

Quokka – The Pocket Party Game with Crazy Categories

By Tony Hetherington

A quokka is a friendly marsupial that loves having fun – the ideal mascot for a party game.

Each of the 18 Quokka cards has a picture of a cute quokka along with 1 or 2 letters on one side and 6 categories on the other side. This packs in 26 letters and 108 categories in just 18 cards! The categories include ones you may expect in category trivia games such as TV and sport but Quokka also includes crazy and personal categories such as, *Animals you could beat in a fight*, *Something you could get your head stuck in* and *Laws you would pass when you become leader*.

There are two ways to play Quokka. Quokka Slam is party game for 2-4 players or teams and Quokka Solo is the solo gaming or co-op game challenge.

What you need to know to play Quokka Slam!

In Quokka Slam letter cards are spread out on the table (11 for a 2 player duel, 13 for 3 or 4 players or teams) with the letters face up.

A category card is chosen and one of the 6 categories is read out.

Everyone yells “Quokka!” to start then races to think of an answer. When you have one, slam your hand down on that letter and say your answer.

If you’re the fastest to slam and no-one challenges you, then you get that card as a point and get to decide whether to go again with the same category or skip to a new one.

Yell “Quokka and go again!”

Win the most cards to win the game.

Quokka Slam! - Things you may need to look up

It’s for 2-4 players or teams

Preparation – Shuffle and spread out 11 (for a 2-player duel) or 13 cards on the table so all players can reach them with the letters face up. This leaves a deck of category cards. Redo this between rounds.

Read out a category from one of the other cards. I would suggest the youngest player picks a number between 1-6 and the oldest player reads it out. Everyone yells “Quokka!” and players race to slam their hand down on one of the letter cards, calling out their answer as they do.

If no-one disputes their answer they can take that card and add it to their pile of claimed cards.

If any other player has slammed their hand down within a second of the winner they may also claim their card (if not disputed). Otherwise it's too late.

Stealing – If a successfully claimed card has a second letter on it the player may immediately claim a second answer – if that isn't disputed then they can steal a card from any other player.

Category Bonus – The winning player can now choose to carry on with the same category or request a new one. Either way, everyone yells “Quokka” and the game continues.

Disputes – Any player can dispute any answer. If it can't be quickly resolved, then a vote of all players decide the outcome. If an answer is discounted and no other player has slammed quick enough then yell “Quokka!” and start again with the same category.

The round ends when either the last letter card is claimed or the last category card is used.

Scoring - Any claimed cards count as that player's score, either to decide a winner or to carry over to other rounds.

Number of rounds – Play 3 rounds to decide a winner (or less if there are too many disputes).

Quokka Tie Breaks - If a tie needs to be broken then continue playing one more round with the category being “what's as cute as a quokka?”

Quokka Solo - For 1 player or co-op game.

What you need to know to try it

Shuffle the cards and lay out 17 cards, keeping the last one as your category card. You may arrange the letter cards in any order you wish.

You may choose the categories on the card in any order to try and find answers for the other 17 cards but may only choose a category once and may not go back to a previously used category.

Can you claim them all?

When you need to know more to play on for bigger scores.

Initially, Quokka Solo is a challenge to clear as many of the letter cards as you can using the one category card but once you can do that you can try for big points for carrying on with a new category card. What's your high score?

Preparation – Shuffle the cards and lay out 17 cards and keep the last one as your category card. You may arrange the letter cards in any order you wish.

If you clear all the letter cards then note down your score and use the reverse of the last letter you claimed as the category for the next round. Lay out the other 17 letter cards again and keep going as long as you can.

Double letter card gamble - When you claim a letter on a card with two letters you can either claim that card for 1 point or leave it there and gamble you'll think of an answer for the other letter to claim a 3 point bonus.

A Quokka Solo game ends when you can't think of any more answers or have used all the categories on the card or you have cleared all the cards and would use the same category card again.

Quokka Solo points

- 1 point for each letter card taken.
- 3 points bonus for each double letters claimed
- 3 points If you clear all 17 cards
- 5 points if you clear all 17 cards by only using 1 category
- 3 points if you clear all 17 cards by only using 2 categories.