



Quick – Quaint – Quirky for 2–5 players ages 8 and up

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Contents

6 ColorYam dice, 1 notepad, 1 pencil

Game idea

In turns, each player has three attempts to complete a challenge by rolling dice and trying to get the highest point total. **The higher the roll, the more points you can score.** But if you don't complete the challenge, you'll finish the round empty handed—that is, unless you're able to use your second chance ...

Game setup

Elect a player to fill out the score sheet. To keep things interesting, there are 6 different score sheets, each with a different set of challenges. Select a score sheet and write down the names of all the players in the appropriate fields.

How to play

The eldest player begins and takes the dice. When his turn is over, play continues in a clockwise direction. Each player begins with the first challenge in the first line of the score sheet, continuing with the second line, etc. After each player has made an entry in the first line, immediately write down the score.

On your turn ...

... you have **three attempts** to complete the corresponding challenge. Try to complete the challenge with the highest roll possible.

Roll the dice up to **3 times** and before **each new roll** decide if you want to keep any of the rolled dice, if you want to re-roll any of the dice that you previously held on to, or if you want to keep what you have without rolling again.

The challenges

To complete the challenges you have to roll certain **colors**. The symbols make it easy to understand what you have to do: *For example, you have to roll exactly 1 green die 1x or more blue than red dice*. If you are ever unsure of what a symbol means, you can read what you have to do to complete the challenge on the back.

Note: To successfully complete a challenge you must fulfill the criteria **exactly**. For example, **2x** means you cannot have 1 blue die or 3 or more blue dice.

Challenge completed

Add up the dots of all six dice and write down the result in the appropriate field on the score sheet.

Challenge not completed

Unfortunately, you cannot enter your result into the challenge field. Now you have to decide: Either you enter ...

- an X in your challenge field, or
- your result in the ColorYam field of the same background color. Then immediately try to complete the same challenge again. You have another 3 attempts.

Careful: The ColorYam field can make things really quirky. Entries in the ColorYam field depend on certain conditions, which are explained in the section "ColorYam fields".

Evaluating and awarding points

As soon as a line has been completely filled in, (an entry has been made for each player in the respective challenge field, either the sum of the rolled dice or an X), the score is determined for each player. Points are given according to the number of players in the game: The player with the highest roll gets the same number of points as there are players in the game. The player with the second highest roll gets one point less, and so on. If a player has an X in his challenge field, he doesn't get any points.

Whoever has the most points at the end of the game wins.

Have a score sheet and the dice ready.

Enter the players' names on the score sheet.

	Tom	Nina
2x		First challenge
color'jam 1		
Score		ColorYam field
???		
4x		
color'jam 2		
Score		
≠		
≠ ≠		
color'jam 3		
color'jam 4		
Final Score		

Roll dice up to 3 times to complete the challenge.

Always check together to see if the challenge has been properly completed at the end of each turn.

Note: Sometimes you might be able to complete the challenge after your first roll.

You can continue to roll, but you will risk losing the challenge. Quite the quandary.

Depending on the number of players in the game, the following points are awarded:

- 2 players 2, 1
- 3 players 3, 2, 1
- 4 players 4, 3, 2, 1
- 5 players 5, 4, 3, 2, 1

	Tom	Nina	Frank	Carola	Tanya
	(26)	(31)	(24)	(17)	(X)
2x	17	X	26	26	29
color'jam	14	27	20	21	14
Score	7	10	9	9	6

Sum of rolled dice Score

Example: For the first challenge Tom's dice totalled 26, Nina got 31, Frank 24, and Carola 17.

Tanya didn't complete the challenge, so an X was entered in her challenge field. In this example, Nina has the highest score and gets 5 points, Tom gets 4 points, Frank 3, Carola 2 and Tanya 0.

In the event of a tie

If more than one player has rolled the same total, they all get the same number of points corresponding to the lower place. For example, if 2 players share first place, both players receive a score for second place. If 3 players share second place, they all receive a score for fourth place (no score is given for second or third place).

For the next line ...

... the player who had the highest total in the line directly above (it doesn't matter if it's a challenge field, ColorYam field or a score field) goes first.

If it's a tie, these players roll a die and the player with the highest roll goes first.



ColorYam fields

There are three sections on the score sheet (in three different background colors: red, yellow and blue). Among the three sections are four lines with **ColorYam fields**. These 4 lines do not contain challenges.

