



*Action*

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*Action*

Less Time

## Action

play & discard

---

For *this* turn, lose 20 seconds of build time. You now have *40 seconds* to build.

Expires at the end of your turn.

Less Time

## Action

play & discard

---

For *this* turn, lose 10 seconds of build time. You now have *50 seconds* to build.

Expires at the end of your turn.

Less Time

## Action

play & discard

---

For *this* turn, lose 10 seconds of build time. You now have *50 seconds* to build.

Expires at the end of your turn.

Less Time

## Action

play & discard

---

For *this* turn, lose 20 seconds of build time. You now have *40 seconds* to build.

Expires at the end of your turn.

Head-to-Head

## Action

play & discard

---

For *ALL* molding this turn, two molders -- one (1) from each team -- will compete for each build prompt.

Expires at the end of your turn.

Head-to-Head

## Action

play & discard

---

For *ALL* molding this turn, two molders -- one (1) from each team -- will compete for each build prompt.

Expires at the end of your turn.

Head-to-Head

## Action

play & discard

---

For *ALL* molding this turn, two molders -- one (1) from each team -- will compete for each build prompt.

Expires at the end of your turn.

Behind the Back

## Action

play & discard

---

For *ALL* molding this turn, you must complete the molding behind your back.

Expires at the end of your turn.

Blind Guesser

## Action

play & discard

---

Select one team member as the sole guesser this turn. For *ALL* guessing this turn, they can only guess by feeling what is built. This round, no guesses can be stolen.

Expires at the end of your turn.



*Action*

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Blind Guesser

**Action**

play & discard

---

Select one team member as the sole guesser this turn. For *ALL* guessing this turn, they can only guess by feeling what is built. This round, no guesses can be stolen.

Expires at the end of your turn.

Behind the Back

**Action**

play & discard

---

For *ALL* molding this turn, you must complete the molding behind your back.

Expires at the end of your turn.

Eyes Closed

**Action**

play & discard

---

For *ALL* molding this turn, you must keep your eyes closed while molding.

Expires at the end of your turn.

Extra Time

**Action**

play & discard

---

For *this* turn, gain 20 extra seconds of build time. You now have *80 seconds* to build.

Expires at the end of your turn.

2 Fingers

**Action**

play & discard

---

For *ALL* molding this turn, you can only use two (2) fingers. Only two fingers may touch the clay at once.

Expires at the end of your turn.

Eyes Closed

**Action**

play & discard

---

For *ALL* molding this turn, you must keep your eyes closed while molding.

Expires at the end of your turn.

Skip

**Action**

keep & play

---

Play this card to skip one (1) build prompt during your team's turn.

Discard once used.

Righty

**Action**

play & discard

---

For *ALL* molding this turn, use your *right* hand.

Expires at the end of your turn.

Eyes Closed

**Action**

play & discard

---

For *ALL* molding this turn, you must keep your eyes closed while molding.

Expires at the end of your turn.



*Action*

*Action*

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*Action*

Extra Time

## Action

play & discard

---

For *this* turn, gain 10 extra seconds of build time. You now have *70 seconds* to build.

Expires at the end of your turn.

Extra Time

## Action

play & discard

---

For *this* turn, gain 10 extra seconds of build time. You now have *70 seconds* to build.

Expires at the end of your turn.

Extra Time

## Action

play & discard

---

For *this* turn, gain 20 extra seconds of build time. You now have *80 seconds* to build.

Expires at the end of your turn.

Righty

## Action

play & discard

---

For *ALL* molding this turn, use your *right* hand.

Expires at the end of your turn.

Steal a Guess

## Action

keep & play

---

Play this card to guess a build one (1) time when it is *not* your team's turn.

Discard once used.

Lefty

## Action

play & discard

---

For *ALL* molding this turn, use your *left* hand.

Expires at the end of your turn.

Lefty

## Action

play & discard

---

For *ALL* molding this turn, use your *left* hand.

Expires at the end of your turn.

Steal a Guess

## Action

keep & play

---

Play this card to guess a build one (1) time when it is *not* your team's turn.

Discard once used.

Skip

## Action

keep & play

---

Play this card to skip one (1) build prompt during your team's turn.

Discard once used.



*Action*

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Removal

## Action

keep & play

---

Play this card to remove one (1) of the other team's markers from the board during your team's turn.

Discard once used.

