

QUAGGLE™

THE STRATEGIC BALANCE GAME

GAME RULES

4 Different Game Modes

**TRY TO
STACK THEM
ALL!**



OVERVIEW

Quaggle is the modern strategic balancing game. Players place one piece onto the red base or other placed pieces. Each player gets to place one piece per turn.

Quaggle offers four different ways to play depending on skill, group size and mood of the players.

The list below gives you a quick overview of all game modes.

Each mode has about 1 page of instructions to keep it simple.

We recommend starting off by playing the STANDARD mode with the playing cards first.

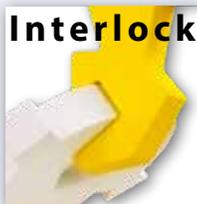
The following two higher intensity modes require the free Quaggle App.

After you are familiar with the game, play the COUNTDOWN mode for a fast pace, great for 2 - 12 players.

If you want to play an intense game select QUICK.

Game Modes	How to win	Page	Intensity Level	Cards or Timer App	Scoring	Players	Play Time
STANDARD							
Draw card and place corresponding piece	Player with most cards wins	3	Medium	Cards	by Cards	2-6	5-15 min
CHILL							
Place any piece	No winner, just build large and funky structures	5	Low	n/a	no	2-8	5-20 min
COUNTDOWN							
20 sec to place a piece	Knock out game, last player standing wins	6	High	App	by App	2-12	1-5 min
QUICK							
Your time is tracked to place a piece	Player with the least time after all rounds, wins	7	High	App	by App	2-6	2-10 min

In any game mode you can place pieces any of these four ways:



Onto the Base

STANDARD (with cards)

Players take turns trying to build the structure and earn points with each piece they place. Players strategically build over 1 or more rounds to see who can build the best and win the most points! This mode is great for players who enjoy a longer, at your own pace, strategy game.

Players

Recommended for 2 to 6 players

Time

Each round takes anywhere from 5 to 15 minutes, depending on the amount of players and their skill levels.

Rounds

We recommend 3 rounds.

Set Up

- Place all gray, white and yellow pieces in pairs on the table (see image 1)
- Shuffle the deck of cards and place them face down on the table.
- One player is randomly chosen to be the "Master Builder".
- The Master Builder firmly locks the two red base pieces together and places them onto the table. Image 2 is an example of an easy starting base. For more base combinations see page 8.
- The player to the left of the Master Builder will start the round with Gameplay number 1 (below).

1



2



3



Gameplay

- Draw the top card and grab the piece shown on the card.
If you drew the card with the yellow pieces "Wild Card", you can choose one of those three if available (see image 3).

(Later on in the game, if the piece(s) on the cards are not available, place the card at the bottom of the deck and draw another card.)

- Using one hand only, player must place the piece onto the structure in any way they can think of. Be as creative as you like!
 - If successful, player keeps the card which is worth one point and his turn ends.
 - If 1 or 2 pieces fall or touch the table, those pieces are put back around the base for re-use in the round. The card drawn gets put to the bottom of the deck and their turn ends. Note: If 3 or more pieces fall or touch the table the round ends (see "Counting Points").
- The next person to the left will now take their turn repeating steps 1 and 2. The game continues turn after turn like this until the round ends (see "Round Ends When").



Keep them from falling

At the end of 3 rounds count your total points and see who won, see "Winning".

Rounds End When

- The structure is fully built with no pieces left.
- Three or more pieces fall or touch the table during a turn.

The player who placed the last piece will become the Master Builder for the next round. Continue with Set Up: A, B, (skip C), D, E then step 1, 2 and 3.

Counting Points

- A. At the end of each round, players count how many cards they have, each card counting as one point.
- B. Points from each round are added together (remember the points or write them down).

Winning

The player with the most points after all rounds is crowned the winner.

Exception: If the player in the lead is responsible for knocking off 3 or more blocks (intentionally or not), they cannot win the game in the final round.

