

# L A T I C E

## Q U I C K R E F E R E N C E

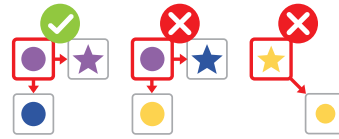


### Contents



### Objective

Be the first to play all tiles from your pool by matching adjacent (not diagonal) tiles based on color or shape, taking advantage of special tiles and squares on the board.



### Setup

Mix together all tiles face down, then distribute equally amongst each player.



42 Tiles Each



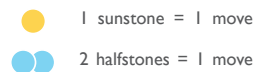
28 Tiles Each



21 Tiles Each

Each player draws 5 tiles from their own pool to place on their racks. The youngest player goes first.

### Earning Stones & Special Moves

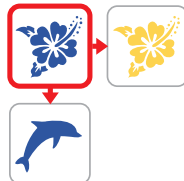


#### Double

play tile matches by color or shape on 2 sides



earn one halfstone

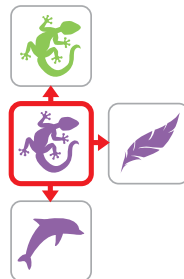


#### Trefoil

play tile matches by color or shape on 3 sides



earn one sunstone

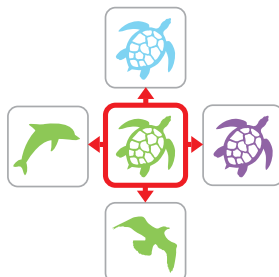


#### Latice

play tile matches by color or shape on 4 sides



earn two sunstones



#### Sun Square

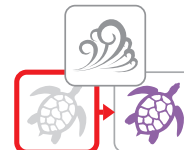


place tile on Sun Square



earn one sunstone

#### Wind Tile



slide a tile over 1 square, discard Wind Tile



earn one extra move



three sunstones can be exchanged for a previously discarded Wind Tile

# L A T I C E

## H O W T O P L A Y

**Contents**

1 game board

16 sunstones  
 16 halfstones

**84 tiles**  
(6 colors x 6 shapes x 2 of each) + 12 Wind Tiles

4 tiles racks

**2-4 players**

**ages 6+**

**20 min**

**42 Tiles Each**

**28 Tiles Each**

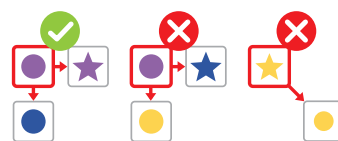
**21 Tiles Each**

**Objective** Be the first to play all tiles from your pool by matching adjacent (not diagonal) tiles based on color or shape, taking advantage of special tiles and squares on the board.

**Setup** Mix together all tiles face down, then distribute equally face down to each player. Each player then draws 5 tiles from their own pool to place on their racks. The youngest player goes first.

**First player** selects one tile from their rack and places it in the center (moon) square, then completes their turn by drawing a tile from their pool.

**Regular move** The next player, and then each in turn, adds one tile to the board next to an existing tile, matching all adjacent (not diagonal) tiles based on either color or shape (or by playing a wind tile or by exchanging).



**Exchange** You may use a move to exchange some or all of your tiles for new ones. (No peeking!)

**Sunstones** A sunstone can be exchanged during your turn for an additional move. If you have more than three sunstones at the end of your turn the extra stones must be discarded. (No hiding!)

**Halfstones** Two halfstones can be exchanged during your turn for an additional move. You can accumulate an unlimited number of Halfstones. (No hiding!)

**How to Earn Halfstones and Sunstones** 1 sunstone = 1 move 2 halfstones = 1 move

**Double**  
  
 play tile matches by color or shape on 2 sides.  
 Earn one halfstone.

**Trefoil**  
  
 play tile matches by color or shape on 3 sides.  
 Earn one sunstone.

**Lattice**  
  
 play tile matches by color or shape on 4 sides.  
 Earn two sunstones.

**Sunsquares** When you play a tile on a sun square you earn one sun stone.

**Winds** Wind tiles may be used to slide one previously played tile up, down, left or right to an open square. It does not need to match adjacent tiles. After playing and then discarding the wind tile you can make one additional move. Three sunstones can also be exchanged for a previously discarded wind tile (if available). =



**Passing** If a player has drawn all their tiles from their pool but cannot move on their turn, they have to pass.

**Ending a turn** You complete your turn by drawing as many tiles as you played from your pool, always keeping 5 tiles in your rack as long as there are enough tiles left in your pool. Play continues clockwise.

**Ending the game** A player wins when they have no tiles remaining in their pool and they play their last tile, or when all players pass (if all players pass the player with the fewest remaining tiles wins).

# L A T I C E<sup>TM</sup>

## P R I N T A B L E G A M E

### Tools needed

• scissors

• tape or glue

• paper\*

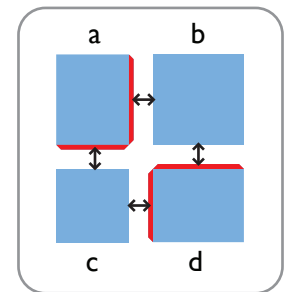
\*We recommend using the heaviest weight paper your printer can support (for a nicer look and more durable feel: 65lb paper weight “card stock” is ideal), but you can still play the printable game on regular printer paper if that’s what you have on hand.

