

Patchwork Game Rules Clarifications by Hexahedron

1. Arrange the patchwork pieces randomly in a complete circle around the time board. Place the 'neutral token' within the circle of patchwork pieces so it's immediately after the 1x2 patch when moving clockwise.
 - Any time someone acquires a piece from the circle, put the neutral token where the piece was taken out of the circle.
 - The next 3 pieces clockwise after the neutral token are the ones currently available.
2. Both players' time tokens start on the first space of the time board.
3. Whichever player goes first advances to the first space in front of the other player (so the first turn of the game is almost always to just move 1 space forward).
 - Unless one of the first 3 patchwork pieces in the circle is the lone piece that doesn't cost any buttons, you can't afford any pieces on the first turn since you don't have any buttons yet, so the player who went first receives 1 button for having moved 1 space, and their turn ends.
 - (You can either advance and receive buttons for spaces moved, or don't advance and spend buttons to acquire a piece from the circle - *not* both receive buttons and spend buttons in the same turn.)
4. Then it's the second player's turn. To get their first button income, they too must advance to the first space in front of the other player (which for the second turn of the game is almost always to move 2 spaces forward, unless the first player was able to get the free piece instead of moving). They receive 2 buttons for having moved 2 spaces, and their turn ends.
 - (They can't afford any pieces this turn, since if the free one was in the first 3 pieces, the first player already acquired it, and there are no more free ones.)
5. Players continue alternating turns, in order. (Disregard the original rule about getting multiple turns in a row if you're behind.)
 - Each turn, you can either move by advancing to the next space in front of the other player, or buy a patchwork piece if you have enough buttons.
 - If you advance instead of buying, you get button income for spaces moved *and* how many buttons are shown on the pieces on your quilt board so far.
 - If you buy instead of advancing, first pay for the piece and put it on your quilt board. Then move the number of spaces by the hourglass on that piece. You *don't* get income for those spaces moved.
 - If you can't afford the next 3 patchwork pieces available and are already in front of the other player, skip that turn.
6. If any move (advancing or moving-after-buying) makes you land on a button-overlapped space on the time board, you get 1 button plus income for what's on your board (and spaces advanced, if applicable).
 - And if any move makes you land on a single-square-overlapped space on the time board, you get that piece to place on your quilt board, if the other player didn't beat you to that one.
7. Determine the winner by adding up quilt board squares covered by your pieces, plus your unspent buttons.