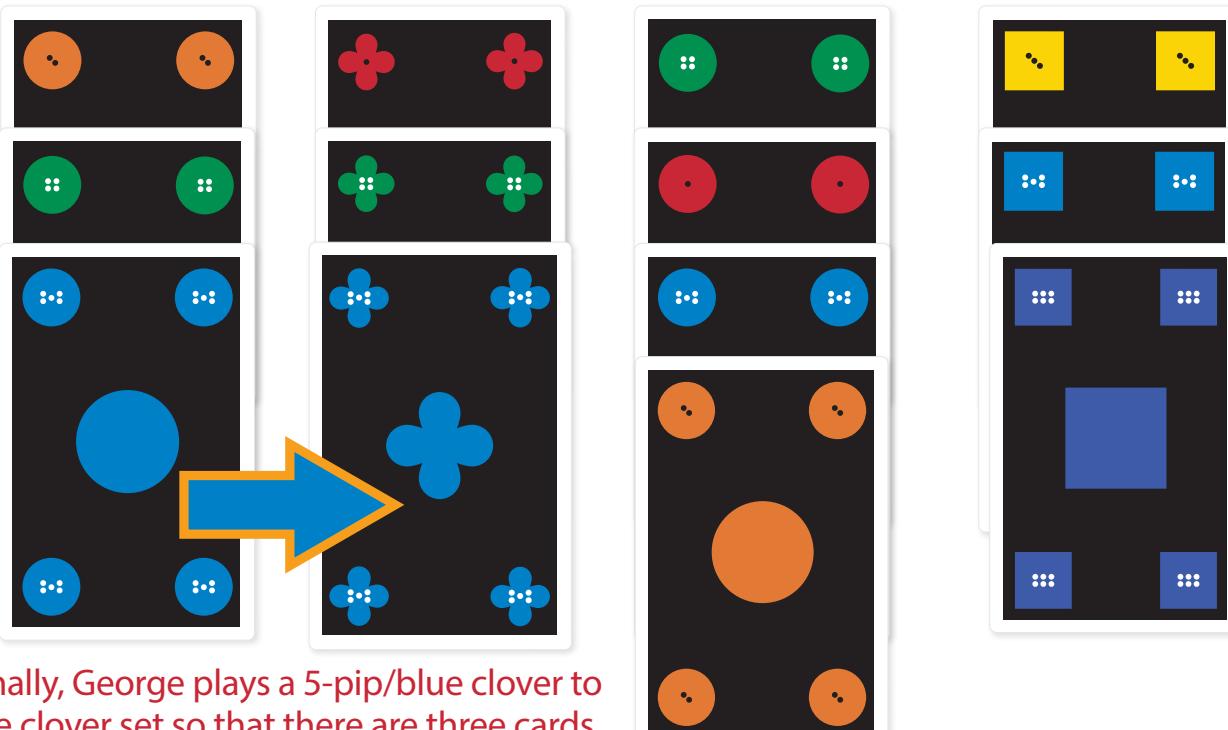
Sally plays the 4-pip/green diamond and circle. Then she moves the 4-pip/green square to complete her run of three.