**1) Board** Cut out board pieces on pages 2-5, then glue or tape pieces together.

- use protruding margin on sheets 2 and 5 for gluing/taping.
- make sure corners with corresponding letters are lined up.

**2) Tiles & Stones** Print page 6. Flip over page 6 and print page 9 on the other side.

- Print page 7. Flip over page 7 and print page 10 on the other side.
- Cut out all tiles and stones.



**3) Tile Racks** Print page 8. Flip over page 8 and print page 11 on the other side.

- Cut out rack 1, then fold into three sections along the white lines.
- Cut out rack 1b (2 shapes), and cut along the dotted lines.
- Fit each end of rack 1 into the cuts made into 1c.
- Repeat for racks 2-4.

Let us know what you think!

[latice.com](http://latice.com) - [twitter.com/laticegame](https://twitter.com/laticegame) - [facebook.com/laticegame](https://facebook.com/laticegame)

Also

Check out the last page 12 if you want to take the printable game to the next level!

2 - Board

A



3 - Board

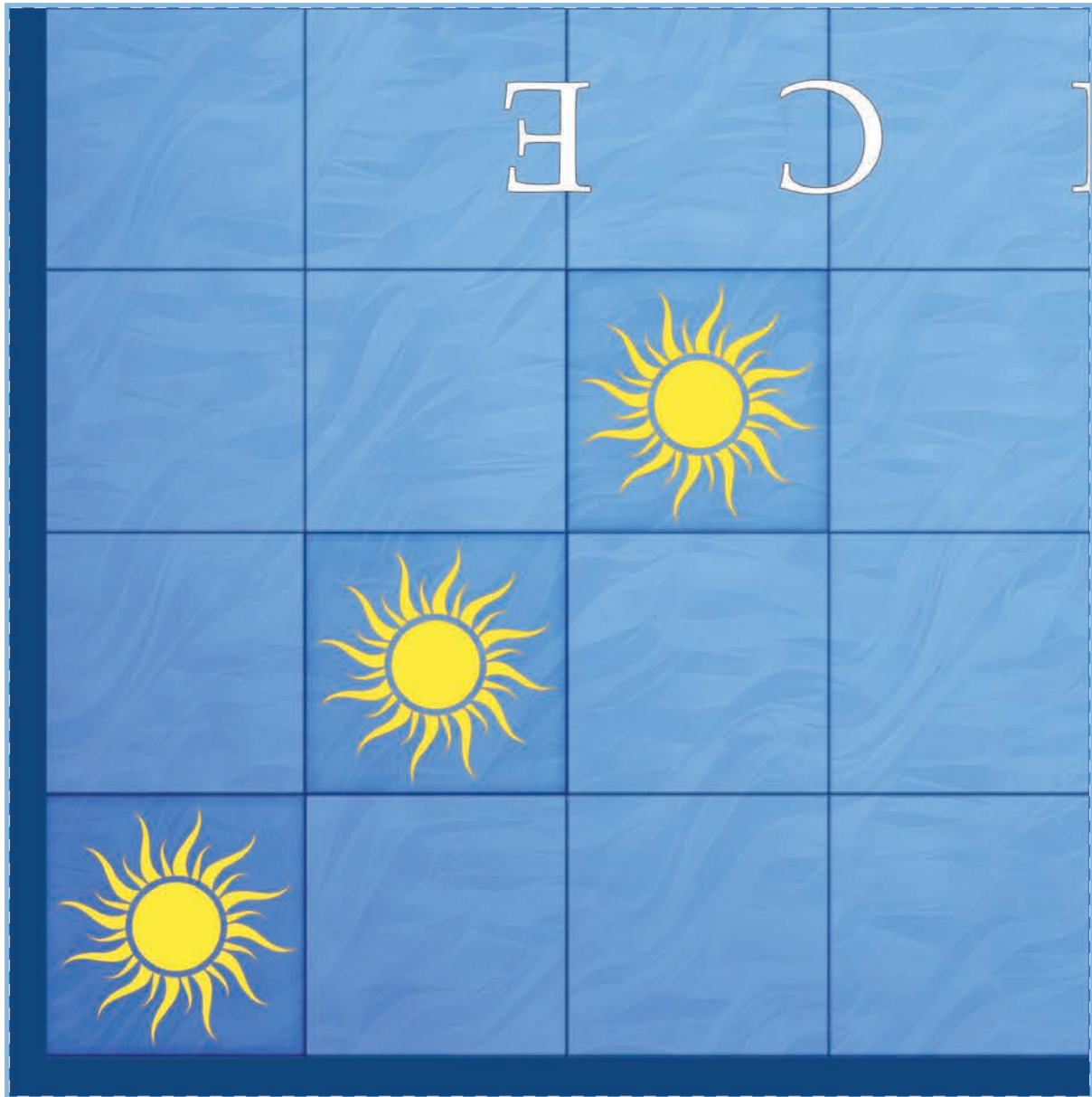
B





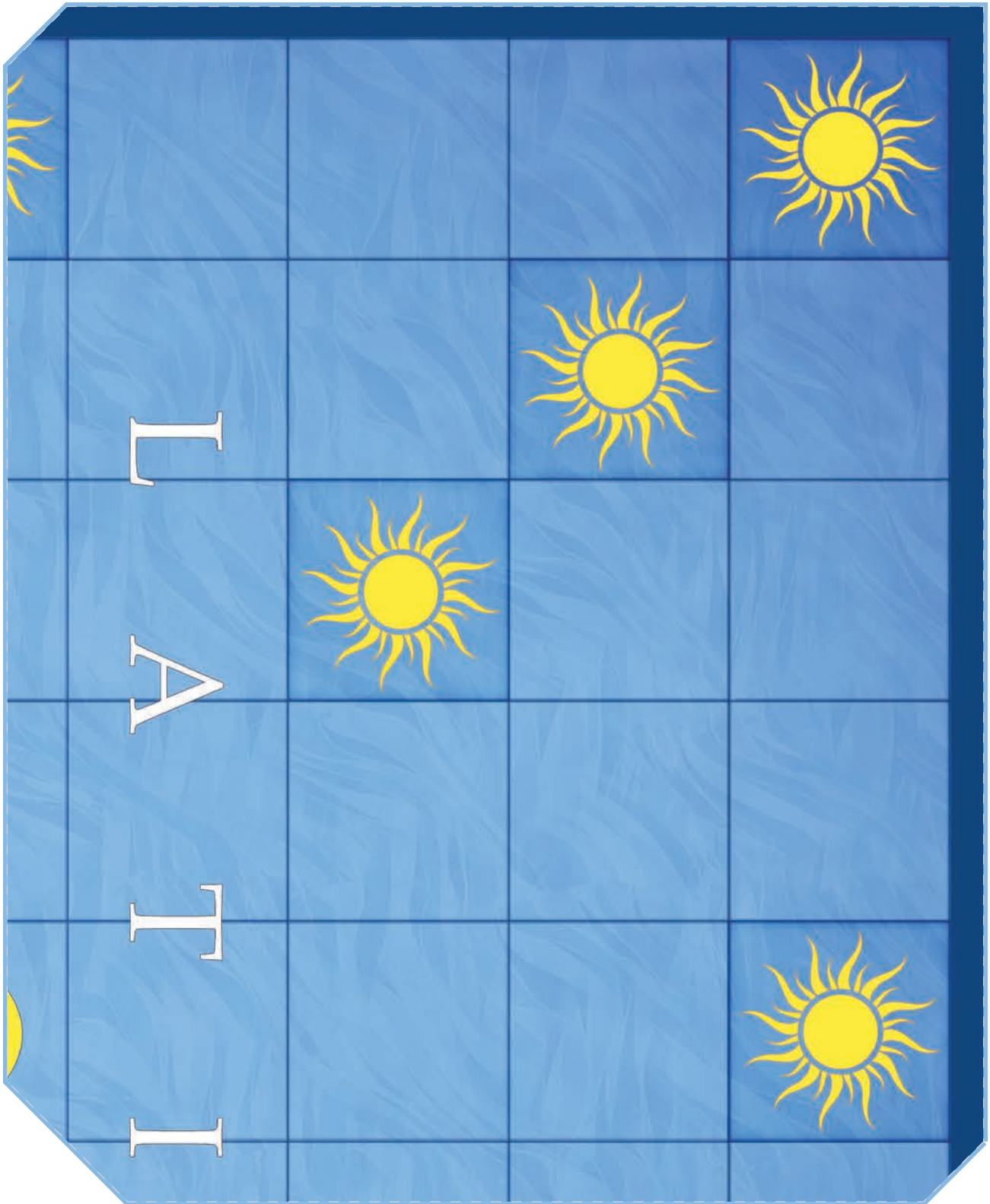
## 4 - Board

C

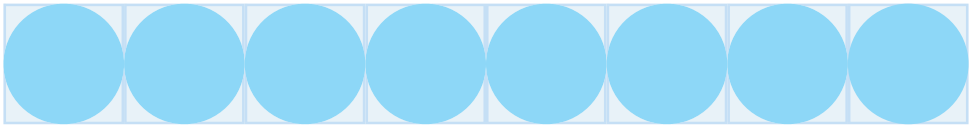


5 - Board

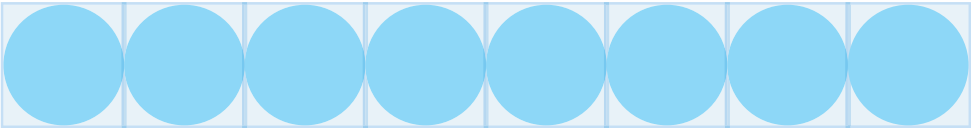
D



6 - Tiles  
& Stones

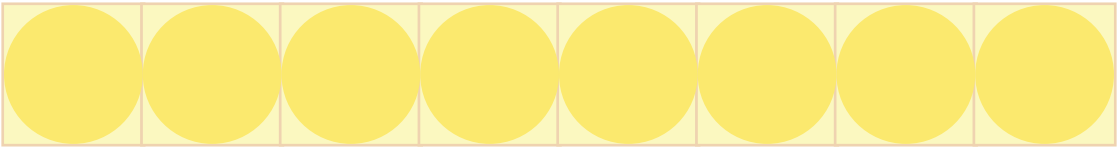


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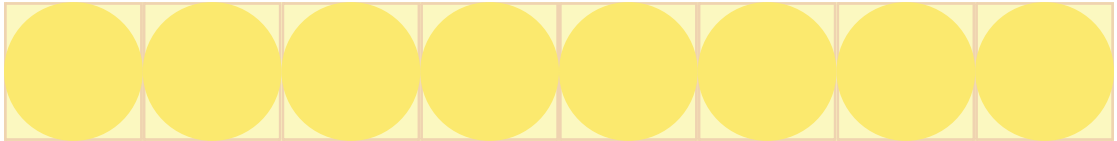




7 - Tiles  
& Stones



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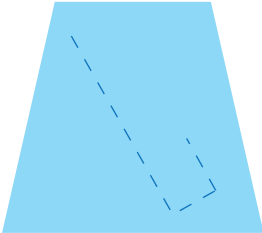
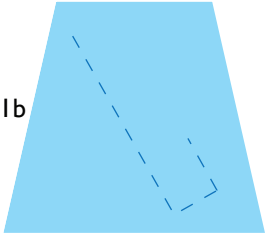


8 - Tile Racks

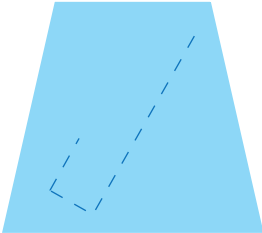
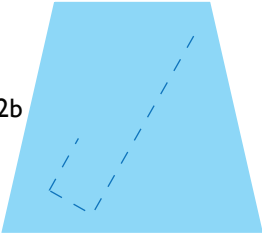
rack 1



