

HOW TO PLAY LATICE

Prefer to watch the video? latice.com/how

CONTENTS

Inside the box you will find 1 game board, 16 sunstones, 16 halfstones, 84 tiles, and 4 tile racks. There are 6 different colors and 6 different shapes on the game tiles. There are 2 of each, plus 12 wind tiles.



OBJECTIVE

The goal of the game is to be the first player to play all of the tiles from your pool, taking advantage of special tiles and squares on the board.



SETUP



Put all the tiles face down and shuffle them. Divide them into even player pools. Each player draws five tiles from their pool and places them on their rack.



TOURNAMENT-STYLE PLAY

If you prefer more skill and less luck in your game, shuffle the colored tiles separately from wind tiles when starting the game and divide them into even player pools. Then, equally distribute wind tiles to each player and have them shuffle the tiles into their personal pool.

Have more than four players? Pair up for team play! Choose a partner to play with and strategize your way to victory. After all, two heads are better than one.



STONES & EXTRA MOVES

On your turn, you can spend stones to play extra moves or exchange tiles. Stones you earn can be spent immediately or saved for later.

- ① Sunstone = 1 Extra Move ② Halfstones = 1 Extra Move

EARNING STONES:

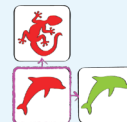
To earn a stone, place your tile so it matches the color or shape of more than one tile already on the board. The more tiles you match in a single move, the more stones you earn, as shown below.

DOUBLE

Play tile matches by color or shape on 2 sides



earn one halfstone

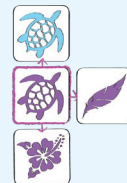


TREFOIL

Play tile matches by color or shape on 3 sides



earn one sunstone

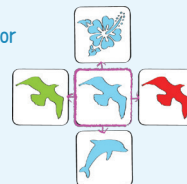


LATICE

Play tile matches by color or shape on 4 sides



earn two sunstones



SUNSTONE LIMIT:

If you have more than three sunstones at the end of a turn, the extra stones must be discarded. Tip: Consider buying a wind tile with those extra stones (see below).



HALFSTONES ARE UNLIMITED.



TAKING YOUR TURN

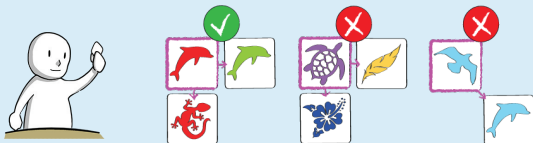
FIRST MOVE:

The youngest player goes first by placing one tile from their rack on the center (moon) square, and then completes their turn by drawing one tile from their pool.



REGULAR MOVE:

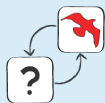
On your turn you add one tile to the board next to an existing tile, matching all adjacent (not diagonal) tiles based on either color or shape.



What if I can't play any tiles in my rack?

EXCHANGE:

You can use a move or spend stones (1 or 2) to exchange some or all of your tiles for new ones.



OR

PASS:

If you can't place a tile or make an exchange, you have to pass.



ENDING YOUR TURN:

At the end of every turn, draw tiles from your pool so you always end up with five tiles in your rack. Play continues clockwise.



MOVE WITH THE WIND

You can use a move or spend stones (1 or 2) to play a Wind Tile from your rack. A Wind Tile allows you to move a previously played tile up, down, left, or right to an open adjacent square. After playing a wind tile, discard it, and make one additional move.

Slide a tile over 1 square,
discard wind tile



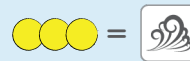
plus one extra move



The tile you move does
not have to match
adjacent tiles.

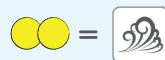
BUYING A WIND TILE:

Three sunstones can be exchanged for a discarded wind tile (if you have space on your rack).



Wind Buy-Back (4 Player Games)

In four-player games, reduce the cost of buying back a wind tile to two sunstones.



SCORE WITH SUN SQUARES

When you play a tile on a sun square, you earn one sunstone. Using a wind tile to shift a tile onto a sun square doesn't count.

Place tile on Sun Square



earn one sunstone



ENDING THE GAME

You win by being the first player with no tiles left in your pool or rack. If all players are forced to pass, the player with the fewest remaining tiles wins.

