

The Official  
**Quiltable**  
Rulebook

The word 'Quiltable' is written in a large, brown, serif font. The letter 'Q' in 'Quiltable' is the same quilted letter as seen above. The word 'Rulebook' is written in a smaller, brown, serif font below 'Quiltable'. A decorative flourish underlines the word 'Quiltable'.

For 1-4 players  
(1-8 with 2 copies!)

# Quiltable

All the greatest quilters have gathered for the city's Ultimate Annual Quilting Competition! You and other players enter an epic quilting race, vying for the Quick Quality Quilter Award, which can go only to one skillful competitor.

To keep up with competitors and win, you need to strategize, think carefully, and puzzle out the pattern that will be the most Quilttable!

## Object

Score points by creating a unique 4x4 quilt!

### STEP 1

## Setup

Shuffle all pattern cards.  
Remove cards based on the number of players.

| Players | *1-2        | 3           | 4          |
|---------|-------------|-------------|------------|
| Cards   | 48<br>(-48) | 72<br>(-24) | 96<br>(-0) |

Place the pattern cards in 4 roughly equal piles. Then turn 12 cards to the quilt-block side, arranging them around the pattern cards to form the Pattern Area.

The player with the most colorful socks begins! Give this player a turn-marker card, and the game proceeds clockwise.



\*See page 14  
for 1-8 players!

STEP 2

## Taking Your Turn

On your turn, take up to 2 actions (may be the same action twice, see clarifying rules on pages 6 and 7). Then pass the turn marker to the next player.

Action Example



**PLAN:** Choose 1 available pattern card, and place it face up near your quilt.

**CHOOSE:** Take 2 or 3 connected quilt blocks from the Pattern Area, and add them to your quilt. Immediately refill the Pattern Area.

**RETURN:** Move 1–4 connected cards from your quilt to the outside ring of the Pattern Area. (See Returning Cards, page 7.)

Note: Your quilt begins as an empty 4x4 grid that you fill as you go.

## Ending the Game

You trigger the end of the game when you meet either condition below. If you trigger the end of the game, finish your turn. Then each other player takes one final turn.

- All 4 pattern draw piles are empty *before* your turn.
- Your quilt is complete *after* your turn.

Finished Quilt




## Scoring and Victory

You score points in the following ways.



Multiply the indicated points for each pattern card by the number of times it is completed, counting each block only once for each pattern.



Add 1 point for each premium quilt block (cards with  in the corner) in your quilt.



Add a 5 point bonus if you fully completed your 4x4 quilt.



Total your points from each point category. The quilter with the most points wins! In case of a tie, the player later in turn order wins.

## Scoring Example



For the quilt below, the player scores points as follows:



11 points for premium blocks

12 points for the first pattern (in white)

6 points for the second pattern (in yellow)

5 points for finishing

**Total: 34 points!**



## ADDITIONAL RULES

### Completing Patterns

Each block counts for each pattern only **once**. So the pattern to the right would score twice with these 4 blocks, for 6 points total.



**Letters:** Many patterns contain letters, which may represent any type of block but must follow the specified pattern. For example, A-A-A indicates **any** set of 3 adjacent matching blocks, and A-B-C indicates any 3 adjacent blocks that are all different.

Letter patterns may represent **different** types of blocks in each instance of scoring, so an A-A pattern could score once for 2 adjacent pumpkin blocks and once again for 2 sunflower blocks in the same quilt.

Below are examples of pattern types. For scoring, patterns may be **rotated** as needed.



**Specific Pair:** These patterns show 2 specific blocks that must be adjacent (may be scored up to 8 times in a single quilt).

**Specific Square:** These patterns show 4 specific blocks that must be adjacent (may be scored up to 4 times in a quilt).



**Partial Square:** These patterns show 1 specific block next to 3 adjacent letter blocks; any letter block **may** match the first block (may be scored up to 4 times in a quilt).

**Partial Short Line:** These patterns show 1 specific block adjacent to 2 letter blocks; a letter block **may** match the first block (may be scored up to 5 times in a quilt).



**Partial Long Line:** These patterns show 1 specific block adjacent to 3 letter blocks; any letter **may** match the specific block (may be scored up to 4 times in a quilt).



**Long Line:** These patterns specify 4 letter blocks that must be adjacent (may be scored up to 4 times in a quilt).



**Unique Arrangements:** These patterns show 4 letter blocks with a unique arrangement in a 9-square portion of your quilt; instances of each pattern **may** overlap with other instances if the lettered spots are counted only once (may be scored up to 2 or 4 times).



Each pattern card has a pattern, points for finishing, and an icon indicating the block type on the reverse.

## Connected Cards Rule

You may **CHOOSE** or **RETURN** blocks if they are connected by a flat edge, **not** those that are connected only diagonally. When you place blocks in your quilt, they must remain joined in the same way in which they were connected in the Pattern Area, though the whole group may be rotated as desired.