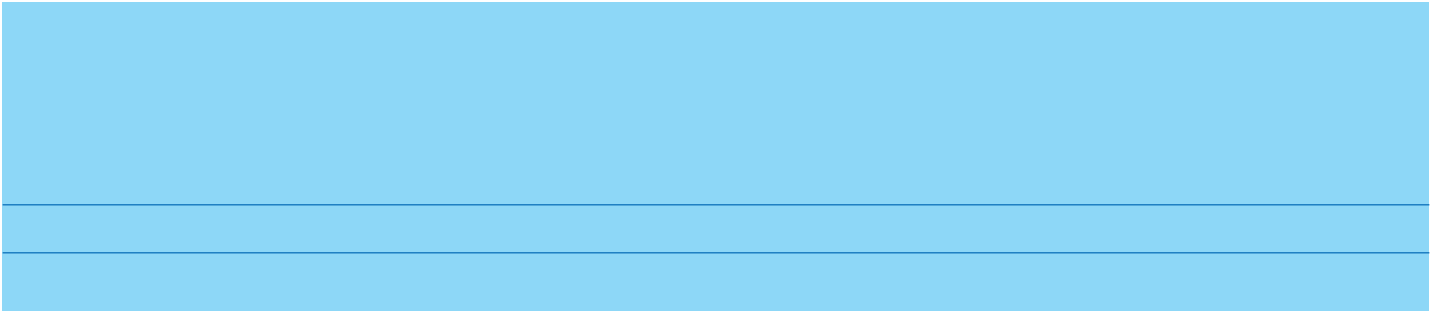
rack 1b



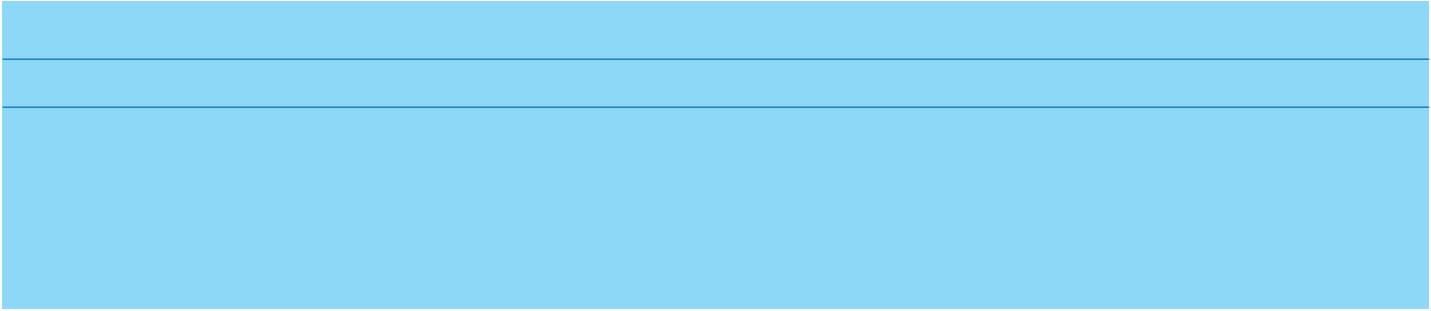
rack 2b



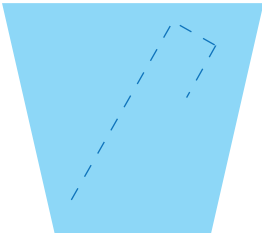
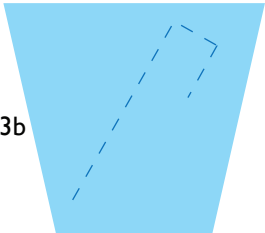
rack 2



