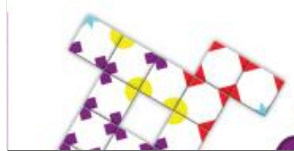


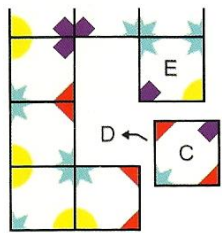
# QUARTEX

## RULES

1. Each player picks 5 square tiles from the bag and puts them behind a shield.



2. Take turns placing a tile on the board (first person "starts" the board):



- \*match the shape/colours on all corners
- \*tile needs to line up along the whole side

3. If your tile completes a shape on a turn, take a point token (disc) of matching colour.



4. Draw a new tile at the end of your turn.

5. The game ends when there are no tiles to draw and all players cannot play.

6. To find the score, the number of tokens left in each pile equals the point value for that colour token.

7. GOAL: The winner is the person with the most points.

## THINK ABOUT WHILE YOU'RE PLAYING

First, spend some time **exploring** the game!

Then, consider some of the following questions:

- \*What do you do to match a tile to the board?
- \*How did you figure out your next move?
- \*If you have two good plays, how do you choose?
- \*What's one good idea you shared with your partner?
- \*What did you do to **not** give your opponent an advantage?
- \*Did your strategy change during the game?

## EXTRA CHALLENGE

1. What makes a tile a hard tile or an easy tile to place on the board?
2. What strategies do you use in the middle of the game to get a high score?