Steal a Guess

## Action

keep & play

---

Play this card to guess to build one (1) time when it is *not* your team's turn.

Discard once used.

Skip

## Action

keep & play

---

Play this card to skip one (1) build prompt during your team's turn.

Discard once used.

Skip

## Action

keep & play

---

Play this card to skip one (1) build prompt during your team's turn.

Discard once used.

Removal

## Action

keep & play

---

Play this card to remove one (1) of the other team's markers from the board during your team's turn.

Discard once used.

Removal

## Action

keep & play

---

Play this card to remove one (1) of the other team's markers from the board during your team's turn.

Discard once used.

Steal a Guess

## Action

keep & play

---

Play this card to guess a build one (1) time when it is *not* your team's turn.

Discard once used.

Steal a Guess

## Action

keep & play

---

Play this card to guess a build one (1) time when it is *not* your team's turn.

Discard once used.

Steal a Guess

## Action

keep & play

---

Play this card to guess a build one (1) time when it is *not* your team's turn.

Discard once used.



*Build*

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Snowman

Coconut

Octopus

Dragon

Ice Cream  
Cone

Mermaid

Crocodile

Soccerball

Christmas  
Tree

Guitar

Scissors

Compass

Cookie

Glasses

Eiffel Tower

Dragonfly

Chair

Toothbrush

Castle

Umbrella

Tennis  
Racket

Fireworks

Pineapple

Moon

Horseshoe

Butterfly

Hamburger

Kangaroo

Lemonade

Snowflake

Pizza

Popcorn

Beehive

Television

Bicycle

Skyscraper

Racecar

Lightning

Cactus

Corn

*Build*

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*Build*

*Build*

*Build*

Cat

Dog

Tree

Truck

Shoe

Hat

Shrek

Lizard

Apple

Bed

Boat

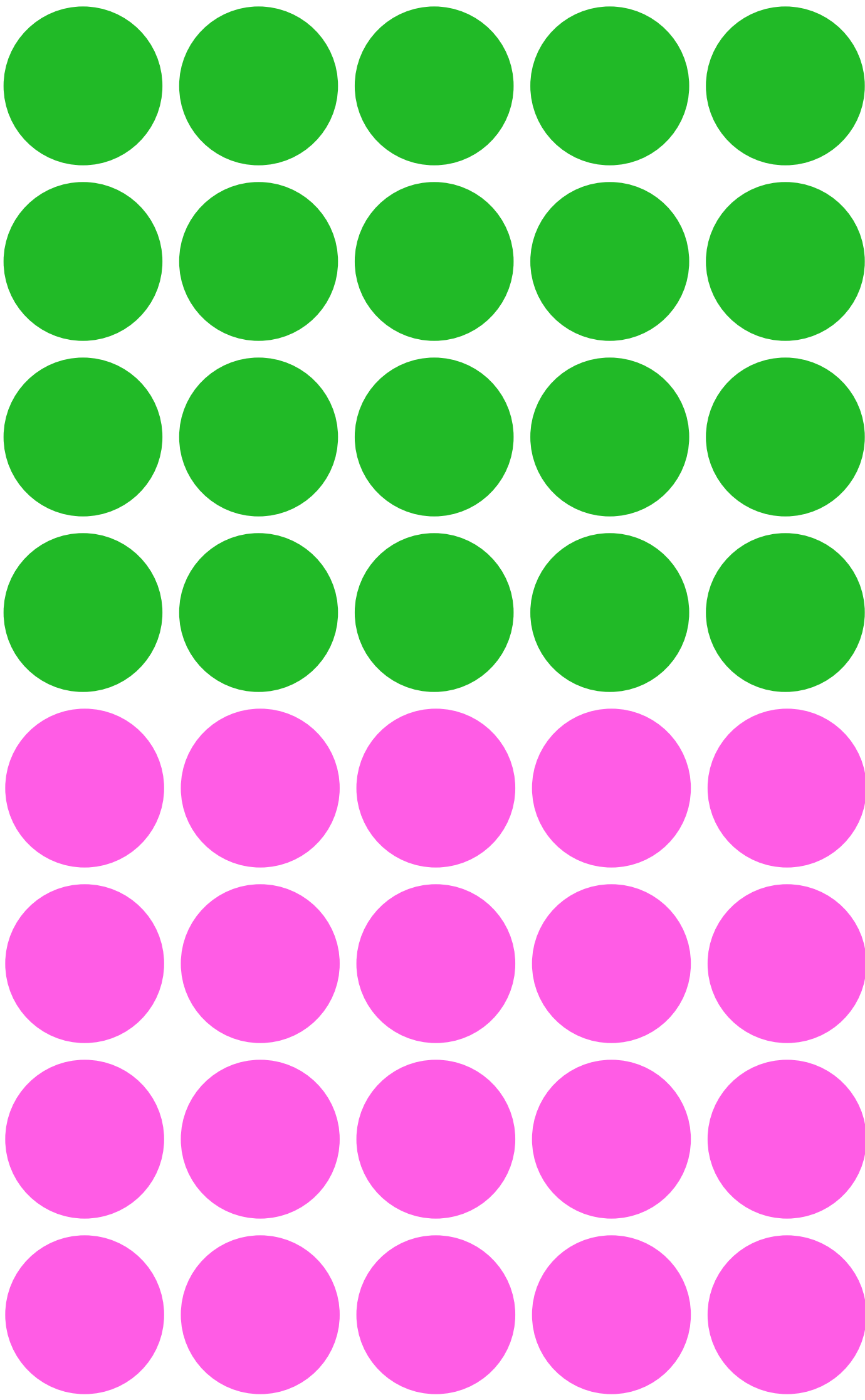
Dinosaur

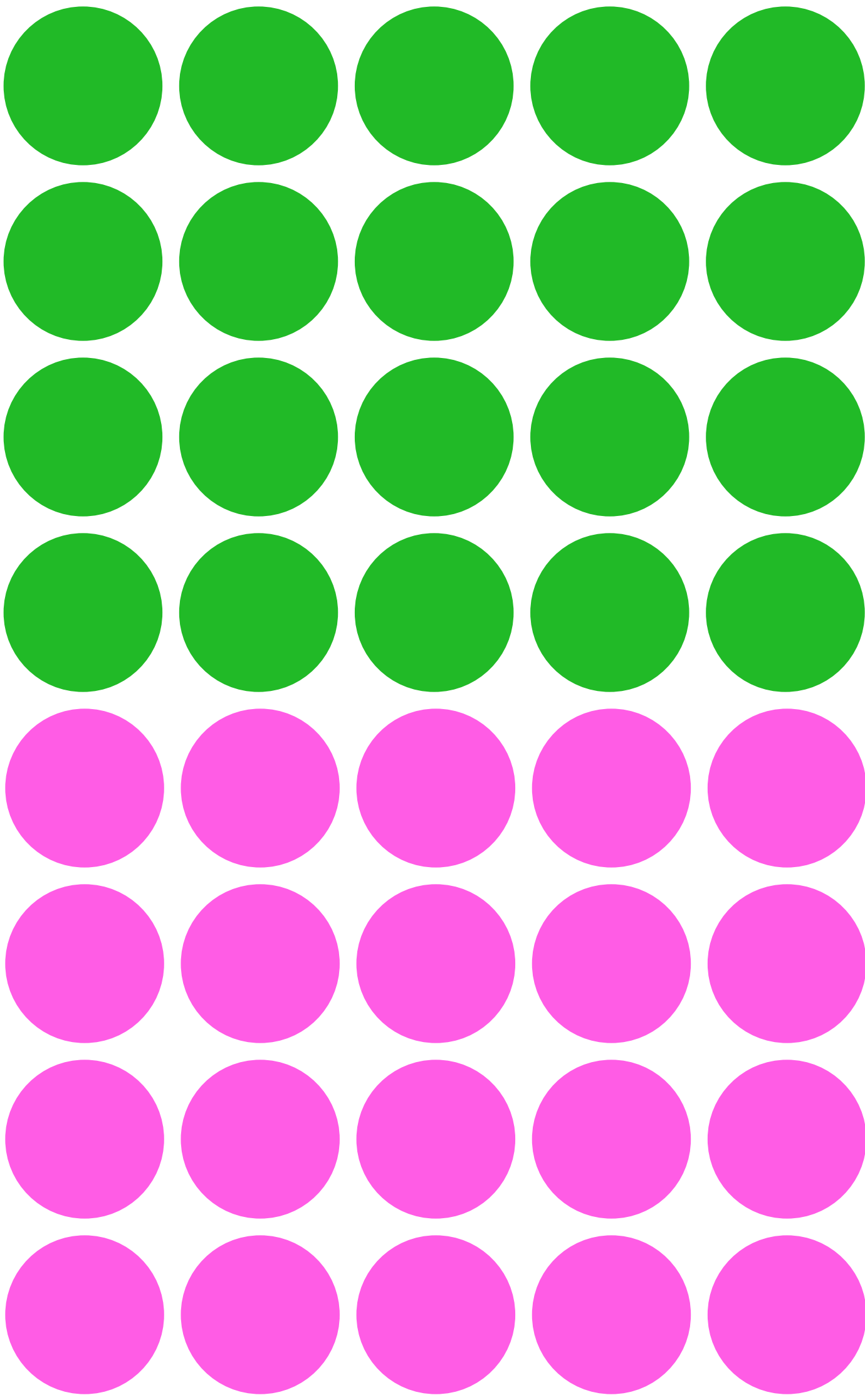
Cake

Fire

Balloon

Sunflower





A 5x5 grid with rounded corners and a dashed border. The grid is composed of 25 empty cells arranged in 5 rows and 5 columns. The grid is centered on a light beige background.


A 5x5 grid of empty rectangular cells. The grid is centered on a light beige background. The grid lines are solid black. The corners of the grid are rounded. A dashed black line follows the outer perimeter of the grid, including the rounded corners.

