

## HOW TO PLAY QUIBBLE™

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### Overview

Quibble™ is a card game that can be played solitaire or with up to up 12 players using just one 52-card deck. It is great for groups.

The object of Quibble™ is to create an interesting & plausible story from the words on cards drawn from the deck.

The first person who adds 5 or more cards together to make the story (not including the initial scenario card), earns 5 points and wins the game. This obviously requires drawing more cards from the deck since each player starts with only 4 cards.

### Components

An instruction sheet with examples of play.

52 color-coded cards:

- 5 Scenario cards (S) that have phrases.
- 6 People cards (Pe).
- 11 Place cards (Pl).
- 14 Object cards (O).
- 16 Verb action cards (A).

### Setup

1. Of the five scenario cards available, one is placed on the table face-up showing the scenario description. This card can be a random draw or chosen by agreement among the players.
2. Shuffle all of the remaining cards together and deal each player 4 cards (obviously to just yourself for solo play). Playtesting showed that a 4-player game averaged 20 minutes to play.

### Game Flow

1. A Scenario card is placed face up so the words are visible to all players.
2. Each player is dealt 4 cards from the top of the shuffled deck.
3. The oldest player goes first, followed by the second oldest, etc.
4. The first player selects any one card from their hand and places it face-up adjacent to the scenario card. The player's card may be placed above, below, left, or right of the scenario card (see story flow diagram above).
5. Player 1 then starts the story using only the Scenario card and one card they add from their hand.

For example, the scenario is *A group of friends travel on a flying ship*, and Player 1's card is the Verb action card *Traveling* (orange arrow). Player 1 says: *A group of friends travel on a flying ship traveling.*

A maximum of only one word maximum may connect cards and it must be a pronoun, preposition, or contraction. A connecting word is not mandatory as in this case. Player 1 gets 1 point which they write on a piece of paper to keep track of points accumulated during the game.

6. Player 2 then selects any one card from their hand and places an Object card adjacent to any card already in play but not next to a card that is the same type of card (see Rule 2 below). The story path now diverges along the orange arrow under the scenario card. Player 2 says: *A group of friends travel on a flying ship through Clouds.*
7. Player 3 may then continue along one of the two story paths and places the Place card *In a small village* next to the Traveling verb action card (green arrows). Player 3 then says *A group of friends travel on a flying ship traveling in a small village.*
8. Player 2 challenges this by declaring Quibble. The other 3 players immediately vote and Player 3 plus two other players outvote Player 2 and allow the card to stay. If the vote went against Player 3 the Place card *In a small village* would be flipped over (cancelled) and that story path would be blocked.
8. Players continue taking turns, adding to a story path until one player has 5 points and wins the game.
9. Before the winner is declared, on any turn any player may “Quibble” (challenge) a card placement no matter who just played a card.
10. The player who’s been Quibbled must defend their story path or choose to cancel their move by flipping their card over which ends their turn and blocks that space in the story.
11. If the Quibbled player stands by their story, the other players then vote to accept or reject that move.
12. If the majority votes against the Quibbled player, that player loses their turn and must flip their card face-down which blocks that story path.

### **Rules**

1. Players must create their story using only cards and one word, either a pronoun (such as “I,” “they,” “them,” etc.) or preposition (such as “at,” “across,” “after,” etc.), or contraction (such as “there’s,” “weren’t,” “can’t,” etc.).
2. Similar cards (Place, Scenario, etc.) may not be adjacent to the same type of card in creating a story path.
3. All players must agree that a story is coherent. If there’s a disagreement, any player may raise a Quibble and immediately resolve the challenge by a vote of the players.
4. When a player has no more cards in their hand they may draw 1 card from the deck and play that card as soon as it’s their Turn.

### **Scoring.**

1. The first players to achieve 5 points wins the game.
2. Players earn 1 point for each card they use to create a successful story path.