
NG Qyrsqyrs – Full Rulebook / Complete Rulebook

♦♦♦ Quick Rules / Short Play Guide ♦♦♦

How Many People Fit Play: 3–4 players

Wetin Be Di Goal: Make you gather small points as you fit.

All di card wey you win for trick (rounds) go count as minus points.

Person wey get di smallest minus points for end of di game go win.

How To Arrange Di Game / Setup

- If na 4 people, each person go get 8 cards.
- If na 3 people, each go get 10 cards.
- Each player go drop one card face down inside Treasure Box (Skat Chest).
- For 3-player game, dealer go add two more cards join di box.

How To Play / Gameplay

- Person wey sit down for dealer left side go start by playing any open card.
- All other players must play same color if dem fit, or play Queen (trump).
- If dem no fit, dem fit throw any card or play Queen.
- Queens na di trump cards — dem beat all other color.

- Person wey win di trick go start di next one.
- Person wey win di last trick go collect di Treasure Box cards join —
E fit change everything for di end!

Special Results / Extra Palava

Clean Win (Flawless): If person no win any trick, all im opponents go double their minus points.

Big Win (Grand): If person win all di tricks, everybody else go collect 500 minus points.

Counting Points / Scoring

Total points for game na 140 (35 points for each color).

Queens no get point value — dem no dey count for di score.

Fine. Sharp. Full of Shine.

Na game of brain, small luck, and plenty fun.

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Full Rulebook / Complete Rules

Intro / Introduction

Qyrsqyrs na di mystic, shiny Queen of Diamonds wey dey rule dis card game.

She dey shine for all culture and country for di world.

E be tactical and emotional game for 3–4 people.

E get clear rules, easy to learn, but e go show you plenty different ways to play.

E join sense, bluff, and small luck together.

E easy to learn, but hard to master.

Every round different — no two games go ever be di same.

How Di Game Dey Go / Summary of Gameplay

Everybody dey play for demself — all man for im own hand.

Goal na to get as few points as possible.

Cards wey you win for tricks go turn to minus points after round end.

Only Queens be trump cards,

and how dem take arrange for four colors na wetin make di game deep.

Queens fit help you or wahala you.

As trump, dem get plenty tactical use,

and dem fit decide who go win or lose.

Many time, players go hide dem Queen inside di Treasure Box

To avoid minus points —

But dem fit still give Grand win if you play dem well.

Treasure Box na di heart of di game.

Every player go put one face-down card inside am before each round start.

Nobody sabi wetin dey inside,

and dat one dey make di game full of suspense.

At di end, di person wey win last trick go open di box.

Na di drama part — di last trick fit change di whole game!

Game Things / Components

32 cards, 1 Treasure Box card,

and di game box wey serve as di chest for play.

Four color sets with cards from 2 reach 8.

Four Queens — one each color — be di trump cards.

Setup / How To Arrange

For 4-player game, give each person 8 cards.

For 3-player game, give 10 cards each.

Dealer go drop two cards straight to Treasure Box while sharing cards.

Before play start, every player drop one face-down card for di box.

Dem no go open di box until end of round.

Gameplay / How To Play

Player for dealer left side go start play with any open card.

Other players must play same color or Queen if dem fit.

If dem no fit, dem go throw any card or play Queen.

Trump (Queen) go beat all colors.

Person wey win trick go play di next one.

Who win di last trick go carry cards for Treasure Box —

And dis fit turn di table!

Most time, e better to avoid winning di last trick —

Unless you dey go for Grand win.

Special Wins / Achievements

Two special win conditions dey make game more sweet and full of tension.

Clean Win (Flawless): If person no win any trick, all opponents go double minus points.

If two people make am (for 4-player only), minus points go times four.

Big Win (Grand): If person win all tricks, all other players go collect 500 minus points.

Dis kind thing rare — e go make everybody shout for table!

Game Feel and Character / Game Experience

Game mix strategy, smart thinking, watch-eye, and luck together.

Players no just dey play their own cards —

Dem dey watch others to see bluff or plan.

Blend of tactics and luck make game always fresh.

Qyrsqyrs dey train concentration, reaction, and decision sense.

E teach how to think ahead and decide when things no sure.

Laughter, wahala, and victory go full every round.

Qyrsqyrs dey fun every time —

You go still enjoy am even after plenty games.

Counting Points / Scoring

Each player go collect minus points equal to di value of di cards wey dem win.

Total points na 140.

Each color (2–8) get 35 points.

Qyrsqyrs no get card value — she no count for score.

Winner na person wey get di smallest minus points.

About Di Cards and Di Stones / About the Cards and Gemstones

Red Qyrsqyrs – Red Diamond

Strongest trump. Red na di rarest diamond color for di world.

Only small red diamonds exist — dem shine like fire and magic.

Symbol of courage, power, and everlasting love.

Black Qyrsqyrs – Black Opal

Second strongest trump. Mysterious and full of energy.

In dark shine dey show many colors.

E dey give person willpower and belief say dream fit come true.

Blue Qyrsqyrs – Blue Sapphire

Third trump. Symbol of peace, wisdom, and loyalty.

E calm di mind and help person make wise move.

Green Qyrsqyrs – Green Emerald

Weakest trump. Symbol of love, luck, and balance.

E mean growth and harmony.

Closing Words / Last Talk

Easy to learn, hard to master.

Simple but deep.

Every game na new shining experience.

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