

Quirky Quarters

Designed by Ellie Dix

2-5 players | 30 minutes | Age 7+

Overview:

You've got the DIY bug and just can't stop renovating, extending and improving your house. Moreover, you really want to show it off, so you're constantly striving to win home design competitions. Bag points by winning contests and by creating a swathe in your statement colour.

Components:

- 92 building cards
- 26 contest cards
- First Player card

Set up:

- Shuffle the contest cards. Give each player one contest card then create a face-up line of four contest cards in view of all players.
- Shuffle all the building cards and place 5 cards face up in the centre of the table.
- Randomly decide who will be the starting player and give them the first player card.

How to play:

Players take turns starting with the first player and moving clockwise around the table.

On your turn:

- Choose up to 2 building cards from the middle of the table. Take these cards, then fill the spaces with new building cards from the face-down deck.
 - If there are two or more building cards in the row that are identical, you may choose to discard the whole row and reveal five new cards before drawing your cards.
- Place your new building cards into your house to extend it.
 - The very first card you lay must be on the ground floor of your house. You may not lay a roof, tower or walkway on the ground floor.
 - Subsequent cards must be placed adjacent to an existing card.
 - Cards may not be placed next to an edge with a fully blue sky. I.e. no card may be placed directly above a tower, walkway or roof - OR below a walkway - OR to the left or right of a tower.

- You may always save one building card for later, but only one.
- If you wish, you may demolish one card in your house. This is placed in the central discard pile. You may not demolish a card and then save it for later use again.
- If possible, you may claim a contest card. To do so, your house must meet the requirement on the contest card.
 - To claim a private contest (in hand) - reveal the contest card and place it face up on the table in front of you. Take a new contest from the top of the face-down contest deck.
 - To claim a public contest (face up on table) - take the contest card from the line and place it face up on the table in front of you. Refill the line with another public contest from the pile.
 - There is no way to change a contest card other than to complete the contest.
 - It is possible to claim multiple contests in the same turn.
- **Important:** You may place building cards, demolish a card and claim contests in any order during your turn.

Game end

Game end is triggered when one player has achieved five contest cards OR when the deck has run out, whichever is sooner. If necessary, you may shuffle the discard pile to create a new draw deck. Finish the current round, then the game ends.

Scoring:

Count up the number of building cards in your largest connected area of the same colour bricks (not grey). Each card gives 1 point. Add these points to the total points achieved by completing contest cards.

The player with the highest score is the winner. In the case of a tie, the tied player with the most chimneys wins.