



四連戰  
quarto®

## 說明書



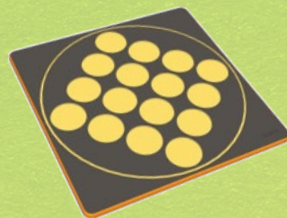
翻譯：Demi  
監修：Gao  
美術：Shum  
項目經理：Gao

設計概念來自 **Blaise Muller**

## 遊戲配件



16個 木柱體

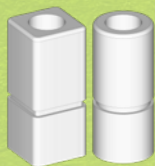


1個 有16個空格的底盤

遊戲開始前，將16個柱體排列在底盤旁邊。

## 遊戲目標

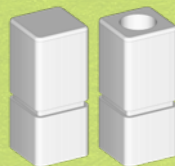
所有柱體可按四種特性劃分：



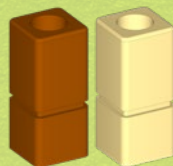
形狀—方或圓



高度—高或矮

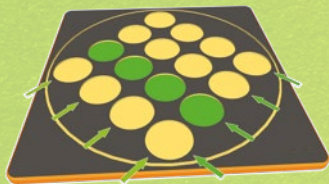


虛實—表面實心  
或中空



顏色—深或淺

要獲得遊戲勝利，必須將至少有一種特性相同的四個柱體連成一直線。



直線是橫向、  
垂直或斜角線均可。





## 遊戲規則

- 隨機選擇起始玩家。
- 起始玩家先從16個柱體中選擇1個交給對手。
- 對手決定柱體要放在底盤中的哪一個空格中。接著，再由對手從剩下的15個柱體中選擇1個交給對方。
- 該玩家將柱體放在一個空格上。
- 依照上述流程不斷地選取和放置柱體，直到其中一位玩家獲勝或平局為止。



## 遊戲勝利

**1** 首先喊出「QUARTO！」的玩家獲勝。

玩家發現對手給予的柱體可以在底盤上聯成同一特性的直線時，應該喊出「QUARTO！」並將柱體放於盤中，以示勝利：



4個淺色柱體 或 4個深色柱體



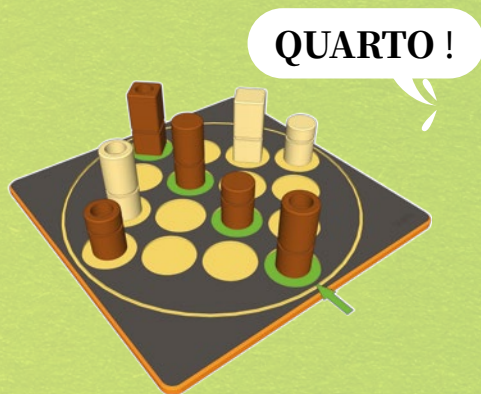
4個高柱體 或 4個矮柱體



4個圓柱體 或 4個方柱體



4個中空柱體 或 4個實心柱體





### 注意：

- 獲勝者毋須自己放置同一特性直線的其他3個柱體。
- 玩家必須喊出「QUARTO！」宣布勝利。
- 直線所顯示的柱體相同特性可以多於一種。

**2** 如果該玩家沒有發現到連成同一特性的直線，並將1個柱體交給對手，後者可在**此時**喊「QUARTO！」，指出特性完整的直線並贏得勝利。

**3** 若沒有人發現同一特性的直線已經形成或未喊出「QUARTO！」，這次獲勝機會便會失效，玩家須繼續遊戲以分出勝負。

## 遊戲結束

- 玩家獲勝：指出同一特性的直線並喊出「QUARTO！」。
- 平局：所有柱體下完仍沒有分出勝負。

## 其他玩法

### · 初階玩家（例如小童）

可在遊戲開始前指定某一特性，誰先連成該特性的直線便算勝利。

### · 高階玩家

除了連成同一特性的直線外，若能將同一特性的柱體連成正方形，亦可獲勝。

此玩法增加九種獲勝方式！



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# Rulebook



Concept by **Blaise Muller**



## CONTENT



16 wooden pieces



One board with 16 squares

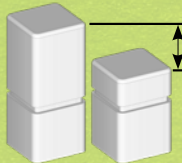
At the start of the game, the pieces are arranged next to the board.

## PURPOSE OF THE GAME

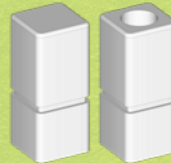
All parts can be defined according to 4 characteristics:



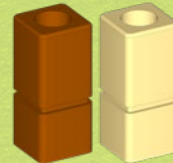
square or round



tall or short

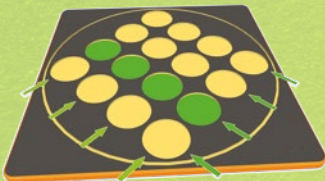


solid or hollow



Dark or light

To win, create a line of four pieces with at least one common characteristic.



The line of pieces can be either horizontal, vertical or diagonal.



## GAME SEQUENCE

- Randomly determine the first player.
- The first player selects one of the 16 pieces and gives it to their opponent.
- Their opponent places the piece on any square of the board. They must then choose one of the 15 remaining pieces and give it to the other player.
- That player then places the piece on an empty square.
- Players keep giving and placing pieces back and forth until one of them wins or a draw is reached.



## WINNING THE GAME

- 1 The game is won by the first player to call “QUARTO !”.

A player calls “QUARTO !” and wins the game when they place the piece given to them and create a line of:



4 light pieces **or** 4 dark pieces



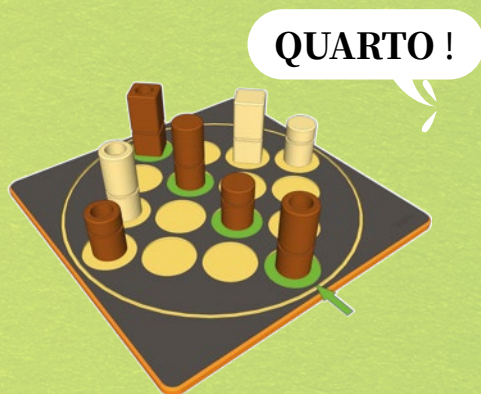
4 tall pieces **or** 4 short pieces



4 round pieces **or** 4 square pieces



4 hollow pieces **or** 4 solid pieces





## NOTES:

- The winner does not need to have placed the 3 other pieces himself.
- They must declare their win by calling “QUARTO !”.
- Different characteristics can accumulate.

- 2 If this player has not noticed the alignment and passes a piece to their opponent, the latter may **at that moment** call “QUARTO !”, point out the alignment, and win the game.
- 3 If none of the players see the alignment when it is created, the game continues, and this alignment is ignored for the rest of the game.

## END OF THE GAME

- Game winner: A player who calls and points out a “QUARTO !”.
- Draw: All the pieces have been placed and no winner declared.

## VARIANTS

### • FOR BEGINNERS (for example, children)

Until you are familiar with the game, you can play with only 1,2 or 3 characteristics as a winning criteria. For example: Create on the board a line of 4 pieces of the same colour (just one characteristic).

### • VARIANT FOR ADVANCED PLAYERS

Now, to win the game, create a line **or a square** of 4 pieces having at least one common characteristic.

This variant adds 9 ways of calling “QUARTO !”.



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