**Qwirkle**

Call Number: GVB007

*Scrabble* meets Sudoku, without the numbers—match shapes and colours to score points!

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**GETTING STARTED**

1. Each player takes 6 tiles from the cloth bag. **Do not show your tiles to the other players.**
2. Figure out what your longest ‘word’ is — matching shapes or matching colours.
3. The player with the longest ‘word’ goes first — they must play those tiles.

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**WINNING THE GAME**

The player with the **most points** when there are no tiles left wins, but:

- Keep playing when there are no tiles left in the cloth bag until one player has none
- Whoever runs out of tiles first earns 6 extra points

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**TAKING YOUR TURN**

1. Place tiles from your hand — expand or add new ‘words’ to the game board.
   - Every ‘word’ has either same colour or the same shape.
   - You can only use each kind of tile once per ‘word’ — the longest ‘word’ is 6 tiles.
   - You must connect your tiles to ‘words’ already on the board.
   - You can only play one ‘word’ per turn.
2. Score points.
   - Score 1 point for each tile in every word you added to.
   - Score an extra 6 points if you finish a 6-tile ‘word’ — this is called a Qwirkle!
3. Discard tiles — only if you did not place tiles this turn.
   - Set aside the tiles you want to discard.
   - Take an equal number of tiles from the cloth bag.
   - Mix the discarded tiles back into the cloth bag.
4. Draw tiles from the cloth bag until you have 6 tiles in your hand.
5. Play passes to the next player.

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**TIPS**

- **Play tiles that are part of more than one ‘word’.**
- **Save tiles** that will help you complete a Qwirkle.
- **Avoid** making spaces where the other players can complete a Qwirkle — or **block them**!
- Every kind of tile, such as a red circle, has **3 copies**.

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You can borrow this game from the library! Bring the call number on this page to the front desk. You can borrow board games for one week.