Therefore an extra round is played to determine the winner.

The player responsible for knocking down the blocks is the Master Builder for the new round.

Draw

In the case of a draw after all rounds, a Sudden Death round is played where the remaining players which tied start a new round.

The next Master Builder will be decided by the winner of Flip a Coin, Rock Paper Scissors, etc.

Follow Setup: A, B, (skip C) D, E then steps 1, 2 and 3 as above. When one player causes one or more pieces to fall or touch the table, that player loses and is out of the game.

The last player in the game wins!

Side Note

Why there are more cards than pieces:

During the game, when a player tries to place a piece and other piece(s) fall, this is what happens:

1. The player's card goes to the bottom of the deck.
2. The fallen pieces go back into the game.
3. The cards for those fallen pieces placed by previous players keep their cards.

Because of this there has to be more cards in the deck than pieces remaining.



CHILL (without cards)

Fun for family and friends at home or on the road, build interesting Quaggle structures. No score keeping.

Players

Recommended for 2 to 8 players

Time

Each round takes anywhere from 5 to 20 minutes, depending on the amount of players and their skill levels.

Rounds

No rounds, play as long as you like.

Set Up

- Place all pieces randomly on the table. (see image 1)
- One player is randomly chosen to be the "Master Builder".
- The Master Builder firmly locks the two red base pieces together and places them onto the table. Image 2 is an example of an easy starting base.



Gameplay

- Player left of the Master Builder chooses any piece.
- Using one hand only, the player places the piece onto the structure in any way they can think of. Be as creative as you like! Any fallen pieces go back into play.
- Next player to the left continues with steps 2 & 3.

Game Over

The game ends when:

- All pieces are placed on the structure
- 5 or more pieces fall or touch the table

Take a photo/video and share it!

Email: info@funsparks.com

www.funsparks.com/quaggle/share



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YouTube



**Every structure looks different,
be as creative as you like!**



QUAGGLE TIMER APP

These modes are played using our unique Quaggle Timer App. The added time factor adds an additional rush.

Download the FREE App from the AppStore® or on Google Play® by searching “Quaggle Timer App”, look for this icon and enjoy! (see image 1)
(Privacy information: NO personal information is collected.)



COUNTDOWN (with timer app)

“Quaggle Timer App” required

Players have a set time (Default 20 seconds) to place their piece. Any player who can't place his piece within the time or makes any piece fall or touch the table is out. The last player in the game wins! Great for players who like a fast paced game with high intensity.



Players

Recommended for 2 to 12 players

Time

Each game takes anywhere from 1 to 5 minutes, depending on the amount of players and their skill levels.

Rounds

This game only has 1 round per game.

Set Up

- A. Place all pieces randomly on the table. (see image 2)
- B. One player is randomly chosen to be the “Master Builder”.
- C. The Master Builder firmly locks the two red base pieces together and places them onto the table. Image 3 is an example of an easy starting base.
- D. Open the Quaggle App.
- E. Player to the left of the Master Builder goes first.



Gameplay

1. Tap the center of the screen to start the countdown. (Default 20 sec)
2. Choose any piece and using one hand only, place the piece onto the structure. (The player can switch pieces in the middle of their turn, but the timer keeps running.)
3. Once piece is placed, tap the screen to stop the timer.
Player is out of the game if:
 - c. One or more pieces fall or touch the table. (Any pieces that fall can be used again.)
 - d. The timer goes off before piece is placed.
 - e. The timer goes off while player's fingers are still touching the piece.



Note: No matter how many pieces fall go to step 4 until one player remains.

4. Start the timer for the next player and repeat steps 2, 3 and 4.

Note:

- In Automatic Mode the timer stops and starts with one tap of the timer. This mode makes it more challenging.
- The reason you start the timer for the next player is so they don't get more time to think of their next move. This keeps players on their toes!

Winning

The last player in the game wins!

