



## SETUP

**1** Each player takes a **board**, a **time token**, and **5 coins**. Keep the remaining coins 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 (bottom left, showing ). Randomly determine which player goes first.

**4** Place the **15 sand-colored stack tiles** in a circle around the time board. Leave the **8 blue stuff tiles** (with a teddy symbol ) in the game box for now.

**5** Locate the smallest tile (i.e., the tile of size 3) and place the **truck** between this tile and the next tile in clockwise order.

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.

**Example:** It is Lily's turn (red). If she advances only 1 or 2 spaces, she may immediately take another turn.

On your turn, perform one of the following actions:

**A Advance and Receive Coins**

or

**B Take and Place a Tile**

### A Advance and Receive Coins

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 coin for each space you advance.

**Example:** Lily (red) advances her time token 3 spaces so that it is now in front of the blue time token. She receives 3 coins for that.

**Note:** At any time, you can exchange, for instance, five 1-coin tiles for one 5-coin tile, or vice-versa.

### B Take and Place a Tile

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

#### 1. Choose a Tile

You can choose from the **three tiles** in front of the truck in **clockwise order**. (If all three tiles are too expensive for you or you don't want to buy any of these three tiles, you have to choose action A.)

**Example:** Here, you can choose from the three highlighted tiles. You cannot choose any other tile at the moment.


#### 2. Move the Truck

Place the truck in front of the chosen tile and take the tile.

#### 3. Pay for the Tile

Return the indicated number of coins to the supply. The price (the number of coins you must spend) is given on one of the tags.

This tile costs 1 coin.

**Important!** As soon as there are only **five stack tiles** left, you must supplement the circle by the blue stuff tiles (with a teddy symbol ) , placing them in a random order behind the truck.



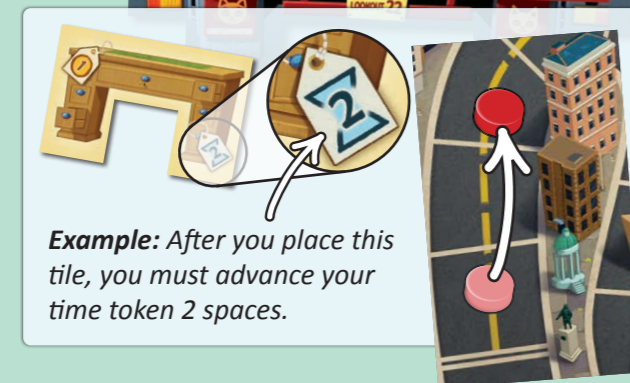
#### 4. Place the Tile

Place the tile on your player board. The tiles on your board may not overlap. You may turn the tile any way you like before placing it on your board. You do not need to place the tile adjacent to another tile. The tile must align with the grid.



#### 5. Move the Time Token

Advance your time token the indicated number of spaces. If your time token ends up on the same space as your opponent's token, place your token on top. (Consequently, you will immediately get another turn.) The time cost is given on one of the tags.



**Example:** After you place this tile, you must advance your time token 2 spaces.

### 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.

#### Boxes:



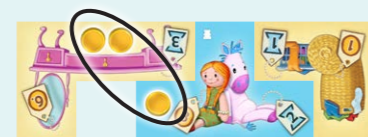
Each time you advance your time token onto or past a space with a box, you must **immediately** place the box on your player board or remove the box from play.

**Note:** Boxes are the only way to “fill” single spaces of your player board.

#### Coin Income:



Each time you advance your time token past a **coin symbol**, you immediately receive a number of coins equal to the number of coin symbols on the tiles on your player board. Only the active player receives income.

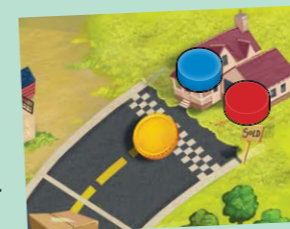


**Example:** You receive 3 coins for these tiles each time you receive coin income. Adding more tiles with coin symbols will increase your income.

### END OF THE GAME



The game ends after both time tokens reach the last space of the time board (top right, behind the finish line). One player may have to wait for the other to finish. If a time token were to move past the last space, it simply stops on the last space. If performing action A, you receive coins only for the actual number of spaces moved.



### Scoring

Count the number of coins you have left. Subtract **2 points** from this number for each empty space on your player board. (Negative points are possible.)

Compare your scores. The player with the highest score wins. In case of a tie, the player who reached the last space first wins.

**Example:** Lily and Max are playing. At the end of the game, Lily has 14 coins and 4 empty spaces on her player board. She scores 6 points. Max has 8 coins left and 1 empty space remaining. So he also scores 6 points.



We are moving! We bought a house in the countryside; now all we have to do is move all our furniture there. But, oh dear! The pieces are all so bulky that loading the moving truck seems like a puzzle. Who will manage to load their truck the smartest? Choose your furniture wisely; stack cleverly, stuff all the gaps, and load your moving truck to the top!

### COMPONENTS



Before your first play, carefully remove the components from the punchboards!



1 Time Board



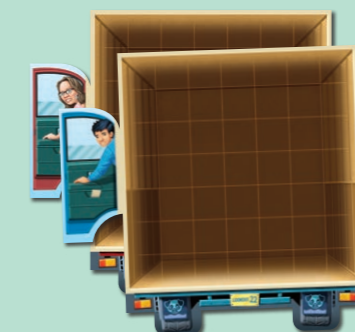
8 Stuff Tiles

(with a blue background and a Teddy symbol)



15 Stack Tiles

(with a sand-colored background)



2 Player Boards  
(choose one side to play)



1 Truck



6 Boxes



2 Time Tokens  
(red and blue)



Coin Tiles

17 x “1 coin”  
9 x “2 coins”  
8 x “5 coins”

#### Did you like the game?

There are more Patchwork titles to explore!



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Imported and distributed in the UK by:  
Esdevium Games Ltd – trading as Asmodee UK  
6 Waterbrook Road, Alton, Hampshire  
GU34 2UD

Distributed in the United States by:  
Asmodee North America  
1995 West Country Road B2, Roseville  
MN 55113, U.S.A.  
www.asmodeeusa.com

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