

Welcome to the
mosaic workshop!
Sit down at your workbench
and choose a mosaic you'd
like to create.

Michael Kiesling

Lemonjuiceday
(Iris Wincker)

WATCH THE
VIDEO RULES:



20'

2-4

5+

GOAL OF THE GAME

Collect pieces from the bowls and
place them on your board.
The winner is the first player to
complete their mosaic!

COMPONENTS AND SETUP

- 1 120 mosaic pieces and 1 cloth bag**
(30 red squares, 30 yellow hexagons,
30 green diamonds, 30 blue circles)
Place **all** the pieces in the cloth bag.
- 2 The supply, with 6 bowls**
(1 large central bowl and 5 small bowls)
Leave the supply in the bottom of the game box.
Place the box in the center of the table. At random, place **exactly 5 pieces** from the cloth bag in each of the **small bowls** (not the large bowl).
- 3 Mosaic boards**
Each board has an *Apprentice* side and a *Master* side. **Each player chooses a board.** Place it **in front of you**, showing the side of the board you have all decided to play: Either the *Apprentice* version or the *Master* version (see below). All players must use the same side of the board (so you are all playing the same version).
The youngest player plays first.



Apprentice version

For your first few games, we suggest you
play the *Apprentice* version while you
get used to the game. The rules for this
version are surrounded by green borders.



Master version

Once you've learned the subtle art of making
mosaics, you will be ready to create more
complex mosaics in the *Master* version.
The rules for this version are surrounded
by pink borders.

asmodee
KIDS



Apprentice version

Starting with the first player, take turns clockwise.

PLAYING A TURN

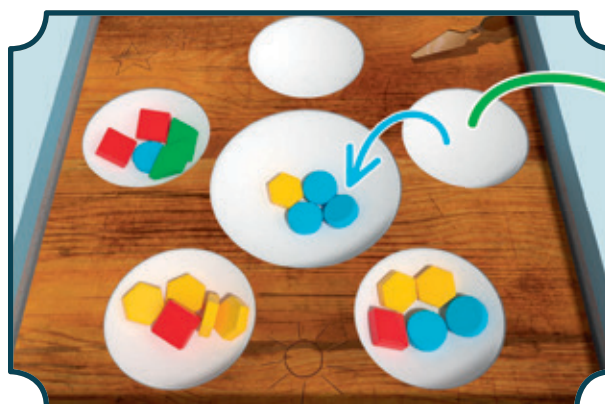
On your turn, play through actions 1 and 2, as follows:



1 - TAKE PIECES

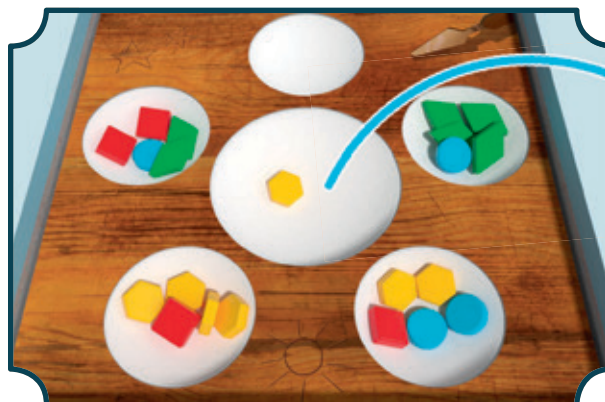


From one of the **small** bowls in the supply, take **all the pieces of one color**. Place the **remaining pieces** from that bowl into the **large central bowl**.



OR

From the **large central bowl**, take **all the pieces of one color**.



2 - PLACE YOUR PIECES

Next, place the pieces you took onto your mosaic, on spaces that match their shape.



Example:

Sam took the 3 red squares from a bowl. He places them on the red square spaces on his board.

IMPORTANT! If you have too many pieces to place, **you cannot place them on your mosaic.** Give those extra pieces **to the player on your left.** They place them on their own board.

If that player cannot place all your extra pieces, they give the leftover pieces to the player on their left, and so on.

If some of your extra pieces go all around the table and come back to you, discard them from the game.

REFILL ALL THE BOWLS (if required)

If **all the bowls are empty** at the end of someone's turn (including the large central bowl), refill each **small bowl with 5 pieces from the bag.**

If there aren't enough pieces to refill all the bowls, fill as many bowls as you can.

END OF THE GAME

When one player has filled all the spaces on their mosaic board, that player wins the game! The other players can then complete their mosaics if they wish.



Master version

Each mosaic in this version is divided into individual **drawings** made up of several spaces (between 1 and 6).

There are **stars** ★ next to each *drawing*. You can score those stars if you have **completed** that *drawing by the end of the game.*

In this version, refill the bowls **as many times as there are players**. That includes the first time you fill them at the start of the game (e.g. in a 3-player game, you will fill the bowls 3 times in total). At the end of the game, the winner is the player who scored most stars.



PLAYING A TURN

On your turn, play through actions **1** and **2**, as follows:

1 - TAKE PIECES

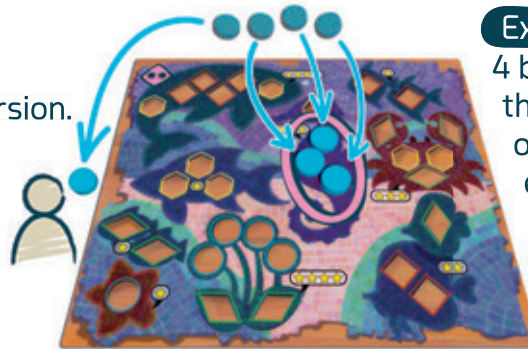
Follow the same rules as for the *Apprentice* version.

2 - PLACE YOUR PIECES

Place your pieces on **only one** of the *drawings* in your mosaic, making sure you respect the shapes of the spaces.

Give any pieces you cannot place on that *drawing* to the player on your left, as in the *Apprentice* version.

If some of your extra pieces go all around the table and come back to you, discard them from the game. You cannot place them on your mosaic.



Example: Zoe has taken 4 blue circles. She places 3 of them on the Seahorse *drawing* on her board, and gives the extra circle to the player on her left. (She is not allowed to place it on a different *drawing* on her board, even if other circle spaces are empty.)

REFILL ALL THE BOWLS (if required)

If **all the bowls are empty** at the end of someone's turn (including the large central bowl), **one of the players who has not yet refilled the bowls** refills each small bowl with **5 pieces from the bag**.

If **all the bowls are empty** and all players have **already filled** the bowls once, **the game ends**.

END OF THE GAME

At the end of the game, each player counts the number of stars ★ they have scored.

You only score stars for the **drawings you have completed**.

Incomplete *drawings* do not score you any stars.

At the end of the game, **the winner is the player or players who scored the most stars**.



Example: At the end of the game, Zoe has completed 4 *drawings*: A Whale, a Seahorse, a Fish and a Starfish. She scores $4 + 3 + 1 + 1 = 9$ stars. She doesn't score any points for her incomplete *drawings*.

THANKS!

To all the children, young and old, who helped playtest this game.

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