*The example below is allowed; the one above is not.*



## Single Quilt Rule

Your quilt should always remain a single group. Any time quilt blocks are added or removed, all quilt blocks should remain connected to the rest of your quilt by a flat edge. Your quilt may never exceed the limits of a 4x4 square.



*This block may not be removed.*

## Refilling the Pattern Area

When quilt blocks are taken using the CHOOSE action, **immediately** refill empty spots from the nearest pattern draw pile. If multiple spots must be refilled from the same pile, the active player may decide which card goes where. Blocks on the outer edge that were placed using the RETURN action are **not** replaced.

Whenever a pattern pile empties, immediately refill that spot with a **quilt block** from an adjacent pattern pile. This expands the block options available to players.

*Pattern Area*



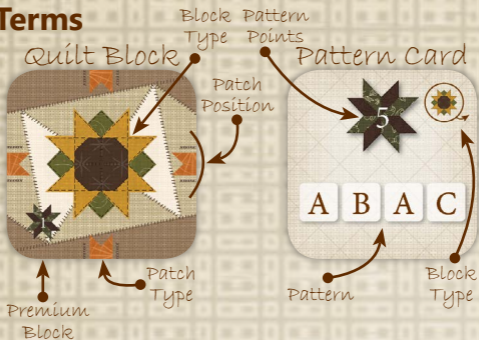
## Returning Cards

You may split up returned cards to place anywhere on the outside edge of the Pattern Area. Returned cards become available for all players to CHOOSE.



If any card becomes stranded in a corner when blocks are chosen (see above), please move it to connect it with the main Pattern Area.

# Terms



Pumpkin

Corn Cob



Leaf

Sunflower



Pie

Acorn



Cottage

Apple





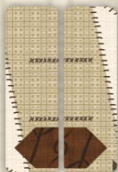
## ADVANCED GAME

Below are 3 extra modules that may be added for an advanced game. We enjoy playing with them all, but feel free to use just 1 or 2 if you prefer.

### Patches

Each quilt block comes with 1 of 4 patch types in 1 of 3 possible positions. This patch is repeated on each side of the block.

Patch Types



+ 3 points!

As you place blocks in your quilt, try to match the patches from each new card with patches on cards in your quilt.

At the end of the game, score 3 extra points for *every* patch that matches in *both* type and position. A perfect quilt could score you 72 extra points!



### Symmetry



Diagonally  
symmetrical quilt

A symmetrical quilt can be difficult to achieve, but if you do it, you score 15 extra points!

*Symmetrical* means that if your quilt were folded vertically, horizontally, or diagonally, each block type would match.



You may score points for symmetry even if you do not finish your quilt, if the empty part of your quilt *could* have matched the rest.



unfinished but  
symmetrical quilt

## Quilting Assistants

Randomly take an assistant card; then choose 1 side to use throughout the game. Also, place 1 assistant in the center of the playing area. For 1 action in any turn, you may trade your assistant with the one in the center.



### Big Billy

(once per turn, for 1 action)

You may CHOOSE 1–4 connected cards instead of the usual 2–4 cards.

### Gifted Gladys (for 1 action)

You may CHOOSE and RETURN unconnected blocks. As you CHOOSE blocks they must remain in the same relative position. After this action your quilt should still be in 1 piece.



### Granny Smith

(once per turn, for 1 action)

Without checking the other side, you may flip 1 of your quilt blocks and place it with your other pattern cards.

### Mayhem Maddie

(once per turn, free)

You may flip the assistant card of 1 other player. That player may immediately give you any 1 pattern card to undo it.





## Planning Peter (ongoing)

The Single Quilt rule does not apply to you. Though the 4x4 size limit still applies, you may leave gaps in your quilt as you CHOOSE or RETURN cards.

## Sneaky Sally (for 2 actions)

You may use both actions to PLAN by taking 3 patterns instead of 2. (These can be from different piles.)



## Swap Shop Sandra

(once per turn, for 1 action)

You may trade 1 block from your quilt with a single quilt block from the Pattern Area.

## Terrific Tim

(up to twice per turn, free)

You may donate 1 pattern card to another player and receive a third (or fourth) action that turn.



## Tricky Travis (for 1 action)

You may switch assistant cards and associated abilities with another player.

## Uncle Sam

(once per turn, for 1 action)

You may flip 1 of your pattern cards and add it to your quilt, or you may take a pattern card to flip immediately.



## VARIATIONS

### All Cards

Instead of counting out a specific number of cards according to the number of players, use all the cards! The extra cards give you more time to PLAN patterns and more opportunities for really high scores!

### Symmetrical Race

Build the Pattern Area just like in the regular game, but in this game don't use patterns, premium blocks, patches, or points.

**OBJECT:** Be the first to complete a Qualifying Quilt.

A Qualifying Quilt **MUST** be symmetrical—vertically, horizontally, or diagonally—meaning that when the quilt is folded over, all block types match. Quilts should still be 4x4.



