Quarto!

Quarto! is a game for two people. There are sixteen different playing pieces that are used in the game.

This set includes the following...

1 – Light color short square solid	1 – Light color tall square solid
1 – Light color short square with hole	1 – Light color tall square with hole
1 – Dark color short square solid	1 – Dark color tall square solid
1 – Dark color short square with hole	1 – Dark color tall square with hole
1 – Light color short round solid	1 – Light color tall round solid
1 – Light color short round with hole	1 – Light color tall round with hole
1 – Dark color short round solid	1 – Dark color tall round solid
1 – Dark color short round with hole	1 – Dark color tall round with hole

The object is to place pieces in a row of four making the entire row match by one or more of the characteristics of the pieces. An example would be four dark colors, four with holes, four short, four tall, etc. The row can be in any linear direction.

Before the game begins, place all pieces to the side of the game board for both players to use.

Game play starts by one player selecting the first piece to be played and giving it to the opponent to play. The piece can be place anywhere on the board. There are two basic moves in each play once play begins. The moves are to first place the piece given on the game board, and then second select the piece for the other player to play. The game ends with one row of four that match in one or more of the mentioned characteristics and the player that placed the final matching piece calls out Quarto!

Once a piece is placed on the board, it is not moved again during the game. Players may place any piece in any of the sixteen positions.

It is possible for all pieces to be played with no winner. This would be a draw and the game would begin again with all pieces to the side.

The items to look for are, Round/Square, Tall/Short, Hole/Solid, Light/Dark.

I hope you enjoy playing this hand crafted game.

1 – Playing board with sixteen playing spots.

Cooper's Pens and Things