

General Overview

Match Quilt is a fun, crafty card game where players build up their own four-by-four sampler quilts using the quilt blocks in the card deck. Players figure out how to score the most points with the materials they have on hand.

Quilt block cards earn points for matching fabrics and difficulty level to the existing cards in the row and column where the new card was played. Final scoring also rewards an even distribution of colors and patterns and largest set. The advanced mode brings in special card effects like one-time actions and ongoing abilities to make choices even more interesting for the quilters. Make it sew!



Components and/or a completed four-by-four quilt

Components List

Match Quilt is a card game at heart. In total, the contains the following components:

- 72 quilt block cards (12 different patterns with 6 copies in different fabrics)
- 4 player reference cards (*not yet made, lists player turn with scoring on one side, bonus categories and list of pattern names on the other*)
- 4 colored pawns for scorekeeping (*not sent with the prototype.*)
- 1 scoreboard (*not yet made, either cards e.g. Belle of the Ball or board e.g. Carcassonne.*)
- 50-point tokens (*if needed based on method of scoreboard*)

Game Setup

To start the game, deal out four quilt block cards to each player, and put the remaining cards facedown in the center of the play area to form the draw deck. Four cards is the default hand size. Place all pawns on the zero space of the scoreboard, and give each player a reference card.

Take the top four cards from the draw deck and place them side-by-side face up next to the draw deck to form the craft room stash. If a discard pile forms, it will do so on the opposite side of the draw deck from the stash.



Layout of play area after setup. Show dashed rectangles for where player quilts will go, and where discard pile will be.

The player who has most recently completed a craft project will start the game, unless the group has a house-rules method for determining start player.

During a Turn

A player's turn consists of three phases, described in more detail in the following sections:

1. Play Phase: choose a card from your hand to play onto an open spot on your quilt.
2. Score Phase: earn points for matching level and fabrics to cards in the row and column.
3. Draw Phase: draw back up to your hand size and play continues clockwise.

(a) Play Phase

On the first turn of the game, the active player chooses a card from their hand and plays it as the bottom left corner of their quilt, which will eventually be four cards wide and four cards high. This first card does not score points.

On future turns, the active player can play a card into any open slot that is connected to existing cards in the quilt, and columns of the quilt must be formed from the bottom upwards. If the new card is played above an existing card, it covers up the special text.



Large card example with callouts labeling:

- Name of quilt block pattern (Birds in the Air)
- Level of quilt block pattern (e.g. 3)
- Arrows showing distinct fabrics (e.g. blue paisley, red plaid)
- Special text (e.g. WHEN SCORING [...])

Cards have the following characteristics: the proper name that describes the overall pattern of the quilt block; the “difficulty level” of the pattern, i.e. the grid size needed to make the pattern out of triangles and squares, either 3, 4, or 5; the colorful fabrics that make up the quilt block, and special text for each pattern. NOTE: If this is anyone’s first time playing Match Quilt, ignore the special text on the cards. This text refers to one-time effects and special abilities of the cards for the full/advanced game.

(b) Score Phase

The card that was added to the quilt in the Play Phase is considered the “new card,” and all previously-played cards in the quilt are considered “old cards.” Points are scored for two categories

during the base game:

1. For every old card in the row and column where the new card was played that matches **difficulty level** with the new card (3, 4, or 5), score one point.
2. For every old card in the row and column where the new card was played that matches **two or more colored fabrics** with the new card, score one point.



Example of scoring to clarify what is meant by row and column (use example where there is empty space the middle of the 2nd or 3rd row. Even if not continuous, all cards in the row still count).

It is in this phase that some of the special texts on cards (WHEN COVERED and WHEN SCORING) resolve in the advanced game. See Card Text section for explanations.

(c) Draw Phase

After the scores have been noted on the score board, the active player draws up to their hand size. In most cases, this is equivalent to drawing one card. They can choose any face-up card in the stash or the top face-down card of the draw deck. As soon as a card in the stash is drawn, the top card of the draw deck is flipped over to replace it.

If all four cards in the stash share the same level or all have two or more colors in common, the entire stash is discarded and refilled.

If the draw deck is empty, shuffle the discard pile to reform the draw deck. If only the stash remains (end of four-player games), players draw one card in this phase until cards in the center are gone. If all cards are gone, skip this phase.

End of Game

When every player has played their sixteenth turn to complete their four-by-four quilt, final scoring bonuses are awarded. There are three bonuses, and it is possible to score anywhere from 0 to 3 bonuses.

1. Color Balance: if all four fabrics show up in each row and each column of a player's quilt (like numbers in a Sudoku puzzle), that player scores +5 bonus points. It is possible for all players to earn this bonus.

2. The Collector: players look at the named patterns in their quilt, no matter how they are arranged, and announce which pattern they have the most of, including how many blocks of that pattern they have (e.g. "four monkey wrenches"). Whichever player has the largest single set (most of one kind) scores +5 bonus points. If there is a tie for largest set, all players in the tie score the full bonus.

3. Sampler Quilt: players look at the named patterns in their quilt, no matter how they are arranged, and announce how many distinct patterns are in their quilt (maximum 12). The player with the most unique named patterns scores +5 bonus points. If there is a tie, all players in the tie score the full 5 point bonus.

After the final bonuses have been added to the scoreboard, the player with the highest score is declared the quilting champion! In the case of a tie, whoever has more distinct named patterns (sampler quilt) wins. If there is still a tie, the only recourse is a real-world, real-time quilt-off (or... tied players can share the victory).

