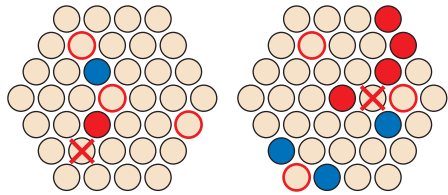


MOSAIC

by Mark Steere



F1 - Red move. F2 - Red move.

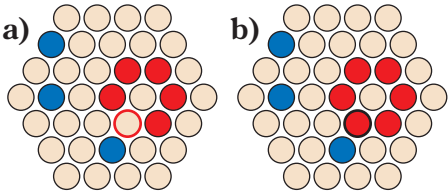


Fig. 3 - Legal move for Red.

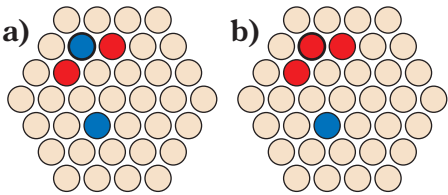


Fig. 4 - Red flips blue tile.

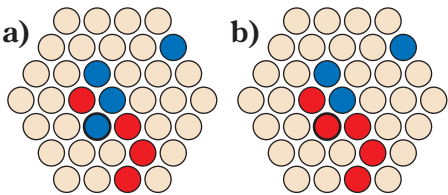


Fig. 5 - Red flips blue tile.

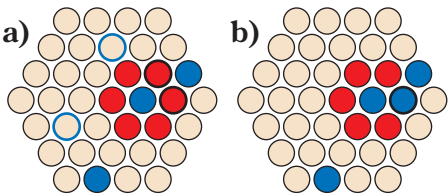


Fig. 6 - Blue flips red tile.

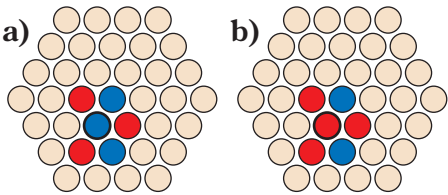


Fig. 7 - Red flips blue tile.

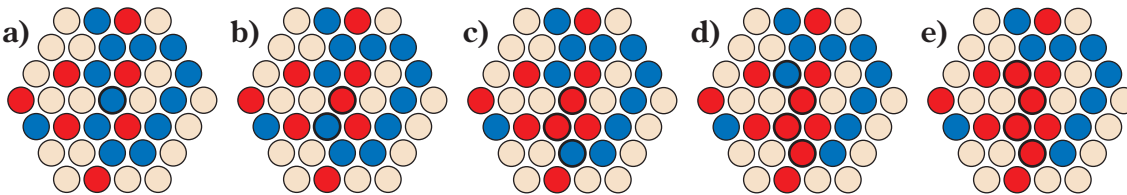


Fig. 8 - Complete move for Red with multiple flipping sequence.

INTRODUCTION Two players, Red and Blue, share a set of tiles, red on one side and blue on the other. Mark Steere designed Mosaic in December, 2009.

PLACE OR FLIP TILES, BUT NOT BOTH Players take turns placing or flipping tiles starting with Red. You either place one tile with your color showing or you flip one or more enemy tiles to your color. You never both add and flip tiles in one turn. If you have a placement or flip available you must do one of them. Otherwise you must pass until you do have a move.

TILE PLACEMENT You can place a tile adjacent to an enemy tile or adjacent to nothing. You must **never place a tile adjacent only to your own tiles**. In Figure 1, red highlighted cells are examples of legal moves for Red. The X marks an illegal move for Red. You must **never place a tile that reduces your number of groups**. In Figure 2, Red can't place a tile on the red X since it would reduce his group count from two to one.

TILE FLIPPING Flipping a tile must accomplish two things. It must **decrease your number of groups** and **decrease the total number of groups** - yours plus your opponent's. In Figure 4, Red flips a blue tile, decreasing the number of Red groups and decreasing the number of blue groups.

In Figure 5, Red decreases the number of red groups and does not increase the number of blue groups. There's one less group overall. In Figure 6, Blue decreases the number of blue groups and doesn't increase the number of red groups. Note the alternative moves for blue in Figure 6a. Flipping is not mandatory, unless part of a multiple flip sequence (see below). In Figure 7, Red decreases the number of Red groups by two and **increases** the number of blue groups by one. There's one less group overall.

MULTIPLE FLIP SEQUENCE When you flip a tile, and while it's still your turn, you may be required to flip additional tiles. If it's possible to flip any tiles **subject to the preceding section, TILE FLIPPING**, which are adjacent to a tile flipped earlier in the same turn then you must flip one of them. If it's still possible to flip more tiles adjacent to tiles flipped earlier in the same turn, you must flip another one, and so on. Your turn concludes when no more tiles **adjacent to currently flipped tiles** can be flipped. Tiles can be flipped in any order in a multi flip sequence. Which tiles get flipped in a multi flip sequence is not necessarily predetermined. Sometimes a player has a choice.

OBJECT OF THE GAME The game concludes when there are no more legal moves available. **NOTE: Tiles can still be flipped after the board has filled up.** The object is to have the most tiles on the board when the game ends.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Mosaic for online or offline play. No licensing fee or royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.