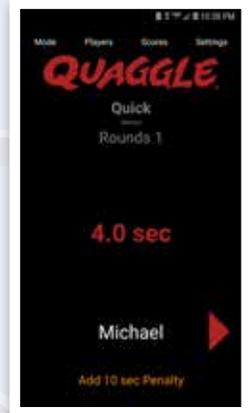
App Settings

Countdown Time	Default “20 seconds” - to change time, tap “Countdown Setting” or “Game Mode”
Countdown Starts	Default “Manual” - to change start, tap “Game Mode”
Alarm Sound “On/Off”	Default “On” - to turn off, tap “Settings”
Beeper Sound	Default “On” - to turn off, tap “Settings”

QUICK (with timer app)

"Quaggle Timer App" required

The App keeps track of each player's time to place their piece onto the structure for each round. Once all rounds are played, the player with the lowest time wins. Be careful not to make a piece fall or touch the table or you receive a penalty added to your time (default 10 seconds)!



Players

Recommended for 2 to 6 players

Time

Each game takes anywhere from 2 to 10 minutes, depending on the amount of players and rounds.

Rounds

In this mode a round is one turn for each player.

Players choose how many rounds to play. Default is 4 rounds - four turns for each player.

Set Up

- A. Place all pieces randomly on the table. (see image 1)
- B. One player is randomly chosen to be the "Master Builder".
- C. The Master Builder firmly locks the two red base pieces together and places them onto the table. Image 2 is an example of an easy starting base.
- D. Open the Quaggle App.
 1. Tap "Mode"
 2. Select "Quick"
 3. Tap "Done"
 4. Tap "Players" at the top of the screen.
Optional: move the names into the sequence you sit at the table.
 5. Add all players (one player per line).
 6. Tap "Done"



Gameplay

1. The player whose name is on the screen goes first by tapping the screen.
2. Choose any piece and using one hand only, place the piece onto the structure. (You can switch pieces in the middle of your turn, but the timer does not stop).
 - a. When the piece is placed, the player taps the screen again to stop the timer. The time is automatically added to his score. (Scores can be checked at any time by tapping "Scores" at the top).
 - b. If one or more pieces fall or touch the table or the whole structure tumbles, the player stops his timer. They must then tap "Add 10 Sec Penalty". Any pieces that fall can be used again.
3. Tap the right arrow to start the next player's turn. The next player's time will automatically start to run. The App will display the next players name, continue with steps 2 and 3.
4. When all rounds are played, the App will show the game is over. Tap "Scores" to see the winner!

Winning

Tap "Scores" to see who has the fastest time!

The App will automatically rank players with the winner at the top.

App Settings

- Rounds:** Default "4 rounds" - to change rounds, tap "Countdown Setting" or "Game Mode"
- Penalty Time:** Default "10 seconds" - to change time, tap "Game Mode"
- Timer Starts:** Default "Automatic" - to change from auto to manual start, tap "Game Mode"
- Left Arrow:** Tap the left arrow to return to previous player (the score will not be affected). This is useful if the right arrow was tapped accidentally.
- Penalty Button:** Only one penalty time can be added per player per round.

VERSIONS OF BASE ASSEMBLY



MORE BASE BUILDING OPTIONS GO TO: www.funsparks.com/rules/bases

MORE HELPFUL TIPS

www.funsparks.com/quaggle/rules/

CONTEST

We run a quarterly contest for the best pictures, videos or stories which you have experienced playing Quaggle. The winner will receive an Amazon gift card!

To participate please go to:

www.funsparks.com/quaggle/contest



TAKE A PHOTO/VIDEO AND SHARE IT!

Email: info@funsparks.com

www.funsparks.com/quaggle/share



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YouTube

CONTENT

- 2 red base pieces
- 11 white play pieces
- 11 gray play pieces
- 3 yellow wildcard play pieces
- 1 deck of cards


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