

Playing a card into the base - scoring points

After turning and possibly using an action card, you may play one hand card into the base.

You may place a card on top of a card in the base if you place it:

NEXT TO* a card with the same value (♣ ace next to ♥ ace)

or

NEXT TO a card of the same suit that is 1 higher or 1 lower in value (♠7 next to ♠6)



Stack cards in the base so that the card underneath is still partly visible (as with ♦4 in example 2).

If you cannot play a card into the base, place one card face up in front of you on the table: the reserve.

* In example 2, ♠ 6 is next to ♥4 and ♥ace (diagonal cards are not next to each other).

In example 2, player A can place the ♠7 next to ♠ 6 (♠7 and ♠ 6 are consecutive cards).

This can be on ♥4 or on ♥ace.

But A can also place the hand card ♣ace next to the ♥ace in the base (cards of the same value).

Player B has favorable heart cards and can first play ♥3, then ♥5 on the next turn.

Then the trio ♥3 - ♥4 - ♥5 is formed and B scores three points.



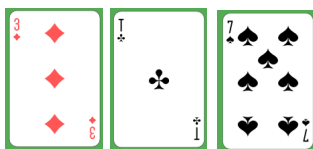
If someone later adds a ♥2, there is a quartet. A quartet scores 4 points.

Note: a 10 and an ace may be connected. So ♥10 - ♥ace - ♥2 also scores 3 points!

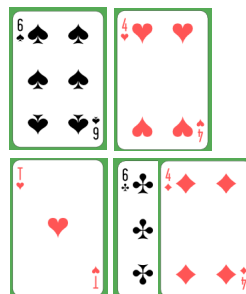
The cards in a trio or quartet do not have to be in order in the base.

This may happen, for example, by filling an empty space in the base.

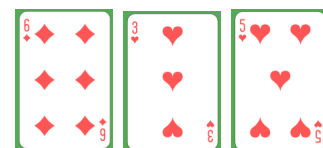
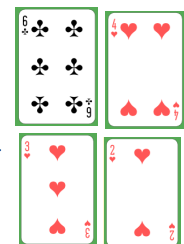
Example 2



Player A's cards



This is also a valid trio



Player B's cards



Reserve

- If you cannot or do not want to play a hand card into the base, place one card face up in front of you on the table.
- This must be a card that CANNOT* be played into the base.
- When you place another card in the reserve on a later turn, make sure the card underneath remains partly visible (overlap them like roof tiles).
- You cannot win the game while you still have cards in your reserve (see: end of the game).

* If the queen's action forces you to place a card in the reserve, this hand card MAY be a card that you could have played into the base.



Cards in the reserve after all action cards have been turned: PENALTY POINTS



At the end of the turn in which someone has turned the 12th action card, both players reduce their score by one point for each card currently in their reserve.

Then shuffle the action cards and place a new stock of action cards on the table.

This reshuffling will happen at least three times per game.



Bringing reserve cards back into play.

After drawing a card from the stock into your hand, you may use the top card of your reserve if it connects to a card in the base.

You may also play the card(s) underneath into the base if you can place them there.

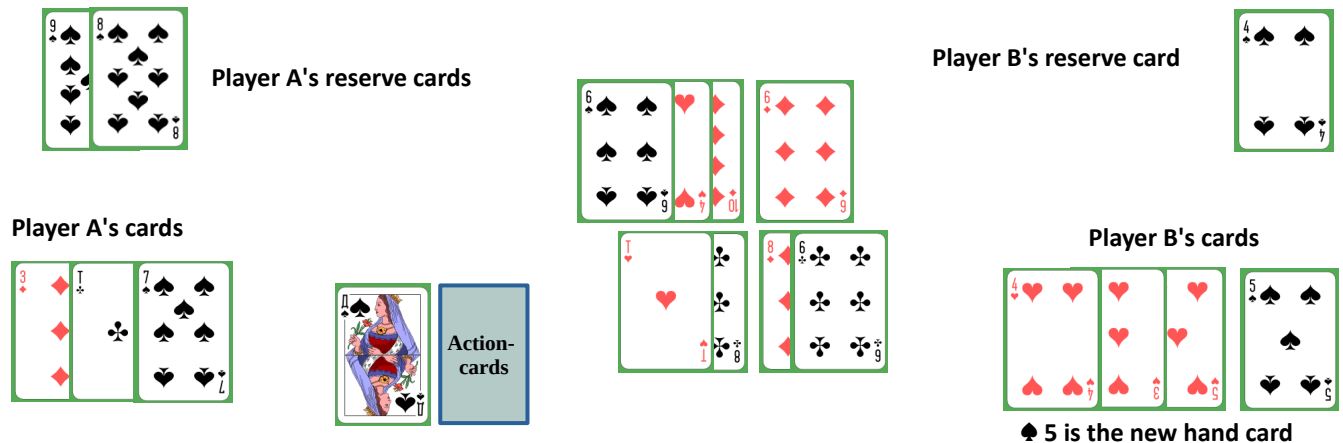
In this way, it is even possible to clear all reserve cards in one turn.