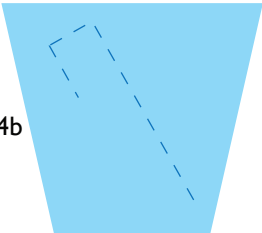
rack 3



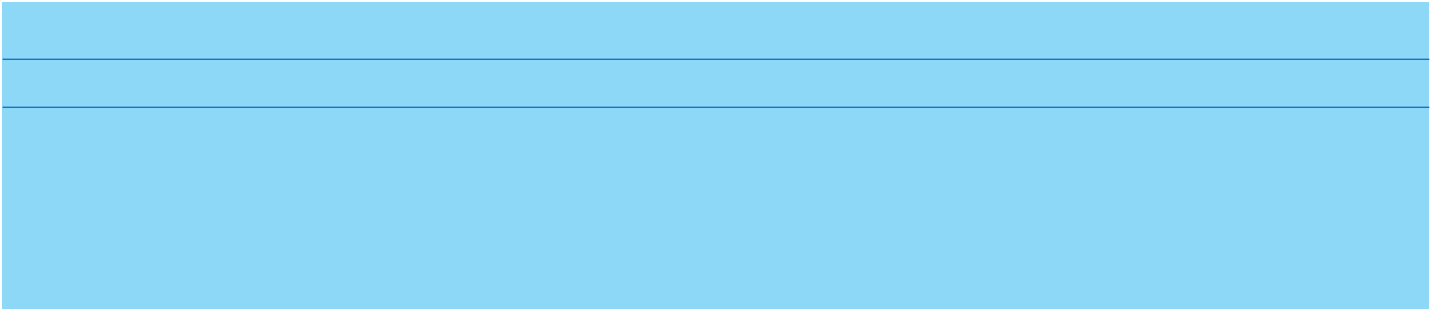
rack 3b



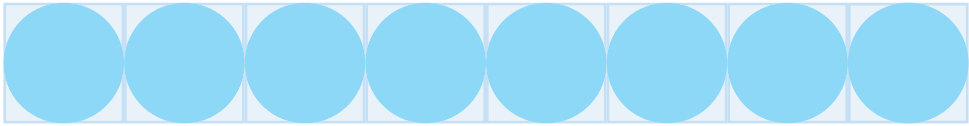
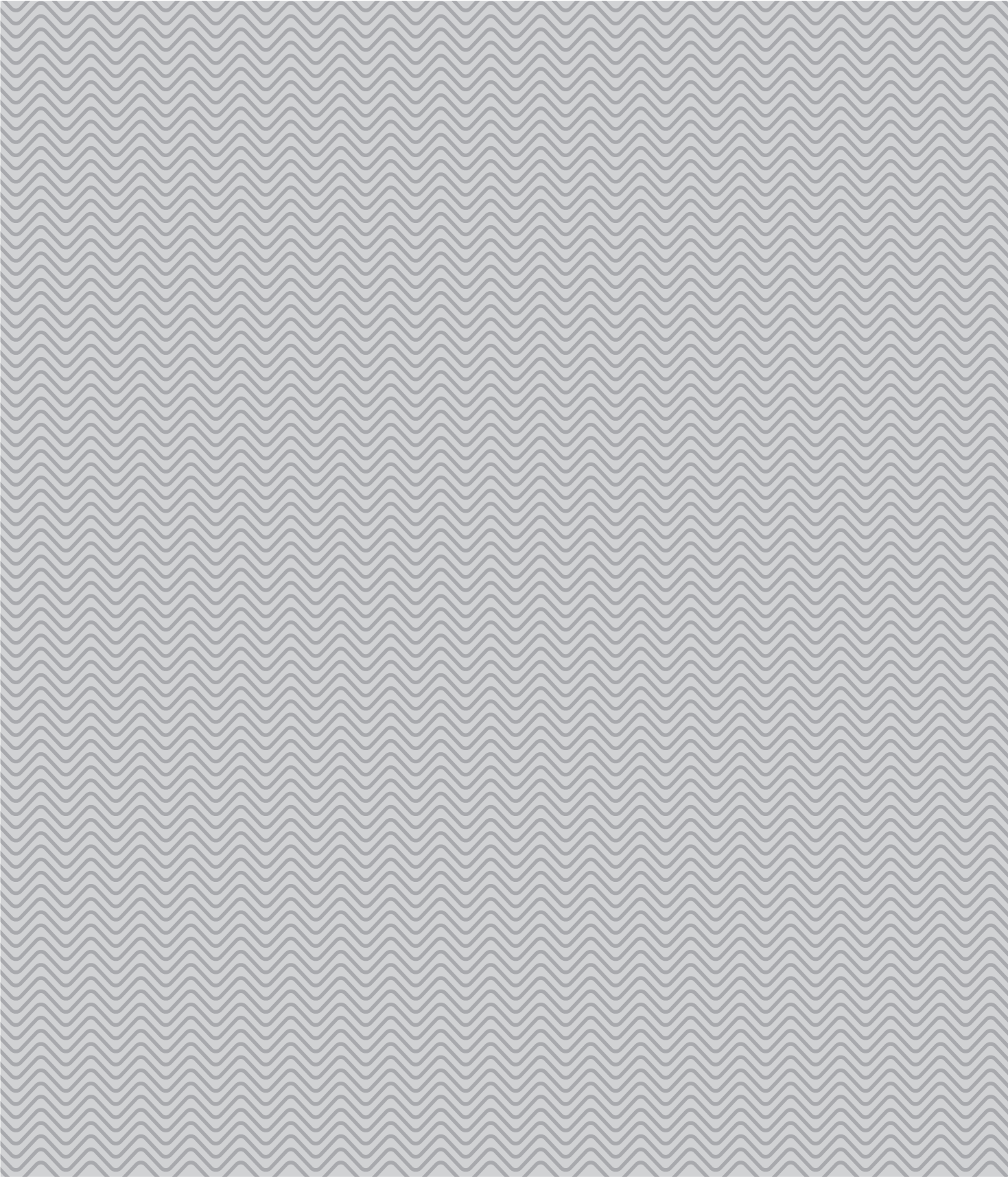
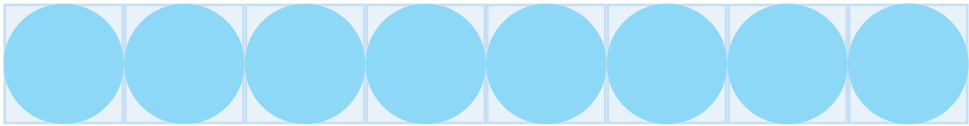
rack 4b



