
GB Qyrsqyrs – Complete Rulebook (Quick Rules + Full Edition)

♦♦♦ Qyrsqyrs – Quick Rules ♦♦♦

Players: 3–4

Goal: Collect as few points as possible.

All card values from tricks count as minus points.

The player with the fewest points wins.

Setup

- 8 cards per player (4 players) / 10 cards (3 players).
- Each player places one card face down into the Treasure Chest.
- In a 3-player game, the dealer adds two extra cards to the chest.

Gameplay

- The player to the dealer's left plays any card face up to start.
- All other players must follow suit if possible – same color or a trump card.
- If not possible, any card may be discarded or a trump may be played.

- Queens are trump cards and beat all others.
- The winner of a trick leads the next one.
- The player who wins the final trick also takes the Treasure Chest – it can change everything.

Special Results

Flawless: No tricks – all opponents double their minus points.

Grand: All tricks – all opponents receive 500 minus points.

Scoring

Total of 140 points in the game (35 per suit).

Queens have no point value and are not counted.

Elegant. Unpredictable. Brilliant.

A game of tactics, intuition and shine.

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Full Rulebook

Introduction

Qyrsqyrs is the mystical, mysterious Queen of Diamonds of this card game.

She sparkles equally across all cultures and nations of the world.

Qyrsqyrs is a tactical, emotionally engaging card game for three to four players, defined by its clear structure, simple rules, and endlessly varied outcomes.

Its design combines trick avoidance, bluffing, and calculated risk

With a strong element of luck and dynamic player interaction.

It is easy to learn but difficult to master.

Every round feels different – no two games are ever the same.

Summary of Gameplay

Each player plays for themselves – everyone against everyone.

The goal is to collect as few points as possible.

The card values from each player's tricks count as minus points at the end of a round.

Only the Queens act as trump cards, and their ranking across four colors

Creates a strategic depth within the game.

Because of their dual nature, Queens can both help and harm.

As trump cards, they offer various tactical possibilities

And often decide between success and failure.

They are frequently placed into the Treasure Chest to avoid the risk
Of earning penalty points when used in play.
However, they can also lead to the Grand victory –
Their use must be carefully considered in every round.

A central element is the Treasure Chest:

At the beginning of each round, every player places one card face down into it.
These hidden cards and the uncertainty surrounding them
Create tension and unpredictability.
The Treasure Chest is revealed only at the end of the round
By the player who wins the final trick.
This moment forms a dramatic climax – the last trick can change everything.

Components

32 playing cards, one Treasure Chest card,
and a card box that serves as the Treasure Chest holder during play.
Four suits in different colors, numbered 2 to 8.
Four Queens, one in each color, act as independent trump cards.

Setup

In a four-player game, each player receives 8 cards.
In a three-player game, each receives 10 cards.

In games with three players, the dealer also places two cards

Directly into the Treasure Chest during the deal.

Before play begins, every player must place one card

Face down into the Treasure Chest.

The cards in the chest remain secret until the end of the round.

Gameplay

The player to the dealer's left begins by playing any card face up.

All other players must, if possible, play the same suit or a trump card.

If unable to follow, they may discard any card or play a trump.

Trump cards beat all other suits.

The winner of each trick leads the next one.

The player who wins the final trick also takes the Treasure Chest cards.

These can completely change the outcome of the game.

The final trick should usually be avoided –

Unless one is aiming for the Grand victory.

Special Achievements

Two special achievements bring emotional highs and strategic tension.

Flawless: A player who takes no tricks achieves a Flawless victory.

All opponents must double their minus points.

If two players are flawless (possible only with four players),

the penalty points are quadrupled.

Grand: A player who wins all tricks achieves the extraordinary Grand success.

All opponents receive 500 minus points.

This rare event creates maximum excitement and a shared reaction at the table.

Game Experience and Character

The game thrives on a unique balance of strategy, intuition, observation, and luck.

Players must not only manage their own cards but also observe others carefully

To detect bluffing, intention, and chance.

The interplay of tactics and fortune ensures that the game is never fully predictable.

It trains concentration, combination, reaction, and decision-making.

At the same time, it encourages foresight and teaches

How to make choices under uncertainty.

Laughter, triumph, and surprise are constant companions.

Thus, Qyrsqyrs has an exceptionally high replay value

And remains engaging even after many sessions.

Scoring

Each player collects as many minus points

As the total value of the cards they have taken in tricks.

There are 140 points in total in the game,

and each suit (2–8) contains 35 points.

Qyrsqyrs herself, as the priceless trump,
is excluded from point calculation.

The player with the fewest minus points wins the game.

About the Cards and Gemstones

Qyrsqyrs Red – Red Diamond

The highest trump card. Red is the rarest diamond color in the world.

Only a few red diamonds exist – they shine like fire and magic.
They symbolize courage, strength, and eternal love.

Since ancient times, people believed red diamonds granted invincibility.

Qyrsqyrs Black – Black Opal

The second-highest trump card. The black opal is mysterious and full of energy.

Its dark shimmer reveals many colorful reflections.
It is said to give strength of will and help dreams come true.

Qyrsqyrs Blue – Blue Sapphire

The third-highest trump card. The blue sapphire represents calm, wisdom, and loyalty.
It is believed to clear the mind and support good decisions.
Its deep blue evokes the sky and the sea.

Qyrsqyrs Green – Green Emerald

The lowest trump card. The green emerald stands for love, happiness, and harmony.
It is considered a stone of growth and balance.
Even the ancient Egyptians called it the “Stone of Life.”

Closing Words

A game that is easy to learn yet hard to master.

Elegant in its simplicity, infinite in its possibilities.

Each round offers a new, sparkling experience.

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