

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. At the end of the game, players make Scoring Sets from their score piles to earn points.



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
5 Setup discs
4 Bonus Tokens
4 Player Scoring Cards

EXAMPLE OF PLAY

Ava, Briar, and Cato are playing **Quartet**. It's Ava's turn, and the shared tableau looks like the illustration on the right. Ava has these 3 cards in her hand:



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

- she can replace any one of the Earth Cards around the **S** disc and create a **2&2 Elements** set.
- she can replace the Air(3) card around the **W** disc and create a **Sequential Numbers** set.
- she could also replace either of the Air cards around the **W** disc with her Earth(5) card, and create an **All Four Elements** set.
- she cannot replace the Earth(4) card and create an **All One Element** set 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.

Ava decides to replace the Air(4) card (to the right of the **W** disc) with her Earth(5) card. The Air(4) goes into her hand, and the other 3 cards (Fire(2), Water(5) and Air(3)) go into her Score Pile. At the end of the game, she will use the cards in her Score Pile, and the cards in her hand, to make Scoring Sets to get points.

