Quivit!

The Color Matching
Card Game

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Quivit is a simple and fun grid-based card game playable on any surface. Cards are arranged in a 5 x 5 grid with players rotating cards with random color squares to match adjoining cards with like colors to score points.

Playing Surface

The playing surface can be whatever is handy, but should be level and large enough for the card grid (approximately 2' x 2') to be spaced enough for individual cards to be flipped and rotated without affecting the other cards.

Card Deck

The playing deck, also referred to as the draw deck, consists of 160 cards which are shuffled and drawn from to build a 5 x 5 playing grid. There are enough cards for 4 players to play out a game of 5 rounds.

Additional decks can be purchased and combined together to grow the draw deck and support more players and rounds.

Cards

The cards are printed with 4 distinct color squares (red, green, blue, and yellow) and a pattern is overlaid to help the visually impaired. Each card has a point value in its center.

The 160-card deck consists of

1 Point Cards (X 64)

2 Point Cards (X 46)

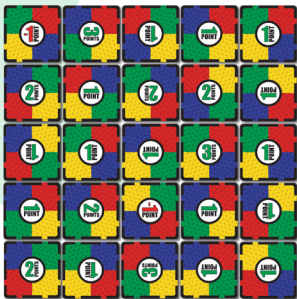**3 Point Cards (X 26)**

-1 Point Cards (X 12)

Double Rotate Cards (X 6)
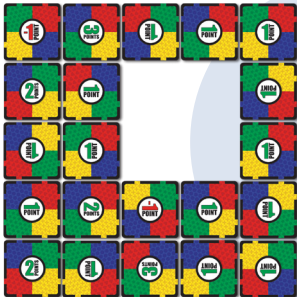
Color Block Cards (X 6)

Refreshing the Playing Grid

1

Playing grid is full.

2

Scored cards are removed from playing grid.

3

Playing grid is filled in with new cards from the draw deck.

4

Playing cards are flipped.

Color Die (optional)

There is a single eight-sided die included which can be used with the *Random Color* rule. The die has 2 facings of each color shown on the cards (red, green, blue, and yellow).

Timepiece (optional)

The *timepiece* can be any device capable of counting down, such as a cell phone, kitchen timer, or our sand timer. In these rules, the *timepiece* refers to the included sand timer, but you can use whatever you want.

The *timepiece* is used in the *Timed* rule.

The *timepiece* is also used as the first player marker, with the first player starting the timer for the turn.

Flipping Cards

When flipping over a card, it can be flipped vertically or horizontally. Vertically can be top-to-bottom or bottom-to-top. Horizontally can be left-to-right or right-to-left.

Once a card is flipped, the card retains its position and is not reoriented. For some, this will introduce a feeling of chaos into the gameplay. This is by design. By having card numbers facing different directions, this removes any advantage a player might have to clearly see the values on each card.

Rotating Cards

A card can be rotated one facing, or 90 degrees, left or right.

When rotating a card, the player must maintain contact with the card; otherwise, the card is considered played and the player's turn ends.

To cancel a rotation, the player must counter-rotate the card back to its starting position before breaking contact.
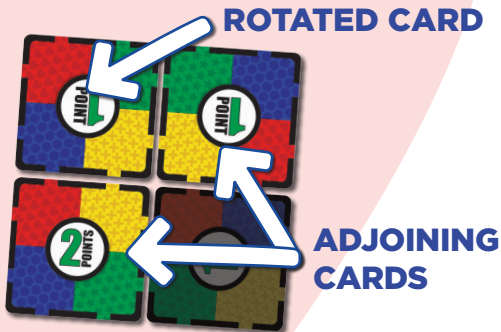
Linking Colors

After a card has been rotated, all cards with adjoining color squares that match are considered linked. All cards with linked color squares are removed from the play grid and scored by the player.

In some cases, linked colors can extend to an adjacent card (not touching the card that was rotated) from an adjoining card. These are also considered linked, and are likewise removed and scored by the player.

ROTATED CARD

ADJOINING CARDS

ADJACENT CARD

ROTATED CARD

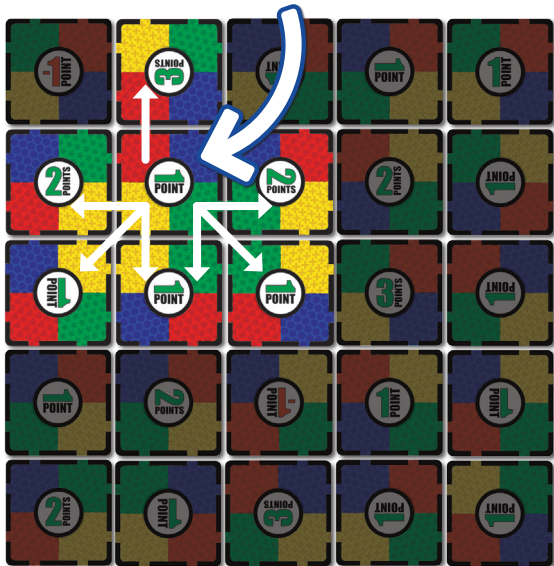## 10 POINT PLAY WITH BONUS ADJACENT CARD

Free Links

This rule only applies if playing with the *Double Rotate* rule.

