Stitch

How to Play

SETUP

Deal out 9 cards per player. Place all other cards in the center, with a reference card on top. The dealer may use the other reference.

GAME PLAY

All players take each turn together. Choose 2 cards, and add them to your quilt. Then pass the remaining 7 cards to the player on your left. Repeat this until only 1 card remains.

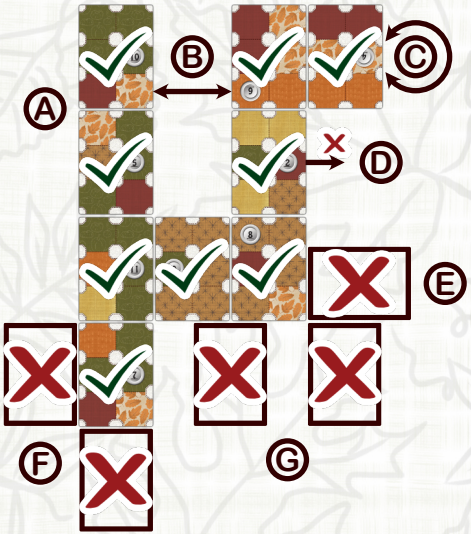
Discard your final card; then deal a new hand of 9 cards to each player. Pick and pass as before, but this time pass to your right.

SCORING & WINNING

Each button scores points if it is connected to the indicated number of matching squares, and loses points if it is not. Going card by card, add and subtract points from your score.

The player with the most button points wins!

Rules for Placing Cards



- **A** When placing cards, colors don't need to connect.
- **B** You may place your 2 cards in 2 different areas.
- **C** When placing cards, you may flip or rotate them 180°.
- **D** Don't move a card from a previous turn.
- **E** Don't place cards sideways.
- **F** Don't place cards that go beyond your 4x4 quilt.
- **G** Don't place cards that overlap or don't connect.

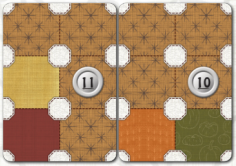
Scoring Examples

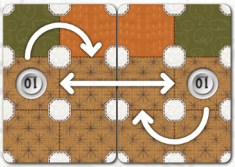
Look at the number on each button. That button counts as positive points if it connects to at least that number of matching blocks, and it counts as negative points if not.



Tips and Tricks

Try to start the game with large contiguous groups of a single color. This sets you up for lots of points!





If you can't find quite the right spot for a card, try flipping or rotating it to help it fit!

Solo Game

Face off against the Quiltmaster. Each turn draw 3 cards. Play 2 of the cards, then discard the last. After 8 turns, end the game.

Score your quilt as normal, then score all discarded cards as positive points for the Quiltmaster. Compare scores. If you have the most points or tie, you win!

For a harder game, draw 4 or 5, and discard 2 or 3 per turn.

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