Once the two challenge lines of a colored section have been filled in, the ColorYam fields that follow after are up. Players who do not yet have an entry in this field get to roll their dice just as they would for all other challenge fields and enter their dice total in this field.

These ColorYam fields can be so quirky!

The color of the dice has no significance. The quirk: Values entered in the ColorYam fields must progressively increase from lowest to greatest from the first to the last ColorYam field. If the sum of your roll is greater than the value entered in the last ColorYam field, you get to add it here. If it is less, you have to enter an X. The values entered in your ColorYam fields must always increase the further down you go on the score sheet. That means you can enter any sum at all in the first ColorYam field.

Now evaluate the score of the ColorYam fields and award points to the players as described above.

Enter your total in the ColorYam field instead!

If you are unable to complete the challenge (and only then), you can, if you want to, enter your total in the ColorYam field. But these conditions have to be met:

- The ColorYam field must have the same background color (red, yellow or blue) as the non-completed challenge.
- The total you enter must be greater than the entered value of any of your previous ColorYam fields.



2nd chance: After entering the value in your ColorYam field, **immediately try to complete the challenge again.**

Strictly speaking:

In the blue section you have the opportunity to enter your dice total in your ColorYam field two times. But ColorYam field 3 must be filled before ColorYam field 4 can be filled. After failing to complete a challenge, you are not allowed to enter an X in the ColorYam field in order to make another attempt at completing the challenge. If you decide to enter your dice total in the ColorYam field after failing to complete your challenge, a number only must be entered.

End of game

As soon as all the lines of the score sheet have been filled in and the points awarded, the game is over. Add up the scores and record them in the field "Final score". The player with the highest final score wins. If it's a tie for the first place, these players compare their ColorYam field 4 and the one with the highest score in ColorYam field 4 wins. If it's still a tie, all the players that are still tied win.









The challenges

The challenges always have to do with the colors. The numbers on the 6 dice play no role in completing a challenge; their only purpose is to calculate the point total.











Defined colors

-  No die may be of the given color
Example: no yellow dice
-  No die may be of the given colors
Example: no yellow and no blue dice
- 1 x**  Exactly 1 die of the given color
Example: exactly 1 green die
- 2 x**  Exactly 2 dice of the given color
Example: exactly 2 green dice
- 1 x**  &  Exactly 1 die of the first AND no die of the second color
Example: exactly 1 yellow die and no green dice

Any colors

- 3 x**  Any color exactly 3 times
Example: 3 blue dice, 1 yellow die, 1 green die and 1 red die.
Careful: Two colors 3 times each is not allowed
- ~~**3 x** ~~ No color may appear exactly 3 times
Example: 4 blue dice, 1 green die and 1 red die
- 2 x**  **2 x**  Exactly two different colors appear 2 times
Example: 2 blue dice, 2 yellow dice, 1 green die and 1 red die
Careful: Three colors 2 times each is not allowed and neither is one color 4 times
- 4 x**  Any color exactly 4 times
Example: 4 green dice and 2 yellow dice
-    Exactly 3 colors in any combination
Example: 2 red dice, 1 green die and 3 blue dice
- ~~**2 x** ~~ No color may appear exactly 2 times.
Example: 3 blue dice, 1 red die, 1 yellow die and 1 green die

In comparison

-   More of the left dice than of the right
Example: 2 blue dice, 1 red die, 3 green dice
-   Exactly the same number of both given colors
Example: 0 green dice, 0 orange dice, 3 yellow dice, 2 red dice and 1 blue die
-  \neq  The two given colors appear in different quantities
Example: 3 yellow dice, 1 orange die, 1 red die and 1 blue die
-  \neq  \neq  The three given colors appear in different quantities
Example: 1 orange die, 0 red dice, 2 yellow dice, 1 blue die and 2 green dice
-  The color on the left appears more often than any other color
Example: 3 yellow dice, 1 blue die and 2 red dice

To illustrate how to keep score there is an example score sheet behind the cover sheet that is filled out.

Hint: You are allowed to intentionally mess up a challenge to get the chance to optimize a ColorYam field in the same section.

Game variation for beginners
The values in the ColorYam fields do not have to increase as you move down the score sheet.

Note:
It's allowed that a color doesn't appear at all.