Advanced Rules

Once you have gotten familiar with the base game, you can add in the special text on the cards. This will add many new choices to make, and increase both the strategy and interactivity of Match Quilt. In cases where the above rules conflict with card text rules, the card text rules should be used.

- Birds in the Air (Level 3)
"WHEN SCORING THIS CARD: Score cards in row and column with higher level (4 & 5) instead

of level 3." Functionally, you are treating Birds in the Air as a level 4 and as a level 5 during the scoring phase, increasing the likely matches. It is still a level 3 card for any future matches.

- Card Trick (Level 3)*
"WHEN SCORING THIS CARD: Score -1 point per card in row and column with [MISSING FABRIC] (not on this card)." The missing fabric on card trick is the colored fabric not on the quilt block. This is slightly different for each of the six copies of the card in the deck.
- Crazy House (Level 5)*
"ONGOING WHILE SHOWING: Hand size is decreased by 1 (default is hand size of 4)." While Crazy House is an open card with the special text uncovered, it affects your hand size. Multiple copies will stack. The effect from one Fool's Square will effectively be equalized by the effect from one Crazy House, and vice versa.
- Cross & Crown (Level 5)
"WHEN THIS CARD IS COVERED: Score +2 points per pattern match of new card to cards in one other quilt." This card is used to setup a later play. Once it is in your quilt as an open card, it can be covered by any quilt block. At the end of the scoring phase when this happens, you compare the new card (i.e. not the previously-played Cross & Crown) with any single opponent's quilt. For every quilt block that is the same named pattern as the new card, you gain +2 points.
- Duck & Ducklings (Level 5)
"ONGOING WHILE SHOWING: When you play a card of level 5 anywhere, score +1 point for this card." During the scoring phase, for each Duck & Ducklings card that is an open card, add +1 point if the new card playing into your quilt was a level 5.
- Dutchman's Puzzle (Level 4)
"DURING NEXT DRAW PHASE: Discard up to three cards and redraw back up to hand size." After playing and scoring, choose between 0 and 3 cards to discard, then redraw. The stash is filled after each draw, so after your first draw, you can draw the fresh card, any of the older cards in the stash, or the top card of the draw deck.

- Fool's Square (Level 5)
"ONGOING WHILE SHOWING: Hand size is increased by 1 (default is hand size of 4)." While Fool's Square is an open card with the special text uncovered, it affects your hand size. Multiple copies will stack. The effect from one Fool's Square will effectively be equalized by the effect from one Crazy House, and vice versa.
- Friendship Star (Level 3)
"WHEN SCORING THIS CARD: Also score cards in row and column with exactly zero matching colors." (*Note: this should use the "fabrics" terminology, but current prototype says colors.*) After completing the normal score phase, also check for cards in row and column with zero matching colors in common, and score +1 point for each.
- Maple Leaf (Level 3)
"WHEN THIS CARD IS COVERED: Double the value of the score for the new card played directly above this." This card is used to setup a later play. Once it is in your quilt as an open card, it can be covered by any quilt block. At the end of the scoring phase when this happens, double the score that you would normally have gotten for the new card.
- Monkey Wrench (Level 4)
"DURING NEXT DRAW PHASE: Search the discard pile and choose any card as your (first) draw." This card is more useful late in the game. If you are drawing more than one card (e.g. you have covered up a Crazy House card and restored your hand size), only your first draw may come from the discard pile. In the draw phase after you play this, you can choose to draw as normal instead.
- Ribbons (Level 4)
"WHEN THIS CARD IS COVERED: Score +2 points per 2-color match of new card to open cards in one other quilt." (*Note: this should use the "fabrics" terminology, but current prototype says colors.*) This card is used to setup a later play. Once it is in your quilt as an open card, it can be covered by any quilt block. At the end of the scoring phase when this happens, you compare the new card (i.e. not the previously-played

Ribbons) with the open cards in any single opponent's quilt. For each that has the typical 2+ fabric match, score +2 points.

- Star Flower (Level 4)*
"DURING NEXT DRAW PHASE: Discard one card and do not draw cards this turn." After scoring Star Flower, choose a card from your hand to discard. Then, skip the draw phase. In your next turn, you will draw back up to your current hand size.

*These three patterns are made with three different fabrics, while the rest are made with two fabrics. In the base game, these cards are objectively better. With the advanced rules, they have negative effects that may make you think twice about playing them!

Glossary

Stash: Face-up cards on the table that players can draw during their draw phase.

Fabric: There are four fabrics in the game, defined by their main colors (red, yellow, green, blue).

Open: An adjective describing, roughly, where a new card may be placed. An open slot is either right above an "open card" or an empty column. An open card is the top card of a column, and is considered open even if it is the fourth card in the column.

Variants and Other Ideas

Recycling: in the draw phase, players discard one card and then draw up to their hand size. Base game only, not advanced.

Solo-Quilt: Match Quilt could be billed as a 1-4 players game, as the base game is designed to be a puzzle game with low player interactivity. In the solo version, card text is ignored, and the player works to get the best score. 45-54: bronze medal, 55-64: silver medal, 65+: gold medal.

Player Color: each player is assigned a "favorite fabric" (matches pawn) and scores an extra +1 point in the score phase for each card they play that contains that fabric. Has not been playtested.

App Version: game would work well on phones.