Qwiply

The trick-taking roll-and-write game!

Can you win the target number of rounds for each suit? Winning a round is determined by the die you choose and the suit you assign it to. You have to follow that round's suit if you can otherwise you are free to assign it to a different suit. Be careful - once you assign a number to a suit you cannot use those two together again!

Components

Pad of sheets, (5) Pencils, (1) white d6 die, (6) purple d6 dice

Setup

Give each player a sheet and a pencil.

Each player crosses out a number of their choice in each of the five main suit rows (Sun, Palm Tree, Drink, Sunglasses, Water).

Each player determines how many rounds they will try to win of each of the five main suits and writes down this "bid" for each in the appropriate box.

NOTE: For your first few games, it is recommended that the total of your five bids should equal approximately 15.

How To Play

The start player rolls the dice and, after seeing the results, declares one of the five main suits for the round. This is known as the lead suit. The starfish suit can NOT be declared as the lead suit.

Randomly determine the start player for the first round. Give them the one white die and a quantity of purple dice equal to the number of players plus one. Return the rest of the dice to the box. Example: Use 5 purple dice in a 4-player game.

Beginning with the player to the left of the start player and continuing clockwise, each player claims one of the purple dice and marks the matching number on their sheet. Once a die has been claimed in a round, no other players can claim it. The type of mark and the suit row in which the number is marked are determined as follows:

1) FOLLOW SUIT: Check the lead suit row. If the number chosen is not marked, you must mark that number in the lead suit row. Check if you won the round. If the number is equal to or greater than the number on the white die, circle the

How To Play cont'd

number – this is a win for that suit. If the number is less than the number on the white die, cross out the number – this is a loss for that suit.

NOTE: Winning or losing a round is determined on an individual basis versus the white die and not versus each other. More than one player may win a round or no one may win a round!

2) ALTERNATE SUIT: If the number chosen is already marked in the lead suit row, you must mark that number in a different suit's row. If you choose the starfish suit, circle the number (regardless of the white die value). Write the lead suit in the box above the number circled – this is a win for that suit. If you choose a different suit, cross out the number (regardless of the white die value) – this is a loss for that suit.

3) PENALTY: If the number chosen is marked in every row of your sheet, cross out a "PENALY" box on your sheet.

IMPORTANT: Once a number is marked, you cannot use that number for that suit for the remainder of the game!

The start player will be the last player to claim a die in a round. Then the next round begins and the new start player is the player to the left of the current start player.

End of Game

The game ends when a player has marked all numbers in any three of the six rows or when a player takes a third penalty. Finish the round in which either of these conditions occurs.

Scoring & Winning

Count up how many rounds you won (circled numbers) for each of the five main suits. Be sure to allocate the wins using the starfish suit to the win total of the appropriate main suit. For suits where you got your bid exactly, you get points according to the chart on the player sheet. For suits where you are under your bid, you get one point for every round won. For suits where you are over your bid, you lose one point for every round you won that is over your bid. For each "PENALTY", you lose 2 points.

The player with the most points wins!

Qwiply, v1.1

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Card 1

SUIT:							BIDS	WINS	POINTS
⭐	1	2	3	4	5	6			
☀	1	2	3	4	5	6			
🌴	1	2	3	4	5	6			
🍹	1	2	3	4	5	6			
🕶	1	2	3	4	5	6			
〰	1	2	3	4	5	6			

PENALTY: ☐ ☐ ☐

Qwiply

SCORING

For Each Suit
If Wins < Bid,
1 point per win

If Wins = Bid,
points as follows
Bid : Points
0 : 20
1 : 12
2 : 7
3 : 4
4 : 7
5 : 12
6 or more : 20

If Wins > Bid,
-1 point per win
that is over bid

Penalty
-2 points each

SCORE:

Card 2

SUIT:							BIDS	WINS	POINTS
⭐	1	2	3	4	5	6			
☀	1	2	3	4	5	6			
🌴	1	2	3	4	5	6			
🍹	1	2	3	4	5	6			
🕶	1	2	3	4	5	6			
〰	1	2	3	4	5	6			

PENALTY: ☐ ☐ ☐

Qwiply

SCORING

For Each Suit
If Wins < Bid,
1 point per win

If Wins = Bid,
points as follows
Bid : Points
0 : 20
1 : 12
2 : 7
3 : 4
4 : 7
5 : 12
6 or more : 20

If Wins > Bid,
-1 point per win
that is over bid

Penalty
-2 points each

SCORE:

Card 3

SUIT:							BIDS	WINS	POINTS
⭐	1	2	3	4	5	6			
☀	1	2	3	4	5	6			
🌴	1	2	3	4	5	6			
🍹	1	2	3	4	5	6			
🕶	1	2	3	4	5	6			
〰	1	2	3	4	5	6			

PENALTY: ☐ ☐ ☐

Qwiply

SCORING

For Each Suit
If Wins < Bid,
1 point per win

If Wins = Bid,
points as follows
Bid : Points
0 : 20
1 : 12
2 : 7
3 : 4
4 : 7
5 : 12
6 or more : 20

If Wins > Bid,
-1 point per win
that is over bid

Penalty
-2 points each

SCORE: