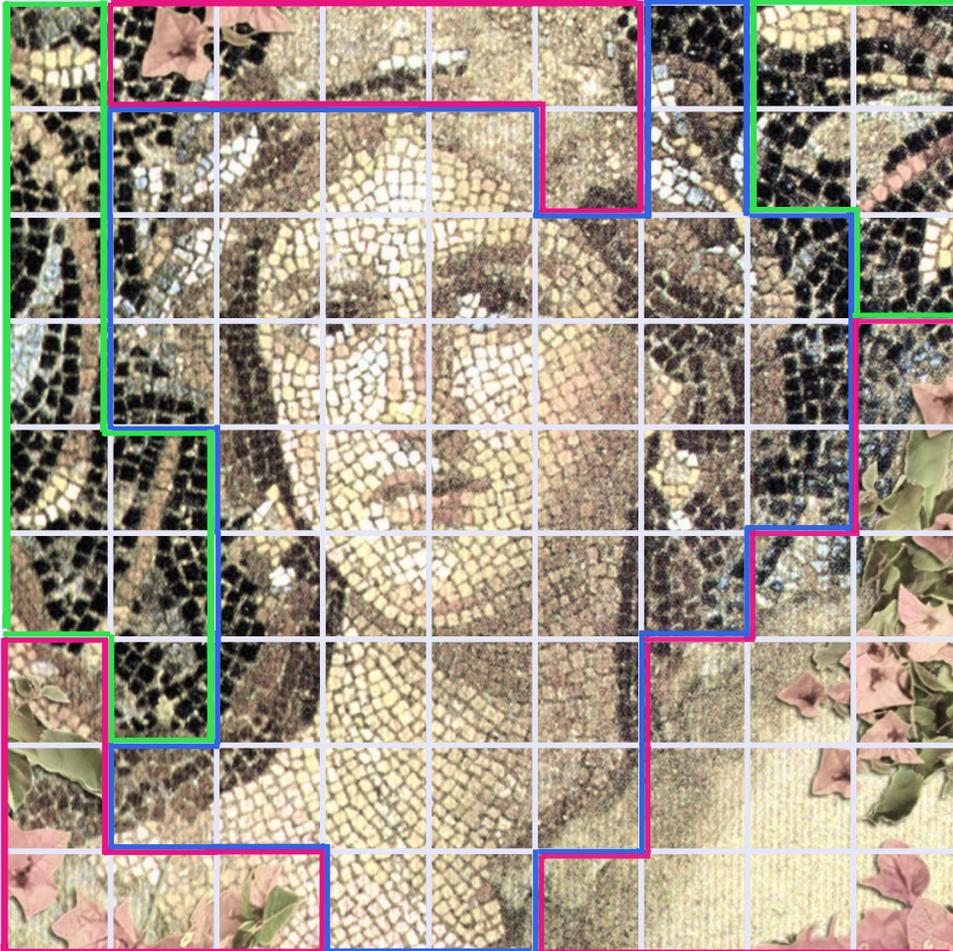
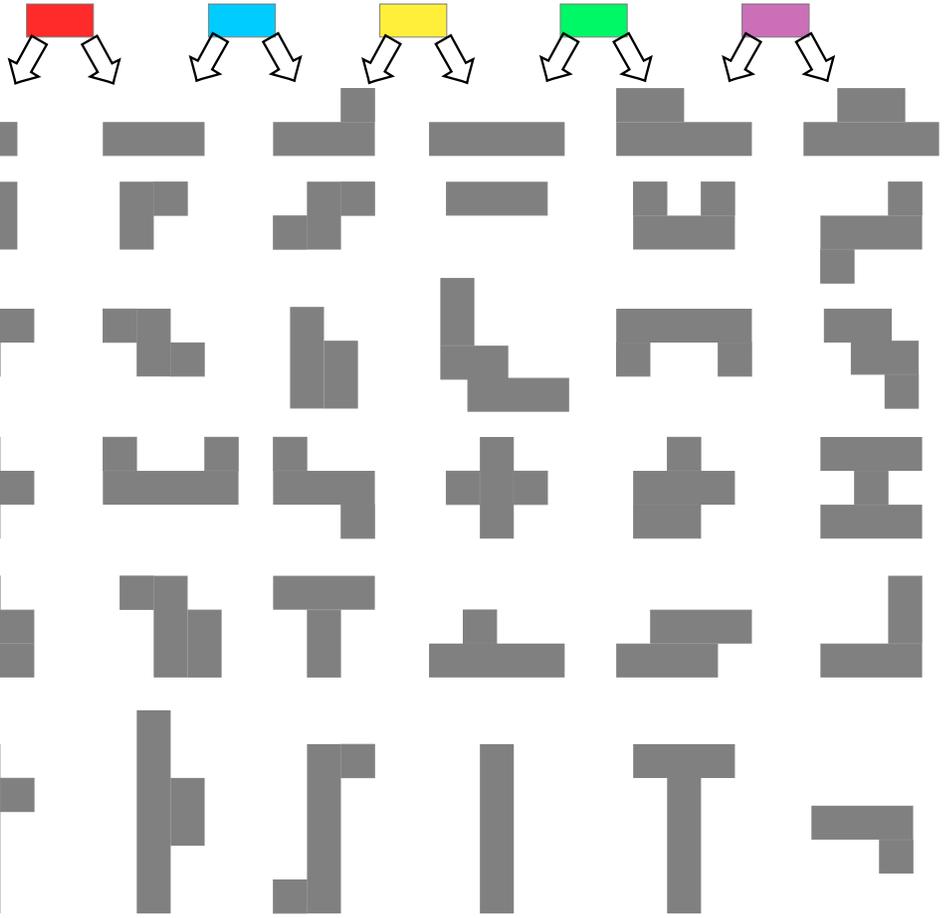
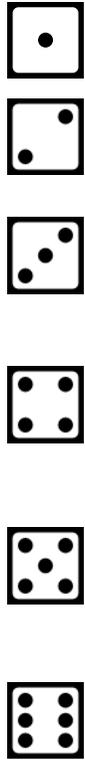


