

# Game Instructions

## The Board

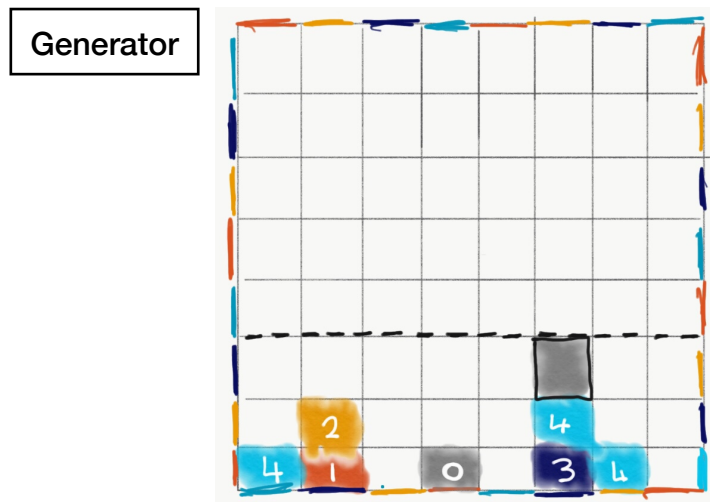
The game board can be seen below, there are three main components:

1) Tiles - you can move these around to score points.



2) Border - outside of the board is a colourful border, these colours correspond to the colours of the tiles.

3) Border Generator - this generates a new roof for the board each turn.



## Scoring Points:

- Points are scored when a tile enters a coloured gate on the border
- If a tile is immediately next to its corresponding coloured gateway the it automatically enters it
- You score points equivalent to the value of the tile

4

This tile would score 4 points

## Moving Tiles:

- You can move tiles around the board as long as there is space
- Tiles can move left or right
- They are affected by gravity
- When a tile moves, its value decreases by 1. You can think off the value as being its 'movement points'
- Zero tiles are immovable so avoid moving tiles with only 1 movement point.



## Ending Your Turn / Lose Condition:

- At the end of your turn the border will rotate 90 degrees clockwise
- Losing - if you have a tile touching the roof of the board when you end your turn you lose.
- New tiles will drop in from the roof at the start of your next turn.

