







Patchwork



Objective: Players compete to get the most points by filling up their quilt with patches and collecting buttons.

Setup

1. Each player takes a Quilt board, a Time token ( / ), and 5 Buttons () as their starting currency.
2. Place the Time board in the middle of the table.
3. Place the remaining Buttons next to the Time board to create the supply.
4. Each player places their Time token on the outside most space of spiral that forms the Time track on the Time board; randomly decide which player will start the game, that player places their Time token on top of the other player's Time token.
5. Place the 1x1 Special Patches () on the marked spaces of the Time board.
6. Place the remaining Patches in a circle around the Time board.
7. Locate the 1x2 Patch (the smallest Patch) and place the Neutral token () between the smallest Patch and the next Patch in clockwise order.
8. Place the Special tile () near the Time board.

End of Game

The game ends when both players Time tokens ( / ) reach the last and central most space of the Time board.

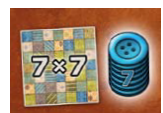
Each player calculates their points by counting their remaining Buttons (), adding 7 to the total if they claimed the Special tile (), and then subtracting 2 points for each empty space on their Quilt board.

The player with the most points is the winner.



Tie-breaker: In the event of a tie, the player that got to the last space of the Time board first wins the game.

Special Tile

The first player to completely fill a 7x7 square of spaces on their Quilt board receives the Special tile which is worth 7 points at the end of the game.




Turn Order (Single player turns)



The player whose Time token ( / ) is furthest ahead on the Time board takes a turn; this can result in a player having multiple turns back-to-back before their opponent gets a turn.


- If both Time tokens are on the same space of the Time board, the player whose Time token is on top goes first.


On a player's turn they must take one of the following actions:

Advance and Receive Buttons (): The player moves Time token on the Time board so that it occupies the space in front of their opponent's and takes 1 Button from the supply for each space their Time token moved.

Take and Place a Patch: The player performs the following steps in order if they can pay for and legally place a patch:

1. **Choose a Patch:** The player chooses one of the three patches that are in front of the Neutral token () in clockwise order.
2. **Move the Neutral token:** The player moves the Neutral token next to the chosen Patch.
3. **Pay for the Patch:** The player pays the number of Buttons () depicted on the label of their chosen Patch to the supply.
4. **Place the Patch:** The player places the Patch onto their Quilt board.
 - The player must place the Patch so that the entirety of the Patch fits within the grid of their Quilt board.
 - The player may not place the Patch on their Quilt board in such a way that it overlaps previously placed Patches in any manner.
 - The player may freely rotate and/or flip the Patch when placing it.
5. **Move Time Token:** The player moves their Time token on the Time board the number of spaces as depicted by the hourglass on the label of their chosen Patch.
 - If the player's Time token ends up on the same space as their opponent's, they place their token on top of their opponent's.
 - If the player's token were to move past the last space on the Time board, they stop on the last space.
 - Whenever a player crosses a marked space on the Time board, they resolve the corresponding event(s) at the end of their movement:

Button (): The player receives a number of Buttons from the supply equal to the number of Buttons showing on their Quilt board.

Special Patch (): The player takes the Special Patch from the Time board and places it on their Quilt board immediately.