## SELECTED CARD

**11 POINT PLAY WITH
BONUS ADJACENT CARD**

A **Free Link** is the occurence of color linking by refreshing the playing grid. This will result in a square being formed over four cards. The previous example shows both green and yellow linked cards as **Free Links**.

If the current player holds a **Double Rotate** card, the player may choose a single card involved in the free link as if that card was rotated during the turn. The player will then review all surrounding cards for adjoining color links.

The card designated as rotated can be part of more than one **Free Link**. If this happens, the player may score all **Free Links** that the selected card is involved with.

Free Links can be blocked by other players with a **Color Block** card after the playing grid is refreshed and before the current player's turn begins (see pg. 15).
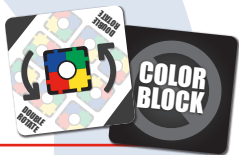
Setup

Remove all **Double Rotate** and **Color Block** cards from the deck and thoroughly shuffle the remaining cards. This will become the draw deck.

Optional: If playing with the *Color Blocking* rule, each player receives a **Color Block** card to use during gameplay.

Optional: If playing with the *Double Rotation* rule, each player receives a **Double Rotate** card to use during gameplay.

Determine the first player. The turn order goes either clockwise or counter-clockwise, as agreed upon by the players. The first player now gets the timepiece.

FIRST PLAYER

Draw cards from the top of the draw deck and build a 5 x 5 grid of cards on the playing surface. All cards are placed face down in the playing grid, then flipped face up before gameplay starts.
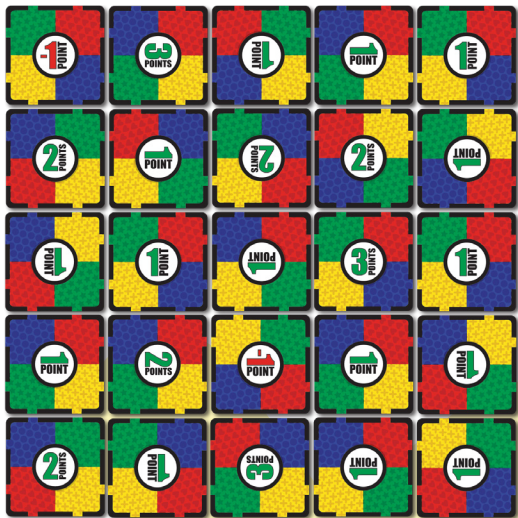
Playing the Game

1. If using the *Color Blocking* rule, *Color Block* cards are played.

2. If using the *Timed* rule, the sand timer is flipped.

3. If using the *Random Color* rule, the color die is rolled.

4. The current player may rotate any one card to create one or more color links. Refer to *Rotating Cards* for details (pg. 8).

5. Once a rotation is final, adjoining cards are scanned for color links originating from the rotated card. The current player takes the linked cards. Refer to *Linking Colors* for details (pg. 9).

6. The playing grid is refreshed with new cards from the draw deck, placed face down. When the card grid is completely refreshed, all

new cards are flipped face up. Refer to *Flipping Cards* for details (pg. 7).

End of the Round

1. The round ends when all players have rotated a card.

2. The *Card Deck*, *Timepiece*, and *Color Die* moves to the next player, who then becomes the new first player.

End of the Game

1. After 5 full rounds have been completed, the game is over and points are counted.

2. If using the *Drain the Deck* rule, play may continue according to the rules. (see pg. 21).

3. If using the *Double Rotation* rule, there are additional scoring conditions (see pg. 23).

Winning the Game

The player with the highest score wins. In the event of a tie, the player with the most cards wins the tie breaker.

Random Color

This optional rule has the current player roll the *Color Die* to determine which color they may link. The player may only take linked cards if the linked colors match the color on the *Color Die*.

If this rule is combined with the *Color Blocking* rule, then the die roll happens after *Color Block* cards have been played (if any).

If this rule is combined with the *Timed* rule, then the timer is started prior to rolling the *Color Die*.

