



QUARTO ACCESS has been designed to allow visually impaired players to fully enjoy the game. The presence of masks allows everyone to play on an equal footing, while emphasizing the sense of touch and memory.

CONTENTS



2 masks



16 wooden pieces



1 magnetic board
with 16 spaces

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

AIM OF THE GAME

To win, create a line of 4 pieces with at least one common characteristic.
All parts can be defined according to 4 characteristics:



round or square



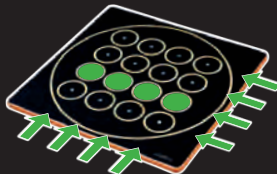
short or tall



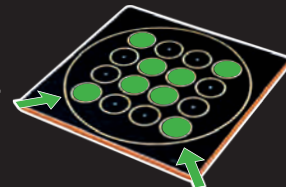
hollow or solid



grooved or smooth



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 space 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 space.
- 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 smooth pieces **OR** 4 grooved pieces



4 tall pieces **OR** 4 short pieces



4 round pieces **OR** 4 square pieces



4 hollow pieces **OR** 4 solid pieces

QUARTO!



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

• Variant for beginners or 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 size (just one characteristic).

• Variant for advanced players

To win the game, players can create a line **OR** a square of 4 pieces with at least one common characteristic. This variant adds 9 ways of calling "QUARTO!".



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