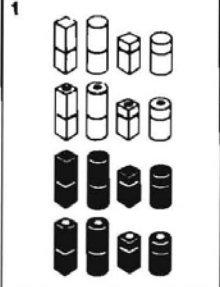
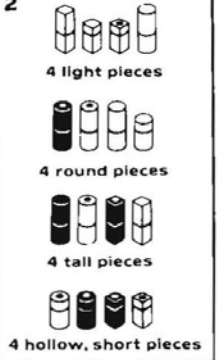
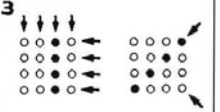




Quarto! - Rules of the Game

	<p>DESCRIPTION AND PREPARATION</p> <ul style="list-style-type: none"> • A board with 16 positions • 16 different pieces each with 4 characteristics (fig. 1): light or dark, round or square, tall or short, solid or hollow. • At the start of the game, the pieces are arranged at the side of the board.
	<p>OBJECTIVE OF THE GAME TO ESTABLISH A LINE OF 4 PIECES, WITH AT LEAST 1 COMMON CHARACTERISTIC (fig. 2) ON THE BOARD. The line of pieces may be across the board, up and down, or along a diagonal (fig. 3).</p> <p>GAME SEQUENCE</p> <ul style="list-style-type: none"> • The players flip a coin to see who starts. • The first player selects one of the 16 pieces and gives it to his opponent (fig. 4). • That player places the piece on any position on the board; he must then choose one of the 15 pieces remaining and give it to his opponent. • In his turn, that player places the piece on an empty position and so on...
	<p>WINNING THE GAME THE GAME IS WON BY THE FIRST PLAYER TO CALL "QUARTO!" (fig. 5).</p>
	<p>1 - A player calls "QUARTO!" and wins the game when, as he places the piece given to him:</p> <ul style="list-style-type: none"> • He creates a line of 4 light pieces or 4 dark pieces or 4 round pieces or 4 square pieces or 4 tall pieces or 4 short piece or 4 solid pieces or 4 hollow pieces.
	<p>Different characteristics can accumulate.</p> <ul style="list-style-type: none"> • He does not need to have placed the 3 other pieces himself. • He must declare his win by calling "QUARTO!". <p>2 - If this player has not noticed the alignment and passes a piece to the opponent;</p> <ul style="list-style-type: none"> • The latter may at that moment call "QUARTO" and indicate the alignment. He wins the game. <p>3 - If none of the players sees the alignment during the move during which it is created, it loses any value and the game continues.</p>
	<p>END OF GAME</p> <ul style="list-style-type: none"> • Game winner: A player who calls and points out a "QUARTO!". • Game even: All the pieces have been placed and no winner declared. <p>DURATION OF A GAME</p> <ul style="list-style-type: none"> • From 10 to 20 minutes • In a tournament, each player may be allocated a time limit of 1 minute per move.