



ceramus

A GAME OF STRATEGY, PATTERNS AND TILES

RULEBOOK

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ODE ODD
V1.2.23 



Ceramus is an independent game created and developed by Wash Albuquerque and Cau Spindola, with support from Masdon Studio and Ode Odd.

This game is available for free in "Print and Play" format and you can find updates and more information, as well as donate any amount to support the developers at the following link: <https://heyalbqrq.itch.io/ceramus>.

To keep up with Ceramus updates, you can subscribe to the newsletter <https://tinyletter.com/heyalbqrq> or follow the game's page on Ludopedia or Board Game Geek.

Collaborate with the development by telling us your impressions, by filling in the form: <https://forms.gle/kKtxp979dsPg8mRt8>.

Have a great game and enjoy!

Final considerations

This game was translated independently by people who are not fluent in English, but have made every effort to do their best, so if you find errors and would like to help improve this material, please get in touch via the links or emails shared in this document.

If you are a publisher and are interested in publishing this game physically, please contact us at heyalbqrq@gmail.com.

If you want to create expansions or modifications, you can do so, as long as you contact the authors and respect and follow the guidelines of the license and give due credit according to: This project is based on ODE ODD, a product of Masdon Studio and under Creative Commons Attribution 4.0 Unported license (CC-BY-NC-SA)(<https://creativecommons.org/licenses/by-sa/4.0/>).

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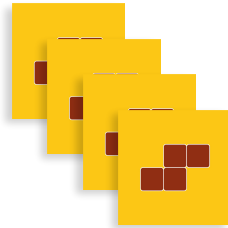
In Ceramus, you are a talented artist who must compete with others to be the best. Create incredible murals with different styles from different moments in the history of tiles. From Medieval to Islamic, from Art Nouveau to Portuguese.

Here, you will have to manage your pieces, use creativity and strategy to build your mural with the best combinations without breaking your tiles.

Ceramus is an abstract game inspired by tile art and brings together the mix of strategy, area control and resource management.

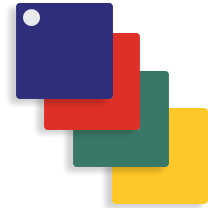
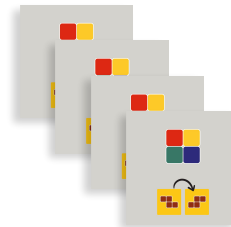
Components

12 Mural Cards



14 Shape Cards

6 Ceramas Cards



64 Tile Markers*

*16 markers for each player (4 red, yellow, green and blue markers).

The Game

Ceramus is a game for 1 to 4 players, composed of all the rules in this book, and seeks to encourage the development of logical thinking, strategy, and wit. Each game mode is based on the number of players and has a small difference in its initial setup, see below.

Objective

In this game, you will need to place as many of your tiles as possible on the Mural, seeking the highest number of points in the end.

Component Anatomy - Tiles

The tiles in Ceramus are divided into 4 different colors, each representing a style of tile. They also have a marking of the player to whom they belong, indicated by white circles in one of the corners.

Note: When this book mentions "Tiles," it is always referring to the Markers.

Azulejo Medieval



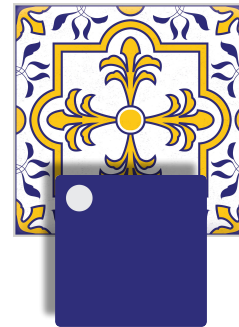
Azulejo Islâmico



Azulejo Art Nouveau



Azulejo Português



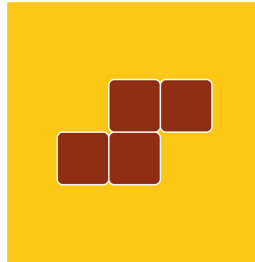
Component Anatomy - Cards

There are three types of cards in Ceramus, which will compose the board, guide plays, and provide bonus actions, The types are:

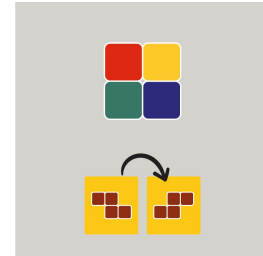
Mural cards compose the **game board**. They represent an old tiled wall that players will decorate. Each card is composed of 4 different tiles, **these tiles are called "Originals"**.



Shape cards have illustrations composed of squares that create polyomino shapes (like Tetris). These shapes are used as a guide for players to know how to **organize their tiles when placing them in play on the Mural**.



Ceramus cards grant bonuses according to their description. When a player places their tiles on the Mural, and the play **generates the corresponding pattern**, they must claim the Cerama for themselves and can **discard it using their bonus action**.