# MOSAIC



## RESERVE



Blue \_\_\_ of 42 x 2 = \_\_\_\_

Pink Regions -4/ -4/ -4

Most Coverage +20/ +5/ 0

[Solo] Tiles Used - \_\_\_\_

Reserve \_\_\_ x1 + \_\_\_\_

**Total** \_\_\_\_



# MOSAIC

By Isaac Shaler  
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## Overview

Restore the Mona Lisa of the Galilee, an ancient tile portrait of a mesmerizing, mysterious, woman with just a hint of smile, by piecing together tile fragments of different sizes and shapes.

## Components

5 Dice in 5 colors:  
Red, Blue, Green,  
Yellow, Purple  
1 Dice bag  
1 Pen per player

## Object

To score the most Victory Points (VPs) by reconstructing only the genuine portions of ancient mosaic, while avoiding the fake regions .

## Setup - Each Player Does This Separately:

1. Roll a die and mark off the entire row of tiles corresponding to that number
2. Roll the die again and, counting from left to right, mark off the corresponding column of tiles. Then, mark off the arrows pointing to that tile, and continue marking off arrows so that every column is pointed to by only one arrow.
3. Place all the dice in the dice bag and pick a starting player, who draws three dice (two in solo play). You are now ready to begin play.

## How To Play

The active player takes the die passed to her, draws two dice and rolls them. On the first turn of the game, roll all three dice drawn in setup). She selects one die. Using the color to determine column and the number to determine row, she marks off the corresponding tile, and draws that tile on her mosaic. The other players do the same, selecting only from the two dice she did not select. Multiple players may select the same die from the remaining two. When you select a die pointing to a tile that is already marked out mark out a different tile **in that column**, and mark off and place a 1-stone tile from your reserve. After all players are done, the active player passes her die to the next player, and discards the other two dice. If the dice bag is empty, place all discarded dice back in the bag. Pass the bag to the next player, going clockwise, and continue playing. In Solo play, draw two dice per turn, do not keep any dice from turn to turn, and refill the bag when there is only one die left in the bag.

## Placing a Tile

1. Tiles may be rotated freely and flipped over/mirrored
2. Tiles placed after the first tile must touch another tile along a side
3. Tiles must fit fully into the mosaic grid
4. Tiles may not be moved/erased

## Game End and Scoring

When any player meets any of the end conditions below, the game will end immediately.

- All tiles in a player's column are marked off
- No tiles remain in one player's Reserve

## Players score:

- 2 points per covered square in the blue "genuine" region of the mosaic
- -4 points per pink "fake" region that has any covered spaces (max -12)
- In a **2-3 player game**, 20 points for covering most squares in the mosaic (any region). In a **4-6 player game**, also give 5 points to the player covering the 2nd-most squares
- In a solo game, subtract one point per each marked off tile on the main tile grid and the Reserve
- 1 point for each unused Reserve tile

The player with the most points is the winner!

We depend on your feedback! Go to [www.kindfotress.com/feedback](http://www.kindfotress.com/feedback) answer a couple of questions, and print more copies of Mosaic!