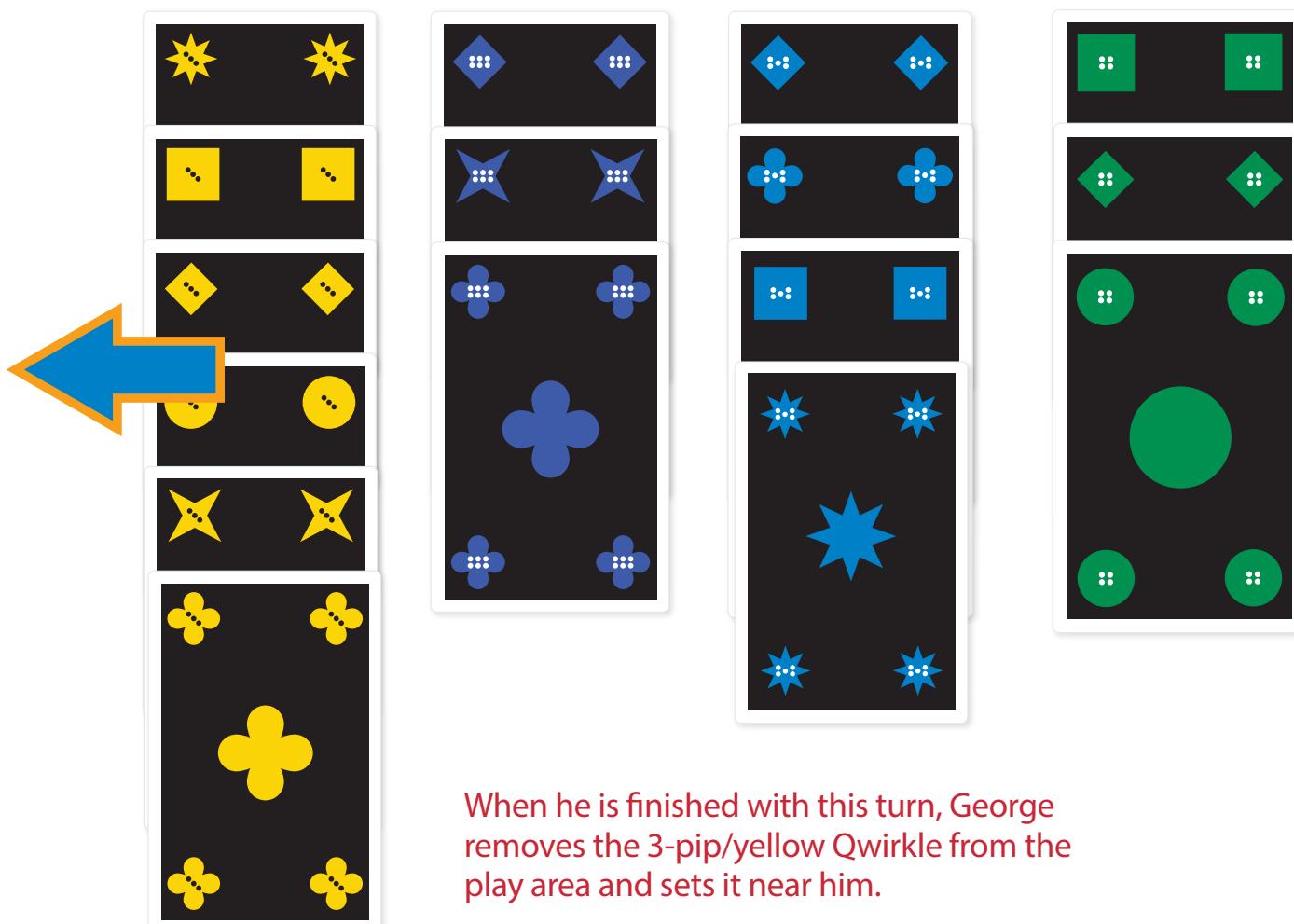
Finally, to maintain the square set, Sally moves the 6-pip/purple square from the 6-pip/purple set to the square set.



First, George plays a 3-pip/yellow cross from his hand. George moves the 3-pip/yellow clover from the clover set to the 3-pip/yellow set. He makes a 3-pip/yellow Qwirkle!



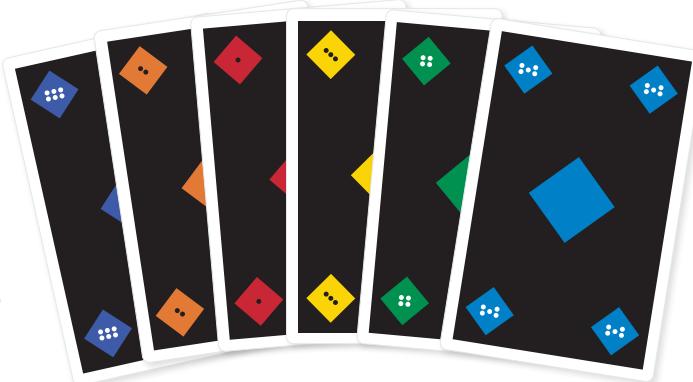
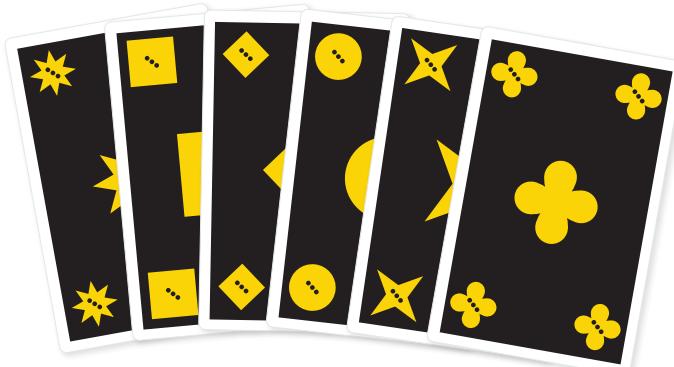
Finally, George plays a 5-pip/blue clover to the clover set so that there are three cards in the set.



When he is finished with this turn, George removes the 3-pip/yellow Qwirkle from the play area and sets it near him.

MAKING A QWIRKLE

Whenever you make a Qwirkle, remove the Qwirkle from the play area. Set the cards to your side so that you can count how many Qwirkles you made at the end of the game. All players are allowed to look at the completed Qwirkles at any point in the game. If you find you need to refer to them often, you may want to fan them out so that they can be easily seen.



You may want to display your Qwirkles like this. It makes it easy for players to see how many Qwirkles you have and what cards have been played.

DRAWING

At the end of your turn, draw until you have 9 cards in your hand.

ENDING THE GAME

When the last card is drawn, each player gets one more turn. The player who drew the last card will have the last turn.

WINNING THE GAME

The player with the most Qwirkles wins the game. If there is a tie, the tied players shake hands and agree to a rematch in the future.

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