Preparation

1. Define the order of players.
2. Separate the Ceramas and Forms cards into shuffled piles.
3. Separate the Mural cards, shuffle them as best as possible by mixing and turning the cards randomly, and create a pile.
4. Distribute the 6 Ceramas cards in a row within reach of all players.
5. Build the Mural by adding Mural cards to a grid and distribute to each player the Forms cards, according to the conditions below:

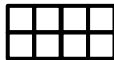
Solo Play

6 Shape cards.
Build the mural with 4 Mural cards in a 2x2 grid.



2 Player Match

5 Shape cards.
Build the mural with 8 Mural cards in a 4x2 grid.



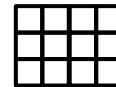
3 Player Match

4 Shape cards.
Build the mural with 8 Mural cards in a 4x2 grid.



4 Player Match

3 Shape cards.
Build the mural with 12 Mural cards in a 4x3 grid.

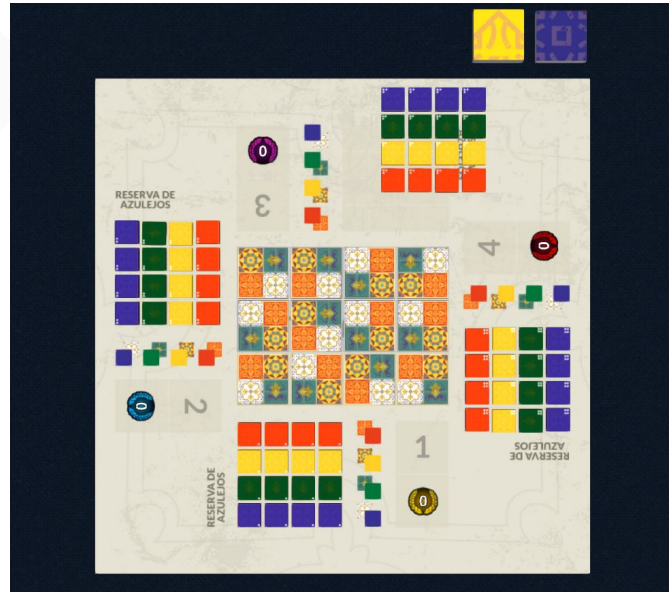


5. For each player, distribute 4 markers of each tile style. In total, each player should have 16 tile markers.
6. Each player should "*create their hand*" with their Shape cards. These cards can be played during the Construction phase, see further below.

Note: When this book refers to "tile pool", it is referring to the tiles that are available for a player to place in the game.

Example of how a match should look after preparation

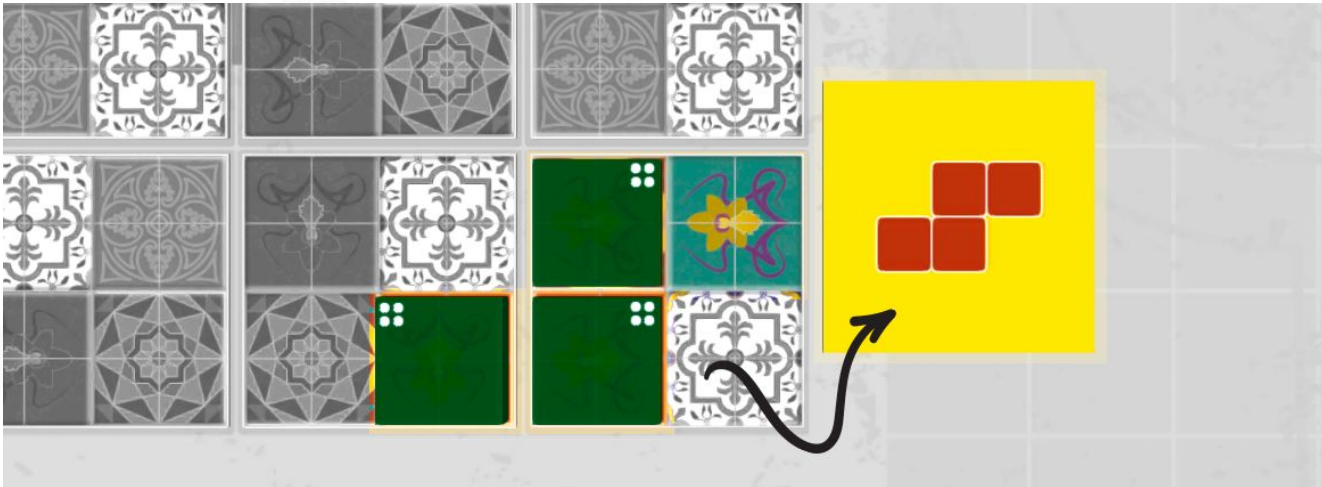
In the preparation below, you can see the organization for 4 players. In the center, the Mural is composed of 12 cards, there are 4 areas with their tile pool. At the top, the Ceramas cards will be distributed within reach of everyone, and the Shape cards will be distributed, in this configuration, 3 for each.