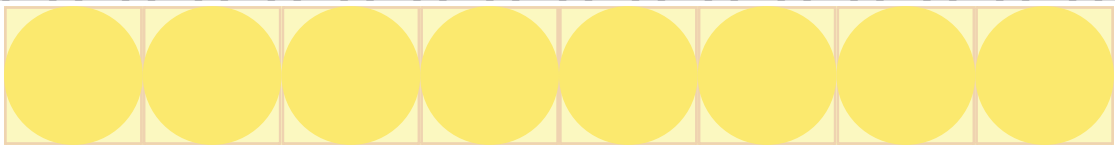
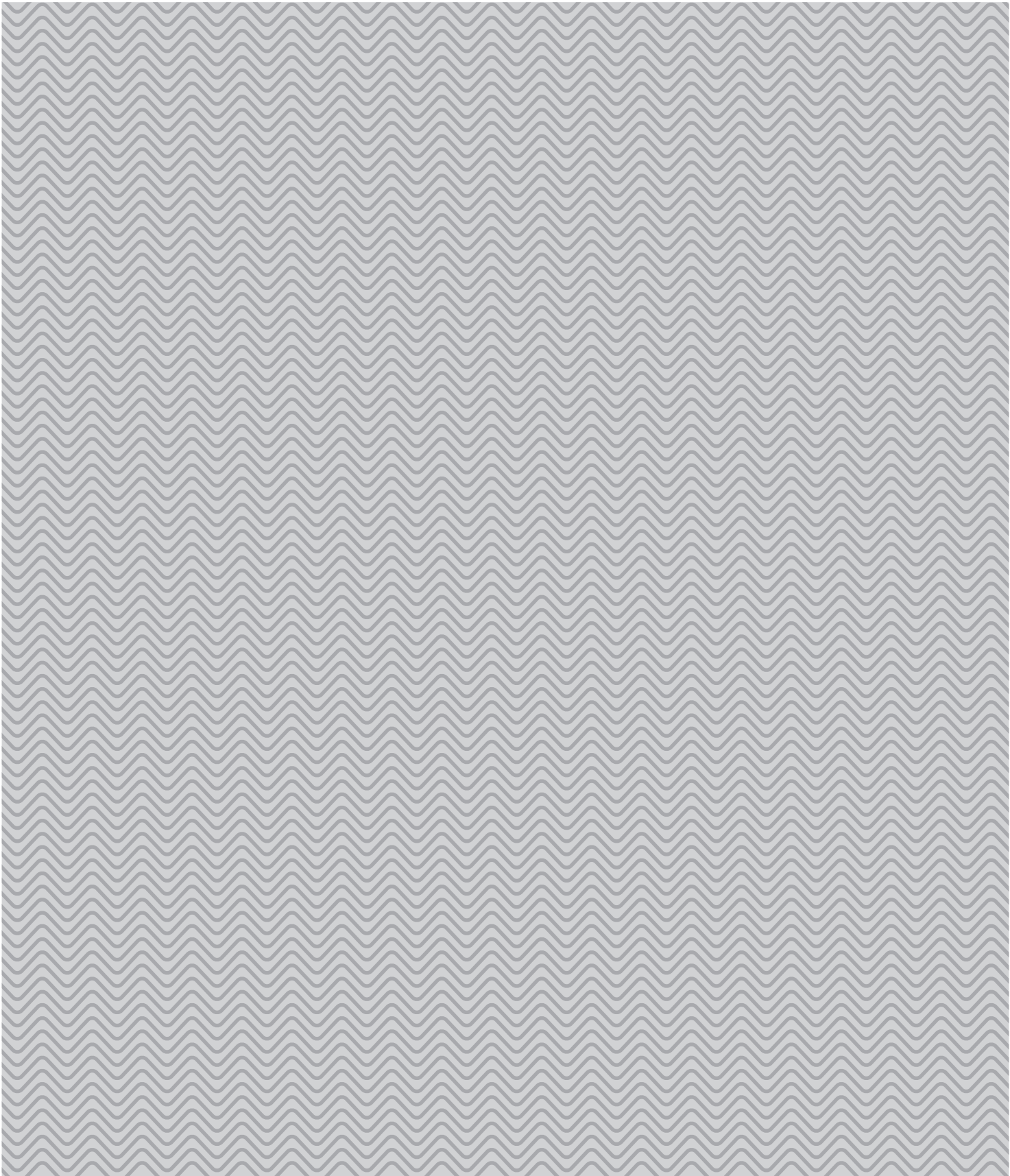
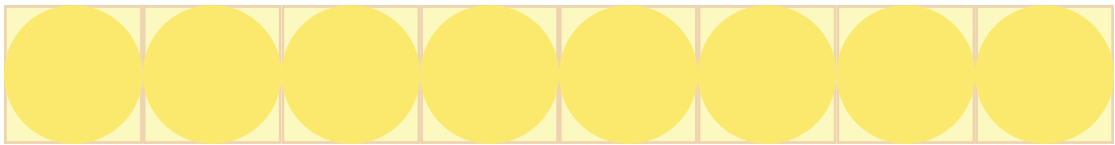
rack 4



