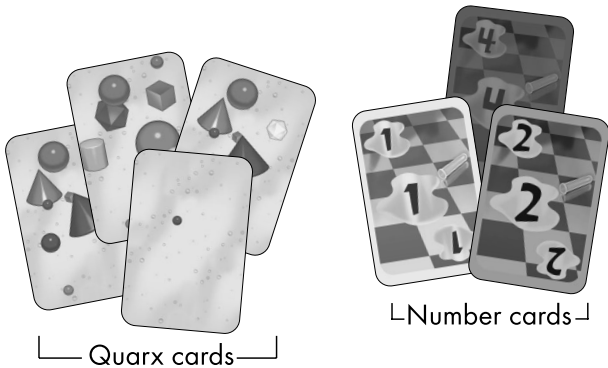


GAMERIGHT®  
**QUARX™**  
 THE QUICK COUNTING SHAPES CARD GAME 2-6 PLAYERS AGES 10 AND UP

## RULES OF PLAY

### CONTENTS

- 30 Quarx cards
- 30 number cards (1, 2, 4, 8, 16 in six colors)



### OBJECT

Collect the most Quarx cards by counting spheres and being the first to lay down number cards showing the exact total.

### SET UP

- Separate the Quarx cards from the number cards. (The Quarx cards are the ones with the 3-D shapes.)
- Each player chooses a set of five number cards according to card color. Place any unused sets back in the box.
- Shuffle the Quarx cards and deal them equally to each player (Place any extra cards out of play). Stack your cards in a face down pile in front of you.

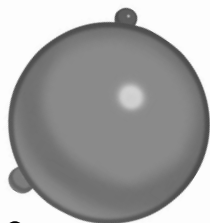
### GAME PLAY

Quarx is played in rounds. In each round, all players simultaneously turn over the top card from their Quarx pile and place it face up in the middle of the playing area, visible to all. *Note: In a 2 or 3 player game, each player turns over the top 2 cards.*

Once the cards have been revealed, all players, without taking turns, race to count the total of all colored spheres scattered among the cards.

#### COUNTING NOTES:

- Count only the spheres, not the other 3-D shapes.
- Players must count silently.
- No player may touch or block the Quarx cards with their hands while counting.

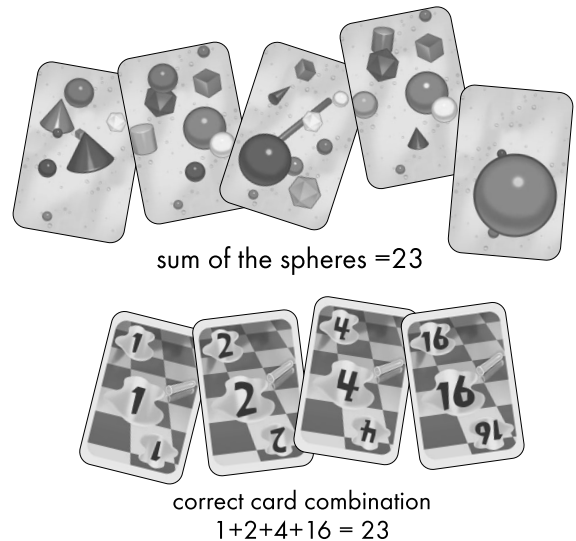


The tiny bubbles in the background of the cards do not count as spheres!

When you figure out the total, form the sum by adding together the appropriate number cards from your hand. Then lay them **face down** on the playing surface and announce out loud the order in which you finished. For example, "First!" or "Second!"

*Important Note: Once you place your cards down, you may not change them! Look carefully before you play.*

For example, let's say the sum of the spheres is 23. The card combination that should be played is  $1+2+4+16 = 23$ .



*Note: It is possible to represent every number between 1 and 31 using the number cards. If the total number of spheres exceeds 31, lay all of the number cards face down.*

### END OF A ROUND AND SCORING

When all players have placed number cards face down, everyone reveals them and, going in order of fastest to slowest, announces the total that they figured. Players should confirm both the correct total of spheres as well as check each other's number card combinations to make sure they represent the correct total.

Once the correct sum has been determined, points are awarded as follows:

- In a two-player game, the fastest to lay down the correct total receives 2 points.
- In a three to five-player game, the fastest correct player gets 2 points, the second gets 1 point.
- In a six player game, the fastest correct player gets 3 points, the second gets 2 points and the third gets 1 point. Players receive points in the form of Quarx cards (1 point = 1 Quarx card).

Winners take the corresponding number of cards from the face up group and place them face down off to their sides. Any unclaimed Quarx cards are put out of play. All players pick up their number cards and start the next round.

## SCORING NOTES:

♻️ If the fastest player either puts down the wrong total or the wrong number combination, points are awarded to the next fastest player and so on.

♻️ In case of a tie, all tied players receive one point.

♻️ If no player has the correct total, place all face up Quarx cards out of play and start a new round.

## WINNING THE GAME

At the end of the last round, players count up their Quarx cards. Whoever has the most wins. For a longer game, re-shuffle the Quarx cards and play until one player scores 30 points.



## A WORD FROM GAMEWRIGHT

We love the challenge of a good fast playing game. What makes Quarx even more enthralling is the fact that it's not just a game about speed but also about accuracy. In order to win at Quarx, you must be precise on two different levels – visually as well as arithmetically. First, it takes a couple of keen eyes to pick out the spheres from the confusion of shapes on the Quarx cards. Then, you need to do some quick mental math and figure out how to represent the exact total using only a static group of numbers (1,2,4,8,16). Quick counting, fast figuring— all the elements for fun!

—The Gamewright Gang

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