Construction

Choose and reveal a Shape card from your hand, placing it in view of everyone. You must choose a tile style available in your pool and reproduce the polyomino on the Shape card on the Mural. The tiles must be placed on the Mural, **starting with an Original tile** covering only other tiles that **do not match the chosen style and do not belong to the player**.

In the example below, the player chose an Original tile from the Mural and used 3 of their pieces corresponding to the Original to cover three tiles of another style, correctly completing the Shape card.



In some cases, to build, you will have to cover a tile of another player, this action is called "*breaking a tile*". Whenever a player breaks an opponent's tile, the broken tile returns to the owner's reserve, becoming available again.

In the example below, the player is building the Form with three tiles in a vertical row. He chose Portuguese, but to complete the construction, he will have to overlay an Art Nouveau tile from another player.



After completing construction, the turn passes to the next player, who must build according to the revealed Shape card. When all players have built, the player who played second in this turn will be first, they must reveal a new Shape card from their hand and start the Construction phase again, and so on.

Ceramas

During the Construction phase, players have the opportunity to earn bonus actions with Ceramas cards, which can make a big difference in the end of the game!

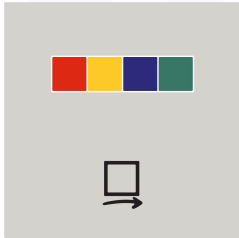
Ceramas cards are made up of two parts: the challenge illustration and the bonus.

After a player places their tiles during the Construction phase, they can check to see if any pattern (drawing) has been formed on the table, from the placed tiles, that matches the pattern displayed on the Ceramas card.

If a pattern matching a card is identified, the player can take the card for themselves and discard it when they want to use its bonus action.



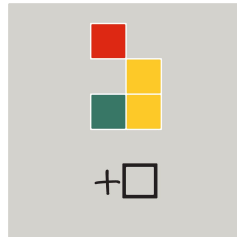
In order for a construction on the Mural to correspond to a pattern required by a Ceramas card, the construction only needs to correspond to the "variation" of styles in the composition, the colors shown only serve to illustrate how many different styles there should be and how they should be aligned. For example:



On this card, it is required that there are 4 tiles side by side, with different styles. The order of the styles doesn't matter, as long as they respect the "variation" of styles.



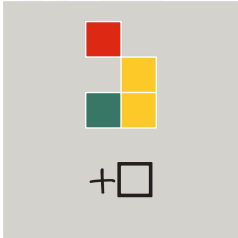
This card requires three different styles of tile. One style must stand alone, while the other two styles must be in order, one on top of the other.



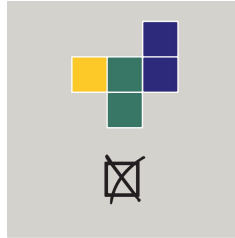
This card requires three different styles of tile. Two of them must stand alone, while the third must be made up of two tiles of the same style, in order, one on top of the other.

Note: Just like the Shape cards, the patterns required on the Ceramas cards cannot be rotated or mirrored.

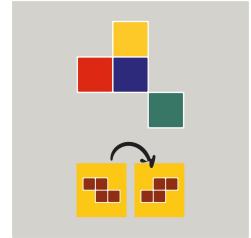
Bonus Ceramas



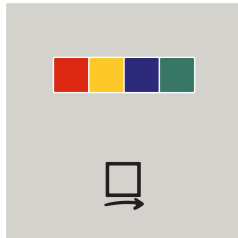
Add 1 tile from pool to the Mural



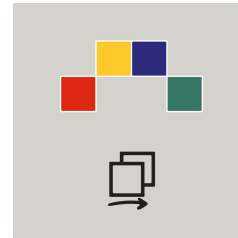
Remove 1 tile of your choice from the Mural



Mirror the Shape



Move 1 tile of your choice across one space



Move up to 2 tiles of your choice across a space

Turns continue until no one can add tiles to the Mural or the Shape cards run out.

End of Game

At the end of the game, each player must add up their points:

Each tile on the Mural is worth 1 point.

Each tile in the reserve is worth -1 point.

The player with the most points wins.

Solo Game

During a solo game, all the rules of this book apply, however, the objective is to beat your own score. Keep track of your progress and try to do better each time.