Remember that if your quilt is diagonally symmetrical, *any* quilt blocks can go down the center since these match themselves!

For each turn, you may take 2 actions, split between CHOOSE and RETURN. The PLAN action does not apply in this game.

The RETURN action is especially important in this game; pivoting your strategy midgame is often a great way to win! The number of returned cards surrounding the Pattern Area is not limited.

**ENDING THE GAME:** As soon as you make a Qualifying Quilt, the game ends! If you finish your quilt and it is not symmetrical, continue the game until a Qualifying Quilt is successfully sewn.

## QUICK START GAME

### SETUP

Place the pattern cards in 4 piles. Give each player a pile. Each player chooses 1 pattern from the pile to use for this game. Return the rest to the table.

Flip 3 cards from each pile to the quilt-block side, arranging them around the pattern piles, as shown, to form the Pattern Area.

Pattern Area



The player with the most colorful socks begins.

### TAKING YOUR TURN

On your turn, take 1 of the 2 actions below.



**CHOOSE:** Take 2 or 3 connected quilt blocks from the Pattern Area, and add them to your quilt. Refill the Pattern Area from the nearest pile.

**RETURN:** Move 1–4 connected cards from your quilt to the outside ring of the Pattern Area.




Then pass the turn-marker card to the next player.

### ENDING THE GAME

Once you complete a 4x4 quilt, give each player 1 more turn, and then end the game.



Count the points for your pattern card once for each time it appears in your quilt.

Add 1 point for each premium quilt block (cards with  in the corner) in your quilt.



Add a 5 point bonus if you fully completed your 4x4 quilt.

## Solo Game

Pick a Quilting Master (QM) to compete with below. Designate a turn marker as the QM card, and place it by any corner of the Pattern Area.

You start, and take your turns according to the normal rules. On the QM's turn, move cards to the QM Scoring Stack as described below.

1. Take quilt blocks, moving from the QM card clockwise, and add them to the QM Scoring Stack.
2. Move the QM card to the next available block.
3. Refill the Pattern Area.



### Granny Smith (easy)

Take 1 card in the basic game, 2 with advanced modules.



### Terrific Tim (medium)

Take 2 cards in the basic game, 3 with advanced modules.



### Gifted Gladys (hard)

Take 3 cards in the basic game, 4 with advanced modules.



### Big Billy (extreme)

Take 4 cards in the basic game, 5 with advanced modules.



The usual criteria end the game, but **you** take the last turn. Flip the QM Scoring Stack to the pattern side.

Tally the QM's points from the QM Scoring Stack (each pattern scores exactly once). Then add up your own points. If you have the most points or tie, you win!

## 5-8 Players (Mini)

With a single copy of the game, you can play a mini game with 5-8 players! Shuffle in 12 cards per player.

Most rules remain the same, but you will make a 3x3 quilt (instead of 4x4), and you may not use the PLAN action to take any Long Line or Partial Long Line patterns (see page 6).

Play with basic rules or advanced modules, but do not use quilting assistants.

## 5-8 Players (Full, 2 Copies)

With 2 copies of the game, you can play a full game with 5-8 players! Shuffle in 24 cards per player.

Most other rules remain the same, and duplicate patterns may be claimed. If you use quilting assistants, 2 players may choose the same assistant.

Basic games usually take 15 minutes plus 5 minutes per player. Advanced games can take slightly longer.

## 5-8 Players (Speed, 2 Copies)

With 2 copies you can play a speed game as well!

During SETUP, shuffle in 24 cards per player. Set up 2 Pattern Areas as shown, with 2 turn markers to distinguish the areas; then assign the other 2 turn markers to crosswise players.

When you have a turn marker, take your turn with that Pattern Area. With 2 players taking turns at once, Tricky Travis and Mayhem Maddie may not target the other active player. A turn marker skips you if it comes as you are still using the other turn marker.



## Separating Cards

If you combine 2 copies of the game, you will need to separate the cards after the game. See our online product page for a video of how to do it.



1. Sort the quilt block cards by type. Each copy of the game has 12 cards of 8 types, so a 5–8 player game might have up to 24 cards of each.
2. Slide the cards so the edge of each card is visible, and then remove any cards where the patch type and position match. These go to the other copy.
3. Verify that you have 12 of each block type; then set aside 1 of each quilting assistant, 2 turn-marker cards, and 2 reference cards to the original box.



*duplicate card*

## Additional Resources

Optional scoring sheets and rules videos are available on the product page linked above.

Scoring sheets are not needed, but they may be helpful in games with high player counts or games with multiple advanced modules.

[CircleJGames.com/product/quiltable-the-card-game](https://CircleJGames.com/product/quiltable-the-card-game)

**Contact us** with any questions!

Email [Quiltable@CircleJGames.com](mailto:Quiltable@CircleJGames.com)



Design by Jared  
& Madeline Richardson



Art by Abby Jones  
& Hanna Beach

