

INTRODUCTION

COMPONENTS

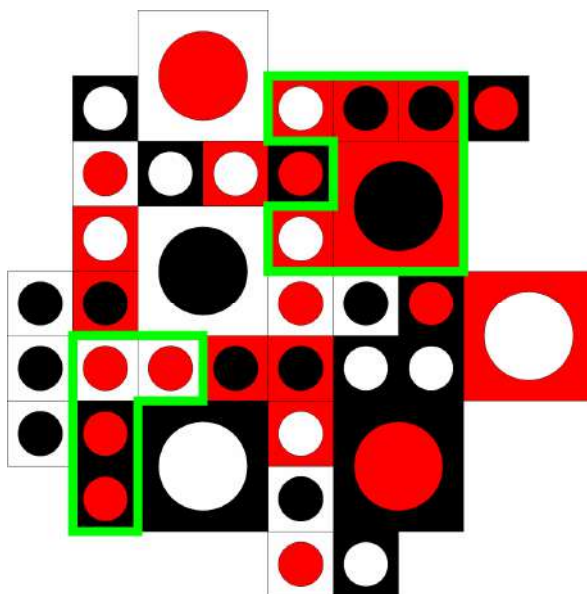
... and one counter for each color.

RULES

- Tiles must be placed so that they align with an imaginary grid of squares the size of the small tiles.
- White cannot play a large tile on the first turn.
- Except for the obvious exception of the first tile, each new tile **must** be orthogonally adjacent to at least one small tile (i.e. must touch a small tile). Just having the corners touch isn't good enough.
- A large tile **cannot** be placed orthogonally adjacent to another large tile (that is, no two large tiles can touch each other, except at the corners).

SCORING

(White scores $9 \times 4 = 36$; Black scores $6 \times 8 = 48$.)



VARIANT

2-PLAYER VARIANT

RED rules, design and rulesheet by © Néstor Romeral Andrés 2011; revisions by Nathan Morse