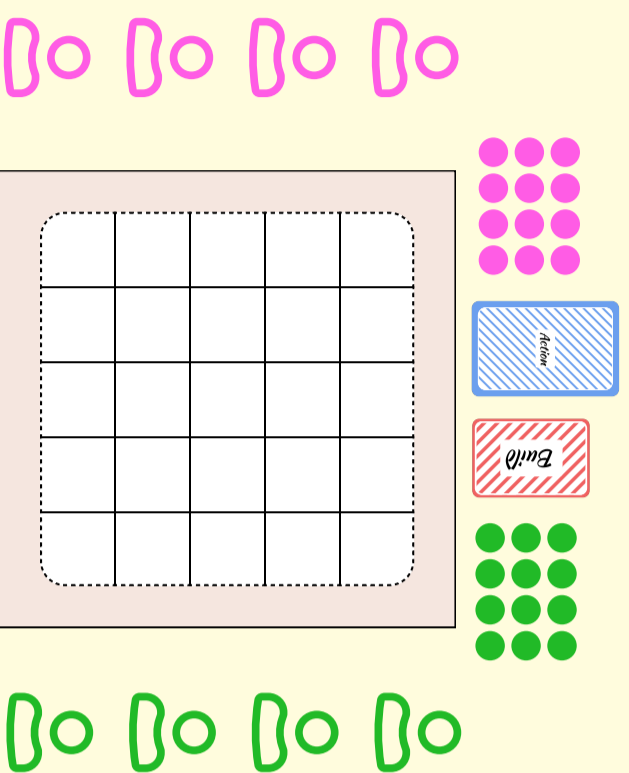



## How to play

# QUORER BLOTS

### 1. Set it up!

- split into two even teams, sitting on opposite sides of the board



### 2. Object

- win tokens by getting your team to guess what you are building
- place tokens won on the board and be the first team to get 5 in a row

### 3. Play!

*One team guesses while the other team keeps time*


#### ON YOUR TEAM'S TURN TO GUESS

1. Choose a builder  + 

2. Draw an action card that will be in effect the entire turn



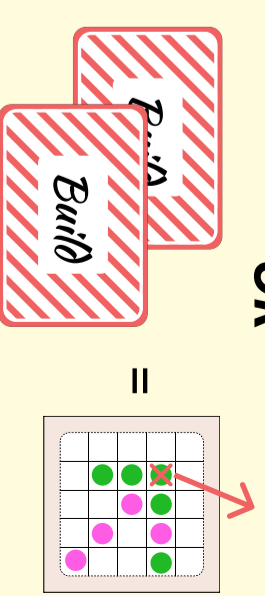
3. When the timer starts the builder:

- flips the top build card 
- builds the prompt out of clay
- keeps flipping and building cards for their team to guess

4. Either place a token on the board for each prompt guessed correctly **OR** spend 2 prompts to remove an opponent's token from the board



**OR**



**\*\*** if the board fills up before any team can get 5 in a row, the winner is the team with the most tokens on the board