



IMPORTANT:

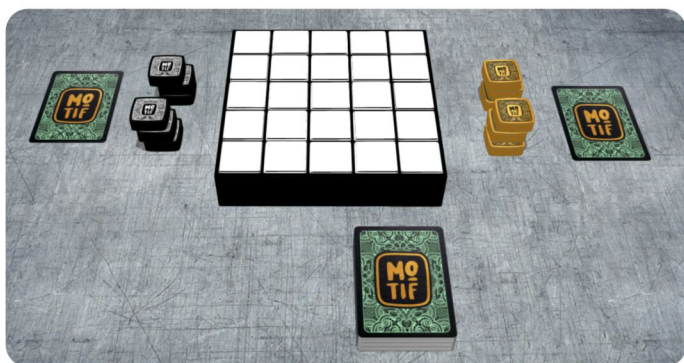
You must learn to play motif without the expansion, before playing with the expansion.

GAME OBJECTIVES

The objective of the game is to score more points than your opponent. To score a point, spot patterns on the board based on your card in hand.

GAME SETUP

- **Shuffled** the expansion deck and placed facedown on a nearby surface.
- Each player starts with one card on hand.



TURN-BY-TURN GAMEPLAY



During your turn, you have the option to discard your on-hand card and draw a new card from the expansion deck.

When discarding a card, make sure to place it facedown on a separate discard pile.

You can do this up to once per turn. If there are no more cards to draw, reshuffle the discard pile and draw from there.



Important: Players can only have one card on their hand at any given time.

FAQ

WHEN TO DRAW OR DISCARD A CARD?

- Players can draw or discard a card only during their turn.
- Exception: A player who scores automatically discards his/her card and draws a new card regardless of who is taking the turn.

HOW TO SPOT PATTERNS?

- A pattern in Motif is a 3x3 grid comprised of only black and gold squares.
- It is possible to spot a pattern even if there are pawns on top of the pattern.
- A pattern can be spotted at any point in the game. (For example, you can spot a pattern while your opponent is moving one of their pawns.)

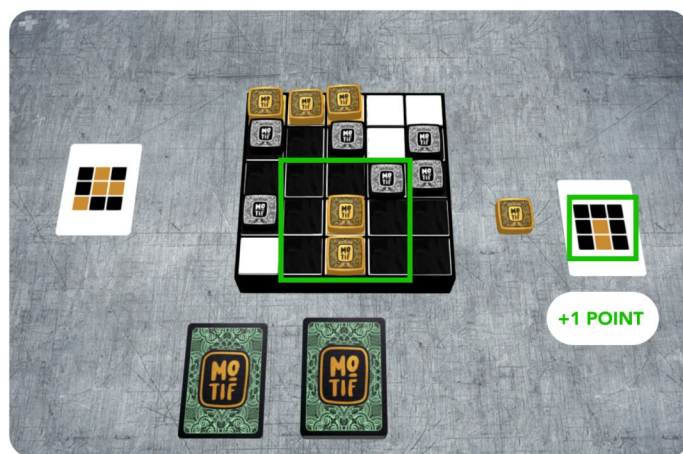
AT ANY POINT IN THE GAME

Spot your pattern

Every time you complete a card objective, you score a point. The card can be scored in any direction.

- To make a match, it's important to have your colour match the card. The opponents colour can either be white or opponents colour, but can't be both.
- At any point in the game, keep an eye on the patterns created on the Motif board.
- You can spot a pattern in the middle of your turn or your opponent's turn.
- If you spot a pattern that is the same as the one on your card, show your card to your opponent and score a point.
- After scoring a point, discard your card to the discard pile and draw a new card from the expansion deck.
- It is possible to score another point after drawing a new card.

Tip: Patterns have no orientation. Familiarize yourself with the pattern on your card by inspecting it in four different orientations: **upright**, **rotated clockwise**, **rotated counter-clockwise**, and **upside-down**.



WINNING CONDITIONS

- A game of Motif ends once there are no more white tiles on the board.
- The player who scored more points wins the game.
- In the event of a tie after all tiles are no longer white, the game continues. It's now overtime. The first player to make a match wins.