

## SETUP

**1** Each player takes a quilt board, a time token, and 5 eyeballs (as currency). Keep the remaining eyeballs on the table within reach.

**2** Place the time board in the center of the table.

**3** Place your time tokens on the starting space of the time board. The player with the biggest eyeballs goes first.

**4** Place the (regular) patches in a circle around the time board.

**5** Locate the smallest patch (i.e., the patch of size 1x2) and place the neutral token between this patch and the next patch in clockwise order.

**6** Set the special tile aside.

**7** Place the special patches on the marked spaces of the time board.

You are now ready to play!

## PLAYING THE GAME

In this game, players do not necessarily alternate taking turns. The player whose time token is the furthest behind on the time board takes their turn. This may result in a player taking multiple turns in a row before their opponent can take one.

If both time tokens are on the same space, the player whose token is on top goes first.



*It is the orange player's turn. Unless they advance their time token more than 3 spaces, they may immediately take another turn.*

On your turn, perform **one** of the following actions:

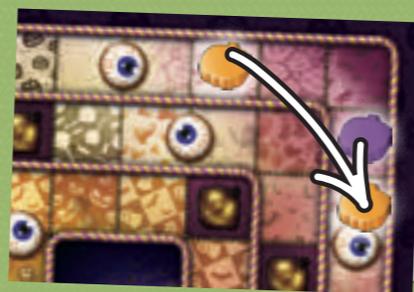
**A: Advance and Receive Eyeballs**

OR

**B: Take and Place a Patch**

**A: Advance and Receive Eyeballs**

Advance your time token on the time board so that it occupies the space directly in front of your opponent's time token. **Receive 1 eyeball (i.e., one 1-eyeball tile) for each space you advance.**



*The orange player advances their time token 4 spaces so that it is now in front of the purple time token. The orange player receives 4 eyeballs for that.*



## B: Take and Place a Patch

This action **consists of 5 steps** that must be performed in the following order:

### 1. Choose a Patch

You can choose from the three patches in front of the neutral token (in clockwise order).

*In this example, you can choose from the 3 highlighted patches. You cannot choose any other patch at the moment.*

### 2. Move the Neutral Token

Place the neutral token next to the chosen patch.

### 3. Pay for the Patch

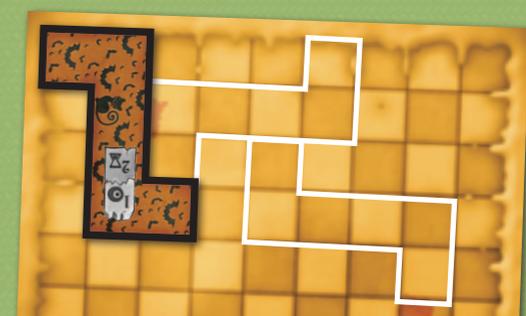
Return the indicated number of eyeballs to the supply.

*Each label indicates how many eyeballs you must pay to take the patch.*



### 4. Place the Patch on Your Quilt Board

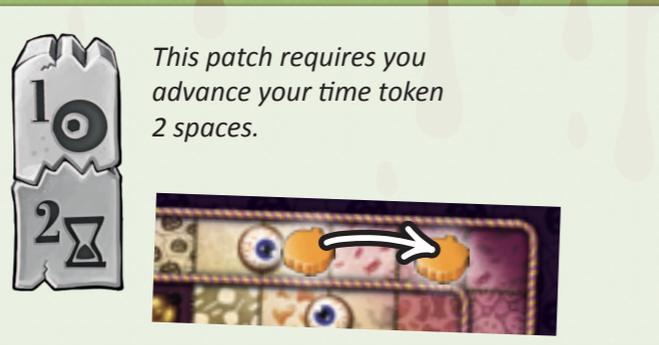
The patches on your quilt board cannot overlap. You may turn the patch any way you like before placing it on your quilt board.



## 5. Move Your Time Token

Advance your time token on the time board a number of spaces as indicated by the label.

If your time token ends up on the same space as your opponent's time token, place your token on top of it.



## The Time Board

Regardless of the action you take, you must advance your time token on the time board. Some time board spaces are marked.

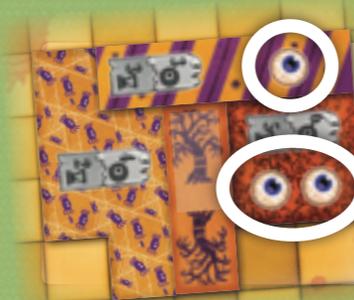
**Special Patch:** Each time you advance your time token onto or past a space with a special patch, you must immediately place the **special patch** on your quilt board or remove the special patch from play.



**Note:** Special patches are the only way to "patch" single spaces of your quilt board.



**Eyeball Income:** Each time you advance your time token past a eyeball symbol, you immediately receive a number of eyeballs equal to the number of eyeball symbols on the patches on your quilt board. Only the active player receives income.



You receive 3 eyeballs for these patches each time you receive eyeball income.

## The Special Tile

The first player to completely fill a 7x7 square of spaces on their quilt board receives the special tile, which is worth 7 points.



## END OF THE GAME

The game ends after both time tokens reach the last space of the time board. If a time token were to move past the last space, it simply stops on the last space. When performing action A, you receive eyeballs only for the actual number of spaces moved.

## Scoring

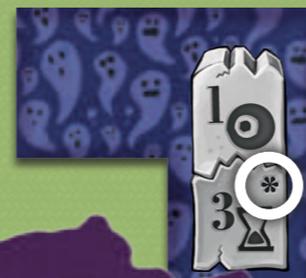
Count the number of eyeballs you have left, adding the value of the special tile if you have it. Subtract 2 points from your score for each empty space on your quilt board.

The player with the highest score wins. In case of a tie, the player who reached the final space of the time board first wins.

### Example:

Doris and Andrea are playing. At the end of the game, Doris has 14 eyeballs left and she has the special tile. There are 5 empty spaces left on her quilt board. Her final score is 11 points.  
 $(14 + 7 - 10 (5 \times 2) = 11)$

Andrea has 18 eyeballs left and only 2 empty spaces on her quilt board. She wins with 14 points.



This edition contains 14 patches that have been rebalanced by programmer Tysen Streib's AI for the DIGIDICED Patchwork app. The rebalanced patches are marked with an asterisk.

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UWE ROSENBERG

# PATCHWORK Halloween EDITION

Patchwork is a form of needlework that involves sewing together pieces of fabric into a larger design. In the past, it was a way to make use of leftover pieces of cloth to create clothing and quilts. Today, patchwork is a form of art, in which the designers use precious fabrics to create beautiful textiles. The use of uneven pieces of fabric in particular can result in real masterpieces and is therefore being practiced by a large number of textile artists.

Creating a beautiful quilt, however, requires effort and time, especially if the available patches just cannot fit together. So choose your patches carefully and keep a healthy supply of eyeball-shaped buttons to not only finish your quilt, but to make it better and more beautiful than your opponent's.

## COMPONENTS

