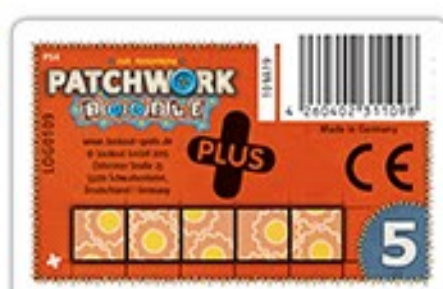


PATCHWORK DOODLE PLUS

This is an expansion for Patchwork Doodle, the roll-and-write game in the Patchwork universe. It comes with 24 new patch cards mostly showing multiple separate patches that you must draw in a specific arrangement, which makes the game more challenging.

Components

24 patch cards



Note: Due to technical reasons, one of the cards must contain the EAN and other legal information. This card is also part of the expansion. Simply disregard the additional information when playing the game and focus only on the depicted patch.

Setup

Shuffle the 30 base game and 24 expansion patch cards together to form a single draw deck.

Course of Play

The game is played according to the base game rules. The following additions explain how to use the new patch cards.

Disconnected Patches

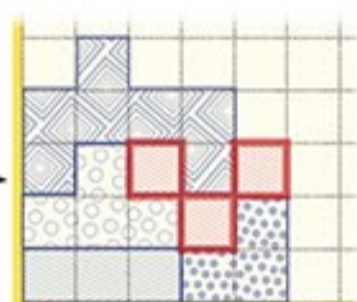
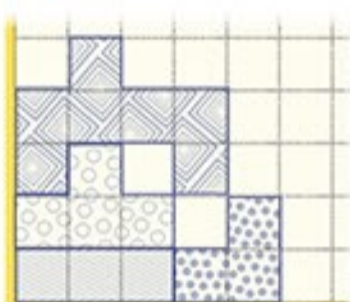
Most of the new patch cards show two or more disconnected patches. When drawing the patches of such a card, you must draw all of its parts according to the following rules:



- You must draw the patches in the depicted arrangement, i.e., the distance and relative position of the patches must remain the same.



- When drawing an arrangement of patches, it does not matter whether or not the other spaces between the patches are already covered on your drawing board.





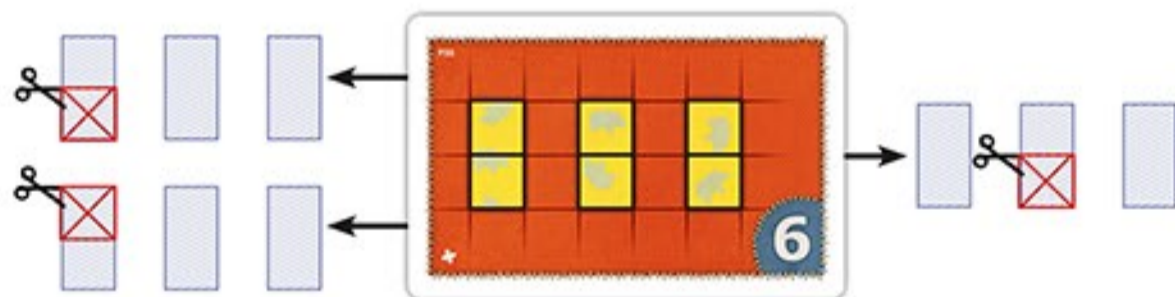
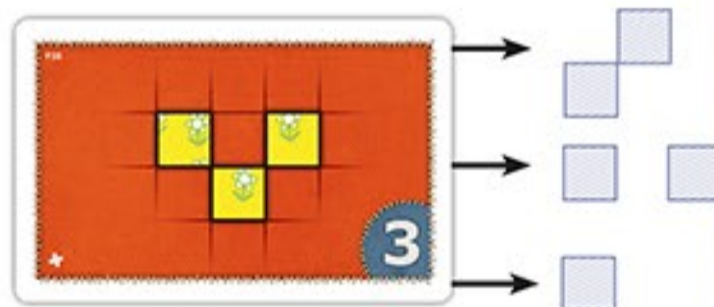
- If you want to rotate or flip an arrangement, you must do so with all of its parts.



New Special Action

The expansion features a new special action so that you have a total of five special actions at your disposal.

-  If the current patch card shows a set of disconnected patches, you can ignore **one or more** of these patches and draw only part of the arrangement. This also applies to patches that share a corner.
-  When applying the **scissors** special action on a set of disconnected patches, you cannot cut off individual patches (like you can with the new special action). You can, however, shorten one of the individual patches according to the normal rules. You cannot cut more than one patch unless you also spend your 2x action on the same card.



Note: Because you are using the base game pad, you are, of course, missing the new special action on your sheet. Improvise or simply draw the new icon on your sheet and cross it off when you use the new special action.

Scoring

The scoring rules do not change at all.

Campaign Mode

You can play a campaign of three consecutive games, playing through the entire deck of 54 patch cards in the process. This is how you do it:

- In the 17 turns of the game in which the die is rolled, **remove** the current patch card from play after all players finish the turn. **Do not remove** any cards in the final turn of the game.
- After a game is over, move on to the next game, shuffling the three remaining cards (from the final turn) back into the deck.
- After three games, total your scores to determine the campaign winner. In case of a tie, the player with the highest individual score wins (of those tied). Otherwise there are multiple winners.

Note for the solo game: It is important not to remove the card you choose in the final round of a game, or you will run out of cards in the third game of the campaign!