

Quarto

· Abstract strategy · 2 · 20–30 min

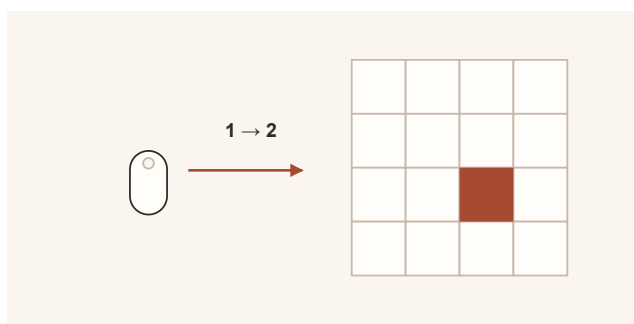
GOAL

Complete a line of four pieces that share at least one attribute, then say "Quarto!".

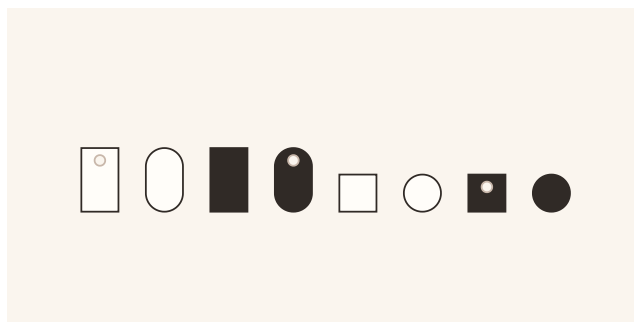
YOUR TURN

This is what makes Quarto different: **you do not choose your piece**. Your opponent hands it to you, and you must place it.

A turn has two steps: **place** the piece you were given on any empty square, then **hand** your opponent one of the remaining pieces.



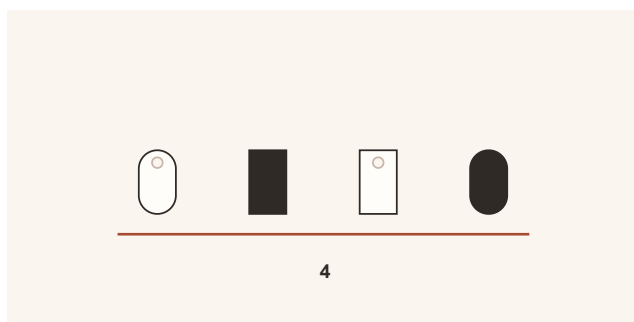
You choose my piece; I choose its empty square. Then I choose the next piece for you.



Four attributes: tall or short · light or dark · round or square · hollow or solid.

What counts as a Quarto

A line of four pieces wins if they **share at least one attribute**. The line can be a row, a column, or either main diagonal.

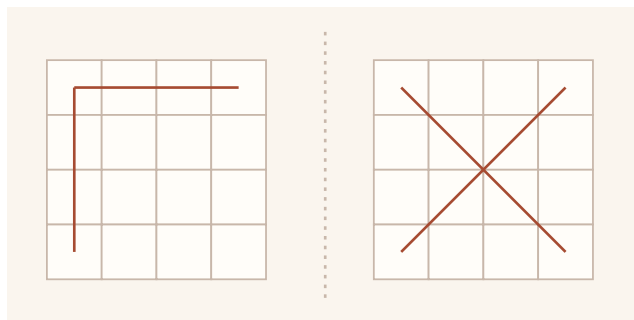


These four differ in colour, shape and hollowness. But all are tall.

You are not looking for identical pieces. You are looking for one attribute all four share.

You must call Quarto **before you hand over the next piece**. If you miss it, your opponent may call it before placing their piece, and they win. If both of you miss it, that line cannot be claimed later.

If the board fills and nobody called Quarto, the game is a draw.

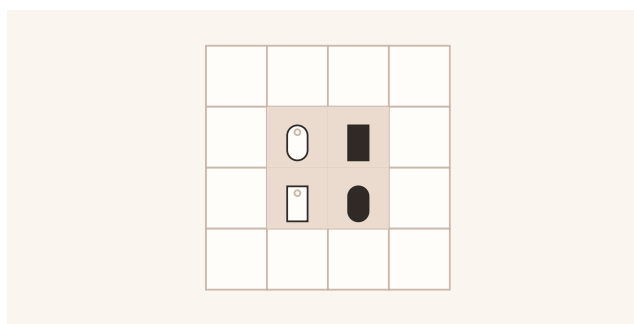


The base game counts a horizontal row, vertical column, or either main diagonal.

Setup and a longer variant

In the box: a 4×4 board and 16 wooden pieces. There are no "your" and "their" pieces, all 16 are shared. The board starts empty.

Longer variant: also count 2×2 squares. Four pieces forming a square that share an attribute also win. Agree before you start.



Advanced: a 2×2 square also counts when all four share at least one attribute.

Source: [Gigamic official rulebook](#). Diagrams are original.

Details that matter

All 16 pieces are distinct: every combination of four binary attributes ($2^4 = 16$). Colour does not indicate ownership. Agree whether you count only base-game lines or also 2×2 squares.

Further sources: [Gigamic Quarto rulebook](#)