

CAMP LA JUNTA

Daily DO #42

WHAT WE'RE PLAYING

QWIRKLE

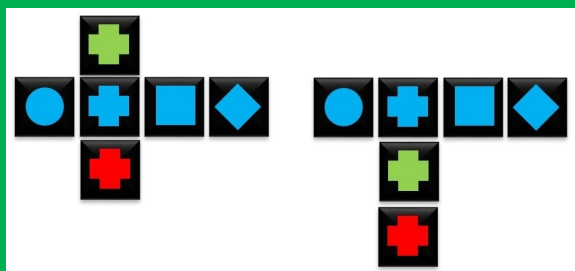
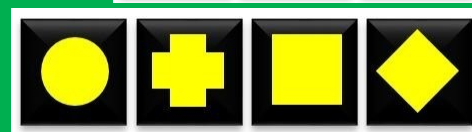
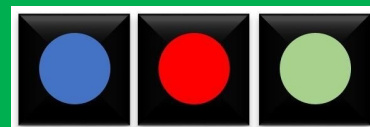
Setting Up

Each player takes a seat on one end of the table. The tiles begin the game in a bag, obscured from view. Each player draws 6 tiles each. The player that goes first is determined with each player calling out the longest chain they can make.

Chains

The gameplay in Qwirkle is similar to Scrabble, where players make chains, analogous to words in Scrabble. Chains in Qwirkle can go vertically and horizontally. Any number of tiles can be chained so long as they share a similar attribute.

For example, a chain of circles can be made with circles of a different color. Chains can also be made using different shapes, provided the tiles share the same colour.



In Qwirkle, chains can crossover, just like words in Scrabble. This happens when two different chains use the same tile. An example of a cross, and variations of the same cross with the same tiles are shown.



Note that you cannot use two of the same tile in a chain.

Qwirkles

The longest possible chain has 6 tiles, since there are 6 colors and 6 shapes. These chains are known as **qwirkles**, and bonus scores are awarded.

The Game-play

The player who can make the longest chain begins first. For each tile used, the player has to draw a tile from the bag. Essentially, each player should always have 6 tiles in hand. The only exception to this rule is during the endgame, where there are no tiles left in the bag.

Each following player will need to extend the chain either by creating new chains, or by extending existing chains. If a player is unable to play tiles, they are allowed to discard any number of tiles, and draw the same amount of tiles from the bag as a replacement.

How to Win Qwirkle?

Once the bag is depleted of tiles, and a player has cleared all tiles from hand, the game ends. Points are calculated, and the player with the highest score wins the game.

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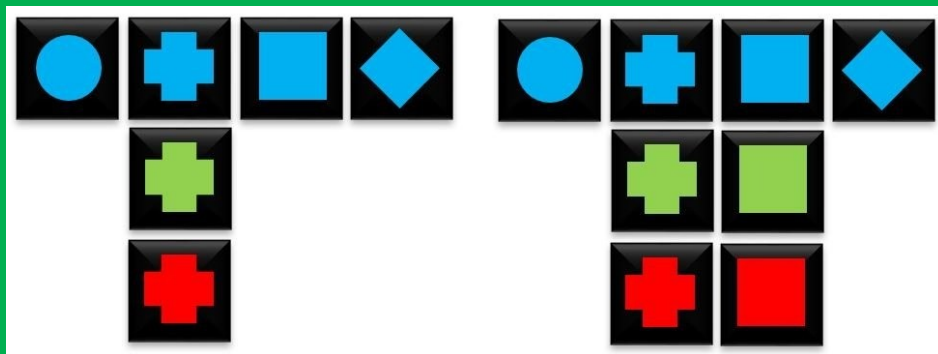
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QWIRKLE

Extending Chains

Players are allowed to extend chains that are already on the board, provided the chains are not Qwirkles that are 6 tiles in length.

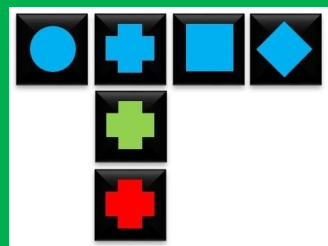
Players are also allowed to extend chains in the following way, and will be awarded points as if they have extended more than 1 chain, with each extension being scored accordingly.



Scoring

Qwirkle scoring is based on the length of chains made.

For example, Player 1 begins the round by playing a chain of length 4. This awards him/her 4 points.



Player 2 then chains two tiles from the original chain. This makes a chain of 3, awarding Player 2 3 points.

Player 1 then plays 2 more tiles in a multiple extension play. This awards player 1 3 points for the chain of 3, and 2x2 points for creating 2 chains of 2.

