



# QUARTOI<sup>®</sup>

Gigamic

## DESCRIPTION AND PREPARATION

- A board with 16 squares.
- 16 different pieces each with 4 characteristics (fig. 1): light or dark, round or square, tall or short, solid or hollow.

At the start of the game, the pieces are arranged at the side of the board.

## OBJECTIVE OF THE GAME

To establish a line of four pieces, with at least one common characteristic (fig. 2) on the board.

The line of pieces may be across the board, up and down, or along a diagonal (fig. 3).

## GAME SEQUENCE

- The players throw dice to see who starts.
- The first player selects one of the 16 pieces and gives it to his opponent (fig. 4).
- That player places the piece on any square on the board; he must then choose one of the 15 pieces remaining and give it to his opponent.
- In his turn, that player places the piece on an empty square, and so on...

## WINNING THE GAME

The game is won by the first player to call "QUARTO!" (fig. 5).

1 A player calls "QUARTO!" and wins the game when, as he places the piece given to him:

- > He creates a line of 4 light pieces or 4 dark pieces or 4 round pieces or 4 square pieces or 4 tall pieces or 4 short pieces or 4 solid pieces or 4 hollow pieces.

Different characteristics can accumulate.

- > He does not need to have placed the 3 other pieces himself.

- > He must declare his win by calling "QUARTO!"

2 If this player has not noticed the alignment and passes a piece to the opponent:

- > The latter may "at that moment" call "QUARTO!" and indicate the alignment:

He wins the game.

3 If none of the players sees the alignment during the move during which it is created, it loses any value and the game continues.

## END OF THE GAME

- Game winner: A player who calls and points out a "QUARTO!"
- Game even: All the pieces have been placed and no winner declared.

## DURATION OF THE GAME

- From 10 to 20 minutes. In a tournament, each player may be allocated a time limit of 1 minute per move.

## VARIATION FOR BEGINNERS (FOR EXAMPLE, CHILDREN...)

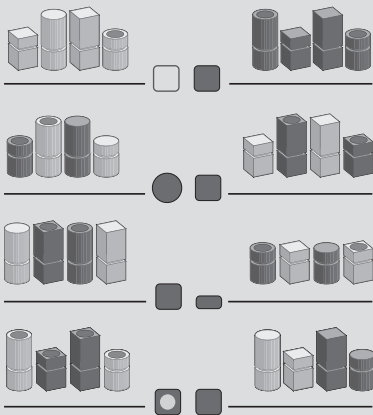
Until you are familiar with the game, you can play with 1, 2 or 3 features as line criteria.

For example: Create on the board a line of 4 pieces of the same colour. (just one feature chosen).

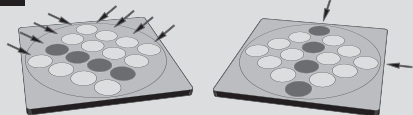
## VARIATION FOR ADVANCED PLAYERS

The objective of the game is to create a line or a square of 4 pieces having at least one common feature (fig. 6). There are then 9 additional ways of calling "QUARTO!"

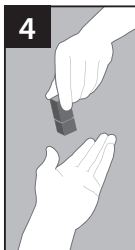
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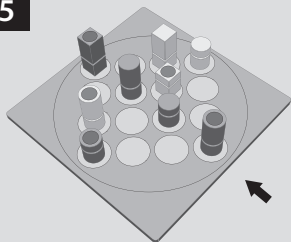
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4



5



QUARTO!

6