Color Blocking

This optional rule adds the **Color Block** card into the game. Each player is given a single **Color Block** card, which can be played after cards are flipped prior to the current player starting the turn.
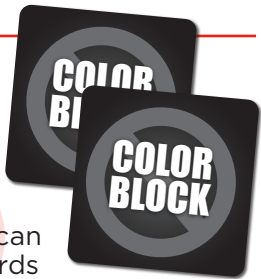
The current player must ask if anyone wants to play a **Color Block** card. If not, the player's turn begins. If a player plays a **Color Block** card, it is placed over any single card on the playing grid. The **Color Block** card stays on that card for the rest of the game.

Color blocking is encouraged to add a little more chaos to gameplay and has no beneficial outcome at the end of the game, unlike the *Double Rotate* card. So you might as well use it.

If this rule is combined with the *Random Color* and/or *Timed* rules, *Color Blocking* is resolved first.

Timed

This optional rule uses a countdown timer to add a time restriction to the current player's turn. The player is given 1 minute to make a choice and rotate a card. The time can be shortened or extended, through the use of optional timers as described in *Timepiece* (pg 6), to suit the desired play style.

If this rule is combined with the *Random Color* rule, the timer is started prior to rolling the color die.

If this rule is combined with the *Color Blocking* rule, *Color Blocking* is resolved before the timer is started.

Drain the Deck

This optional rule extends gameplay past the standard 5 rounds, and involves counting cards to determine the end of the game.

This rule can be used with any combination of other optional rules. After the initial 5 rounds have been completed, subsequent rounds will depend on the number of cards in the draw deck at the end of each round. Additional decks can be added to extend the number of rounds played and/or player count, with each deck essentially supporting 5 rounds of 4 players.

The sequence is as follows:

1. Prior to the start of a round, count the cards in the draw deck. If there are 15 or fewer, the game ends and points are counted.

2. If more than 15 cards remain in the draw deck, play continues in established player order. All cards gained on a player's turn are kept separate from previously gained cards until the end of the round. Cards gained from this round are not scored unless all players have played in the current round.

3. Go back to step #1 to determine if gameplay ends or continues.

Double Rotation

This optional rule uses the *Double Rotate* card to allow players to rotate a single card twice. This means that instead of rotating a card 90°, you may rotate it 180° instead.

A player still holding their *Double Rotate* card at the end of the game may draw a single card from the draw deck and add the point value on the card to their final score.

SELECTED CARD

90° TURN

180° TURN

Family Play

This optional rule allows more than 4 people to participate by playing in teams of up to 4 players. This rule is intended for family engagement, regardless of age. Teams with more than one player will alternate who rotates a card each time the turn returns to their team. (Each team can still only rotate one card per turn.)

TEAM 1

TEAM 3

TEAM 2

TEAM 4
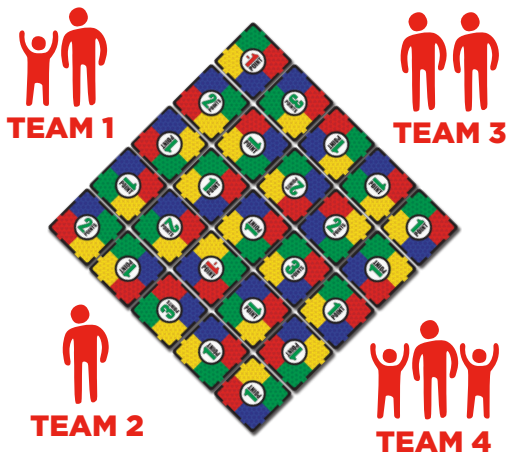
Credits

Design ------- Andrew Frisch & Jason Wallenfang

Art ------------------------------------ Andrew Frisch

Project Director ------------------- Arthur Petersen

Business Manager ---------------Christine Graham

Art Director ---------------------- Tony Mastrangeli

Art Layout ---------------------------- Andrew Frisch

Sales Manager -------------------- George Botelho

Shipping Manager ------------------- Christy Crace

Customer Support ------------------Nathan Bishop

George Botelho

Community / VF Support - Pierre "Pit" Lanrezac

Editing and Proofreading -------------- Benjamin Kocher, Jason Wallenfang, Guy Himber, Krystal Lacroy, Lucas Frisch

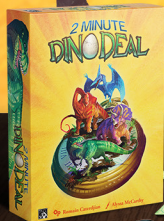**Balance / Playtesting** --------------------------------- Andrew Frisch, Danielle Frisch, Lucas Frisch, Krystal Lacroy, Jason Wallenfang

This game is dedicated to our children having a brighter and more colorful future.

Quick Reference

1. **Refresh playing grid**
2. **Flip cards**
3. **Play color block (optional)**
4. **Roll color dice (optional)**
5. **Activate timer (optional)**
6. **Current player rotates card (or claims free link)**
7. **Linked cards are removed and scored**
8. **Start at #1 with next player**