

QUARTET: THE FOUR ELEMENTS

A casual family weight set collection game.

by Edward Wedig

GAME DESCRIPTION

Quartet is a family weight set collection game based around the 4 classical elements: Air, Earth, Fire and Water. Players swap cards from their hand into an ever changing shared tableau to make 4 card sets. But, players can only score sets on the available Scoring Cards, which change often and fill up quickly.



2 - 4 players



Age 12+



30-45 minutes

THE HOOK

Players swap cards from their hand to a shared tableau to make 4 card sets. Scoring opportunities are limited, and the tableau changes often.

COMPONENTS

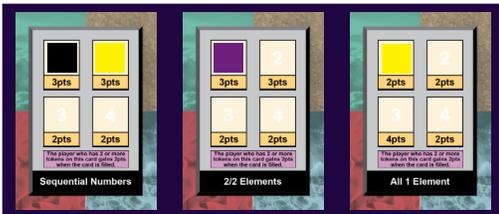
72 square Elements cards
18 scoring cards
24 scoring cubes in 4 colors
5 Setup discs
4 player tokens
1 scoring track

EXAMPLE OF PLAY

Bob (playing yellow), Alice (playing black), and Claire (playing purple) are playing **Quartet**. It's Alice's turn, and the shared tableau looks like the illustration on the right. Alice has these 3 cards in her hand:



and the available scoring cards are **Sequential Numbers**, **2&2 Elements**, and **All 1 Element**.



If she plays the Air(3) card from her hand:

- she can replace any one of the Earth Cards around the **S** disc and score 3 points on the **2&2 Elements** Scoring Card.
- she can replace the Air(3) card around the **W** disc and score 2 points on the **Sequential Numbers** Scoring Card. But, this would give her 2 tokens on that card, and if the card gets filled later in the game, she would gain 2 additional points.
- she cannot replace the Earth(4) card and score **All One Element** with the Air(3), Air(4), and Air(5) cards (in the lower left of the board), since those cards do not surround a disc. Also, she cannot replace the Air(3) around the **E** disc and score on the **All Four Elements** Scoring card, since that card is not currently out in the game.

