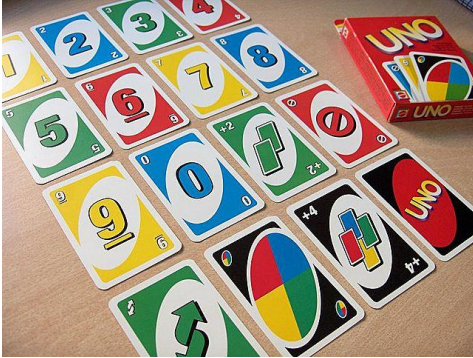


Quartet



This article is all about quartets. It is intended to be a collection thread and a game guide at the same time. So, if you have quartet templates, simply attach them under Templates. **(Note: Please respect copyright!)**

Game data

- * Age: from 6 years
- * Number: 2+
- * Terrain: Room, outside
- * Leader: 1
- * Duration: 10min+

Material

- Quartet

Preparations

No preparations are necessary. The rules of the game should be clear before the game starts (e.g. before the JS afternoon begins). Of course, a quartet must be provided.

Game procedure

- *The cards are shuffled and dealt to each player, if possible equally. Some players may receive more cards.
- *The player to the left of the dealer begins to play. He can ask any player for a card. However, he himself must have at least one card from this category.
- *If the questioned player holds the card in his hand, he must hand it over to the questioner. In this case, the questioner can continue playing. However, if the interviewer does not have the card, it is his turn to ask the question.
- *If someone manages to collect all the cards in a category, they may place the cards face up on the table and have secured a quartet for themselves.

*If someone has no more cards, they are excluded from the game and must wait until the end of the game.

*The winner is the player who has secured the most quartets.

Template

Picture credits

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