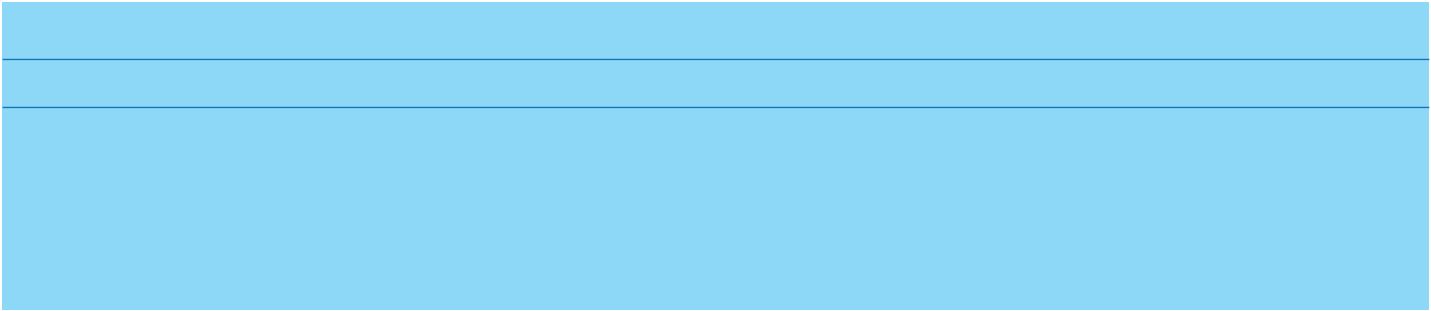
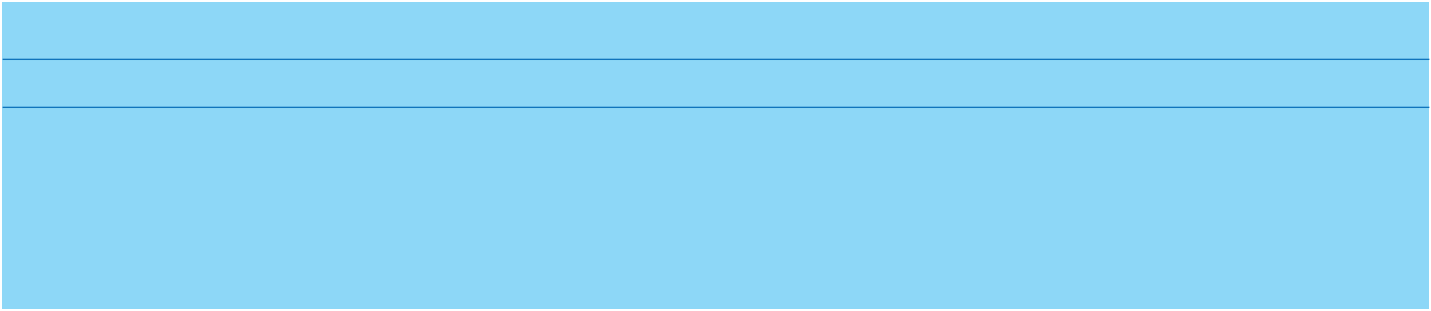
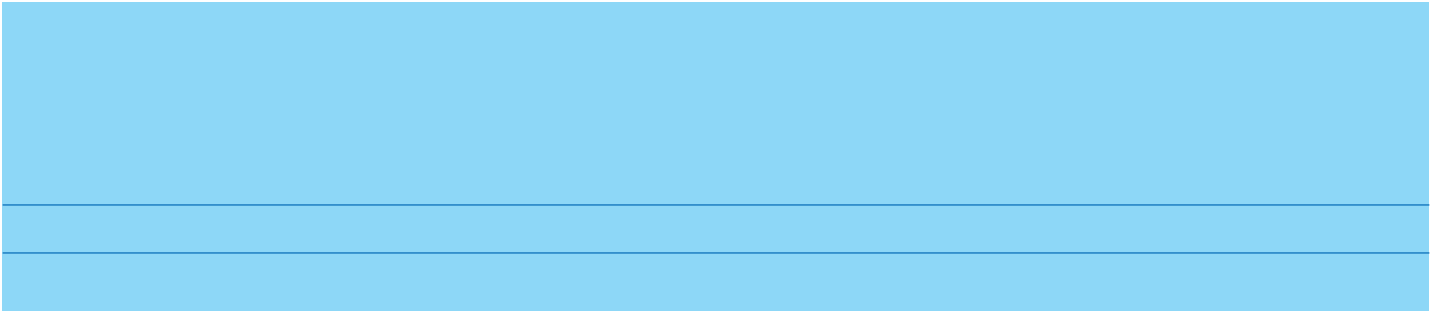
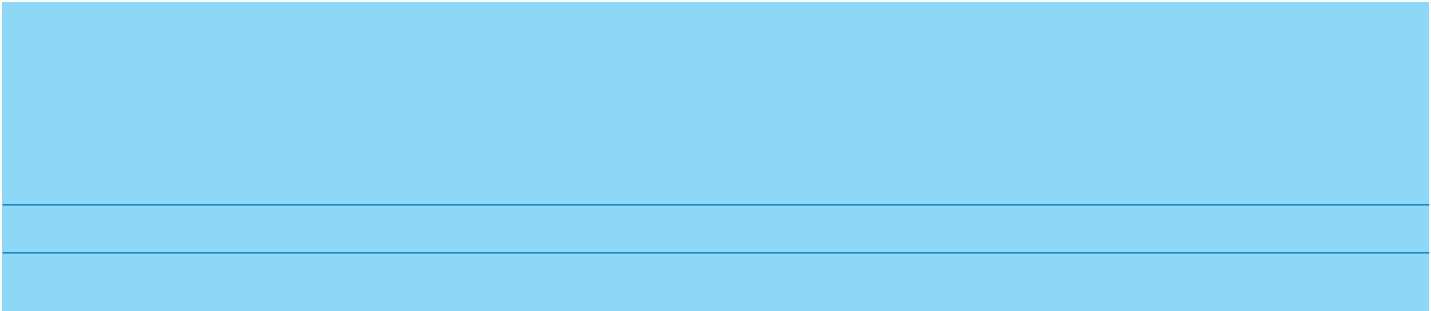
9 - Tiles  
& Stones



10 - Tiles  
& Stones



11 - Tile Racks





# L A T I C E<sup>TM</sup>

## P R I N T A B L E G A M E

Taking your Printable LATICE game to the next level

**Tools needed** • scissors • tape • glue or spray mount • paper  
• foam board / cardboard / pasteboard / wood art board • x-acto knife  
• cutting surface • ruler (or straight edge)

**#1: Cut more accurately** with an x-acto knife + ruler + cutting board.

**#2: Improve your board** by gluing or taping the paper board onto a firm foundation (such as a foam board) for a sturdier board.

**#3: Improve your tiles** using spray mount to attach paper tiles to pieces of cardboard.  
- Alternatively, print tiles on sticker paper, and stick them to 1" or 1.25" square wood tiles (which can be found on Etsy, among other vendors).

**#4: Improve your sunstones/halfstones** by using spray mount to attach paper stones to pieces of cardboard.  
- Alternatively, purchase acrylic or glass tokens (which can be found on Amazon, among other vendors).

**#5: Borrow or buy a better tile rack** from another tile-based game (Amazon or Etsy).