Before, after or while playing reserve cards, you may also use one hand card.

For example, you can first play a hand card and then a card from your reserve, or the other way round: first a reserve card and then a hand card (see example 3).

If, after clearing reserve cards, you still have four hand cards, you must play one of those four cards into the base. If you cannot, put a hand card into your reserve.

Example 3



A few examples for players A and B:

1 - Player A turns a ♠ queen.

A can play the hand card ♠7 and, in the same turn, the ♠8 from the reserve: a spade trio.

Under ♠8 is ♠9. That may also be played: a spade quartet. Score: 3 + 4 = 7 points.

2 - Player B turns a ♠ queen.

The hand card ♠5 can be played into the base next to ♠6.

Then B can play the reserve card ♠4 and scores three points for the trio ♠4 - ♠5 - ♠6.

You may keep playing cards from your reserve as long as you can place them in the base.

But note: while playing cards, you may play only one hand card!

So you never have fewer than three cards in your hand.

Whenever a valid combination is formed while cards are being played, record the points. Example: you play a hand card that creates a trio. You score 3 points for this. Then, in the same turn, you play another card that turns the trio into a quartet.

You also score points for that. Total score: 7 points!

In this way, you can play a nice sequence of cards in one turn and score many points.

If the stock is empty, shuffle the cards from the discard pile*.

You win the game if:



- you have 44 points or more and **no cards in your reserve**, or

- you are 22 points ahead of your opponent and have no cards in your reserve.

If you do have cards in your reserve, in both cases you keep playing until the reserve is empty.

*In theory, it may happen that all cards are in the base and there is no discard pile.

Then shuffle all base cards together with the discard pile and lay four of them down as a new base.

Qarré - rules overview



Aim of the game:

Win with 44 points or a 22-point lead.

In either case, your reserve must be empty.

Turn order

1

Draw a card from the stock

If none are left, shuffle the discard pile.

2

Turn an action card and carry out the action - the queen's action is mandatory.



Jack: take card(s) from the base if the top card is in the jack's suit.



Queen: only play cards into the base that are in the queen's suit.



King: remove a card in the king's suit plus the underlying cards from the base.

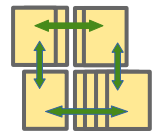
3

Play one hand card into the base that:

Has the same value (e.g. ♣ 2 next to ♥2), or

Has the same suit and is 1 higher or lower (e.g. ♥4 next to ♥5).

horizontal
or vertical
connection



Reserve

- Cannot or do not want to play: put one hand card face up in your reserve.
- Any later cards are stacked overlapping in the reserve.
- You cannot win while you have cards in the reserve.
- Do not reserve a playable card, except when this is required by the queen.

Underlying cards
remain partly visible



Playing reserve cards back

- Each turn, you may play any number of reserve cards into the base.
- With one hand card if needed (before or after a reserve card).



Explanation of play actions:

- Maximum one hand card.
- Unlimited reserve cards.
- **Play the hand card and reserve cards in any order:**
- A 10 and ace connect: ♥9-♥10-♥ace-♥2 = quartet.
- Diagonal isn't 'next to'. ❌

- 1. hand card
- 2. reserve card
- 1. reserve card
- 2. hand card
- 1. reserve card
- 2. reserve card
- 3. hand card
- 4. reserve card, etc.



Scoring points



- King: 1 point per card.
- Trio: 3 same-value or consecutive same-suit cards: 3 points.
- Quartet: 4 same-value or consecutive same-suit cards: 4 points.
- Each time a combination is formed, you score the points for it. Extending a trio to a quartet in one turn scores both (3 + 4 = 7).
- Penalty points for reserve cards after the 12th action card is played.

After any action that changes the base, score any new trios and quartets.



If you have 44 points or a 22-point lead, but still have reserve cards, keep playing until the reserve is empty.

