

SETUP

1 Each player takes a quilt board, a time token, and 5 buttons (*as currency*). Keep the remaining buttons on the table within easy reach.

2 Place the time board in the center of the table.

3 Place your time tokens on the starting space of the time board. The player who last used a needle goes first.

4 Place the (*regular*) patches in a circle around the time board.

5 Locate the smallest patch (*i.e., the patch of size 1x2*) and place the neutral token between this patch and the next patch in clockwise order.

6 Set the special tile aside.

7 Place the special patches on the marked spaces of the time board.

8 You are now ready to play!

PLAYING THE GAME

In this game, players do not necessarily alternate taking turns. The player whose time token is the furthest behind on the time board takes their turn. This may result in a player taking multiple turns in a row, before their opponent can take one.

If both time tokens are on the same space, the player whose token is on top goes first.

It is Andrea's turn (lime green). Unless she advances her time token more than 3 spaces, she may immediately take another turn.

On your turn, perform **one** of the following actions:

A: Advance and Receive Buttons

or

B: Take and Place a Patch

A: Advance and Receive Buttons

Advance your time token on the time board so that it occupies the space directly in front of your opponent's time token. **Receive 1 button (*i.e., one 1-button tile*) for each space you advance.**



Andrea advances her time token 4 spaces, so that it is now in front of the yellow time token. She receives 4 buttons for that.



B: Take and Place a Patch

This action **comprises 5 steps** that you must carry out in the following order:

1. Choose a Patch

You can choose from the three patches in front of the neutral token (*in clockwise order*). (*If these are too expensive or you do not want to purchase any of them, you must choose action A instead.*)

In this example, you can choose from the 3 highlighted patches. You cannot choose any other patch at the moment.

2. Move the Neutral Token

Place the neutral token next to the chosen patch.

3. Pay for the Patch

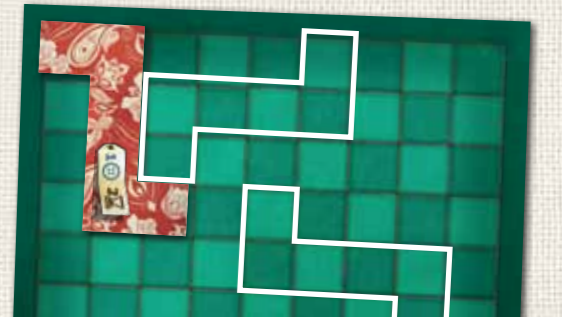
Return the indicated number of buttons to the supply.

Each label indicates how many buttons you must pay to take the patch.



4. Place the Patch on Your Quilt Board

The patches on your quilt board cannot overlap. You may turn the patch any way you like before placing it on your quilt board.



5. Move Your Time Token

Advance your time token on the time board by the number of spaces indicated on the label.

If your time token ends up on the same space as your opponent's time token, place your token on top of it.

The Time Board

Regardless of the action you take, you must advance your time token on the time board. Some spaces of the time board are marked. Whenever you move past one of those spaces, resolve the corresponding event:

Special Patch:



Take the special patch, if still available, and place it on your quilt board immediately. **The special patches are the only way to "patch" single spaces of your quilt board.**



Button Income:

Receive a number of buttons according to the patches on your quilt board.



You receive 3 buttons for these patches each time you receive button income.

The Special Tile

The first player to completely fill (at least) a 7x7 square of spaces on their quilt board receives the special tile, which is worth 7 points.



This patch requires you advance your time token 2 spaces.

END OF THE GAME

The game ends after both time tokens reach the last space of the time board. If a time token were to move past the last space, it simply stops on the last space. When taking action A, you receive buttons only for the actual number of spaces moved.

Scoring

Count the number of buttons you have left, adding the value of the special tile if you have it. Subtract 2 points from your score for each empty space of your quilt board.

The player with the highest score wins. In case of a tie, the player who reached the final space of the time board first wins.

Example:

Doris and Andrea are playing. At the end of the game, Doris has 14 buttons left and she has the special tile. There are 5 empty spaces left on her quilt board. Her final score is 11 points.

$$(14 + 7 - 10 (5 \times 2) = 11)$$

Andrea has 18 buttons left and only 2 empty spaces on her quilt board. She wins with 14 points.

ABOUT THIS ANNIVERSARY EDITION

10 years ago, Uwe Rosenberg's ingenious Patchwork had kicked off a whole new genre of board games. Today board game enthusiasts from all over the world are fitting pieces together to create beautiful patchwork quilts. This anniversary edition is our way to celebrate with you by providing new patterns and the popular Automa deck, which allows you to play Patchwork even if no one's around.

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PATCHWORK

10 YEAR ANNIVERSARY EDITION

BY UWE
ROSENBERG

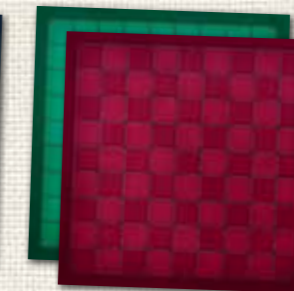
Patchwork is a form of needlework that involves sewing together pieces of fabric into a larger design. In the past, it was a way to make use of leftover pieces of cloth to create clothing and quilts. Today, patchwork is a form of art, in which the designers use precious fabrics to create beautiful textiles. The use of uneven pieces of fabric in particular can result in real masterpieces and is therefore being practiced by a large number of textile artists.

Creating a beautiful quilt, however, requires effort and time, especially if the available patches just cannot fit together. So choose your patches carefully and keep a healthy supply of buttons to not only finish your quilt, but to make it better and more beautiful than your opponent's.

COMPONENTS



1 Main Time Board
(Double-sided: the two sides differ only in appearance. Choose which side you like better.)



2 Quilt Boards
(1 per player)



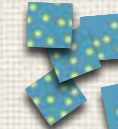
1 Neutral Token



24 Automa Cards
(see extra rulebook)



2 Time Tokens (lime green and yellow)



5 Special Patches (leather patches)



1 Special Tile



33 Patches



Button Tiles

32 1-Button Tiles
12 5-Buttons Tiles
5 10-Buttons Tiles
1 20-Buttons Tile