

# Grawlix



: 2



: 8+



: 15-30

A strategy game based on the Thirty-Six Officers Problem.

## Features

- Extremely simple mechanics that reward skilful play.
- Mathematically impossible for a game to end in a draw.
- Tiles that feel great and look amazing on the table.
- Can be played anywhere with no board required.

## Gameplay

Draft four tiles from the supply.

On your turn, add a tile from your hand to the grid. Then, refresh your hand.

Each row and column can have at most one tile of each color and one of each glyph.

If you cannot add a tile to the grid on your turn, you lose.

## Components

Grawlix is played with a set of thirty-six square tiles, one for each combination of six glyphs and six colors.

**Note:** If desired, square cards can be used instead of tiles to lower production costs.

@	&	\$	*	#	%
*	\$	@	&	%	#
%	#	*	\$	@	&
\$	*	%	#	&	@
&	%	#	@	*	
#	@	&	%		



**Design:** Michael Purcell

**Contact:** [mike@armiger.games](mailto:mike@armiger.games)