



GAME OBJECTIF

The objective is to have **MORE TILES WITH YOUR COLOR** than your opponent.

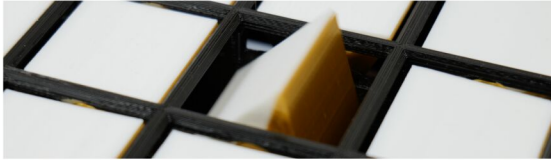
WINNING CONDITIONS

- A game of Motif ends once there are no more white tiles on the board.
- The player with more tiles to their color (**13 or more**) is declared the winner.



TILE COLOURS

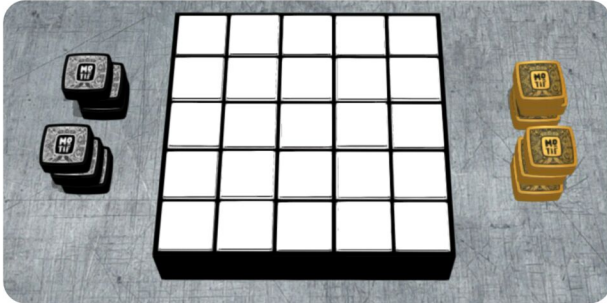
One of the most unique features of Motif is that each tile can be one of three colours; White, Gold, or Black. Each tile **CAN CHANGE COLOUR** by rotating it.



(Scroll mouse wheel to change tile colours in Tabletopia).

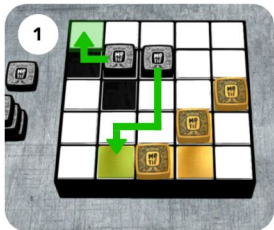
GAME SETUP

- A game of Motif starts with an empty board. All board tiles must be white and all tokens must be to the side of the board.
- Toss a coin to determine who takes the first turn.



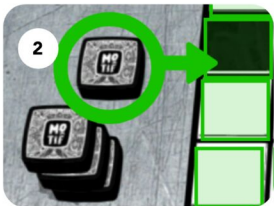
TURN-BY-TURN

Do actions 1 and 2 every turn. **You must do BOTH every turn if possible.** You can do the actions in any order.



1. MOVE ALL TOKENS
- Move every single one of your tokens on the board when possible. (More details about movement to the right)

- Once a token is moved, you can not move it again during this turn.



2. ADD A NEW TOKEN
- If you have remaining tokens, add one new token to the board. Do not move the new token. Just add it. (More details on the right)

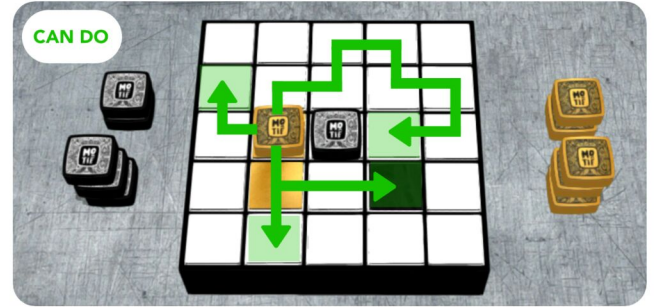
- Remember, a game of Motif ends once there are no more white tiles on the board. The game continues even if all your tokens have been added.

Stalemate: In case of a stalemate (infinite loop), every turn you must do the following if possible. Change at least one tile to your colour. It can be from white to your colour or from your opponent's colour to your colour. This will break the loop.

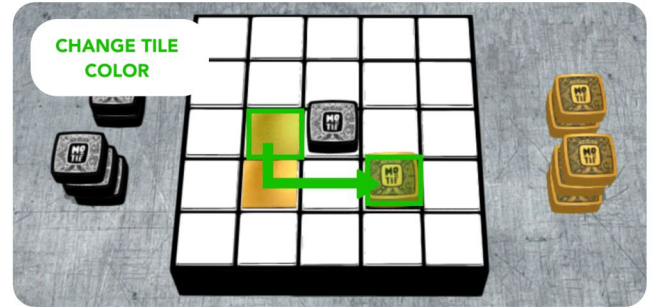
MOVE ANYWHERE

The token can move **up, down, left or right** as many tiles as it likes during a turn. (see diagram).

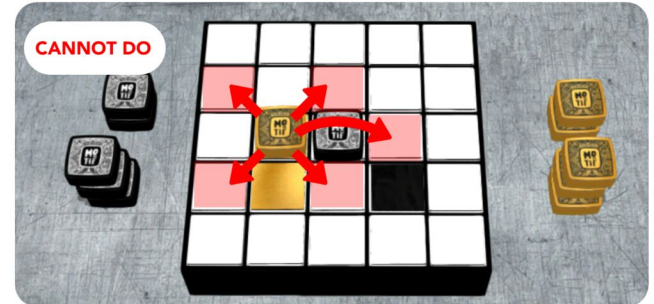
The token can move on **tiles of any colour** as long as it is not blocked by another token. Stay alert! You could block your other tokens from moving.



After moving a token, change the colour of the tile it lands on. **DO NOT** change the tiles the token passes over as it moves. Both the first and last tile should now be the colour of the token. See diagram below.



A token **CANNOT** move diagonally (see diagram below). The token **CANNOT** jump over tokens, but **CAN** move around them. The token **CANNOT** move back to its initial position when moving. Token **CANNOT** be on top of each other.



TIPS

WHAT'S THE PURPOSE OF "FLIPPING" THE TOKENS?

- Pawns have two sides. The purpose of flipping a token is to mark that it has already "moved" during that turn. Flipping tokens is optional but it serves a useful purpose. Remember, if you can, you must move.



ADDING TOKENS

Every turn add one new token to the board. Change the colour of the tile it lands on. An added token cannot move on the same turn. The new token can only move on the next turn.

In the diagram below, notice how the black tokens on the board (two of them) can move to any tile highlighted in green. Those same black tokens can't move to the tiles highlighted in red because the gold tokens are blocking the red area.

That means that black can only add a token in the green area, not the red.



The tiles in the green area are reachable tiles. **Reachable tiles** are tiles your existing tokens on the board can move to. Only add tokens to reachable tiles.