



Quirky™

OBJECT OF THE GAME

To score the highest points by creating equilateral triangles that share the same color top piece.

GAME PREPARATION

Each player chooses a score keeper and places it at the beginning of their score track. The color of score keeper matches the color of marker each player uses to count points. If 2 people are playing Quirky™, "unowned" color markers are played as scoreless blockers. Toss the 45 quirky shaped markers and the 9 Quirk markers in the bag. Decide who plays first.

GAME PLAY

Not only are you trying to create your own colortopped triangles, but you are also trying to block your opponents from creating their own color-topped triangles. Therefore, in turn, draw one marker from the bag. As you must play EVERY marker that you draw, including your opponent's color, either position it on the board, or, if you draw a Quirk, follow the Quirk directions on the following page.

MARKERS

- 1) The odd marker shapes have no relevance in the play of the game.
- 2) Markers may be stacked a maximum of 3 high.
- 3) Once placed, a marker may not be moved unless a blue or black Quirk is drawn.
- 4) Same color markers may not touch.
- 5) A marker may only be stacked on top of an opposing color marker to block (fig. 4) or to complete pointwinning triangles (fig. 2).

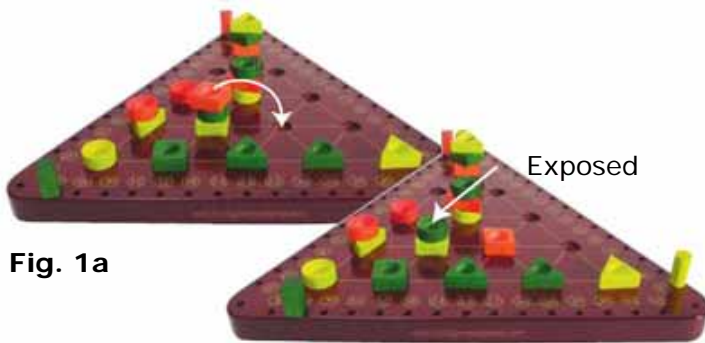


Fig. 1a

Fig. 1b

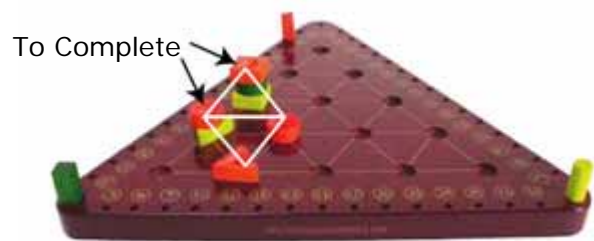


Fig. 2



Fig. 3

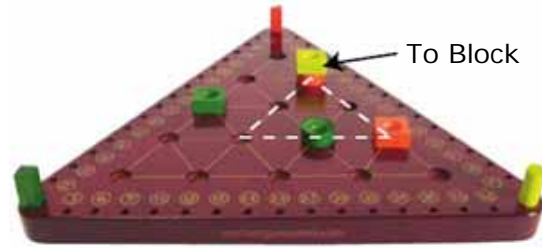


Fig. 4

QUIRKS

When you draw a Quirk, your color, your strategy plans, and your sanity could change instantly. Follow the directions then remove it from play. Do not put it back in the bag!

Purple: Every player must pass their score keeper to the player on the left. Your score does not change. The color of triangles you create must match your new score keeper!

Blue: Move any "top" marker (fig. 1a), to an available adjacent position. If a green triangle is exposed, as in -g. 1b, points are awarded to the green player. However, if other color triangles are created or exposed in the process, all matching color players score. Note: A "top" marker is a marker without another marker on top of it.

Black: Remove a "top" marker from play and return it to the bag. See above details on exposing a triangle.

SCORING

1. Points are never deducted.
2. One equilateral same color-topped triangle of any size, created or exposed = 3 points.
3. Players score points when their same color markers create triangles, even if created by an opponent.
4. Triangles may be added on to by positioning a same color marker to create another triangle (fig. 2).
5. Up to 7 triangles may be created with one strategic move (fig. 3).

WINNING

The game ends once all the pieces have been played. The player with the highest score wins the game.

NOTE: FOR A LESS QUIRKY VERSION OF PLAY, REMOVE THE PURPLE QUIRKS FROM PLAY

Manufactured and distributed by:

Family Games America FGA Inc. Montreal, Quebec, Canada www.familygamesamerica.com

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