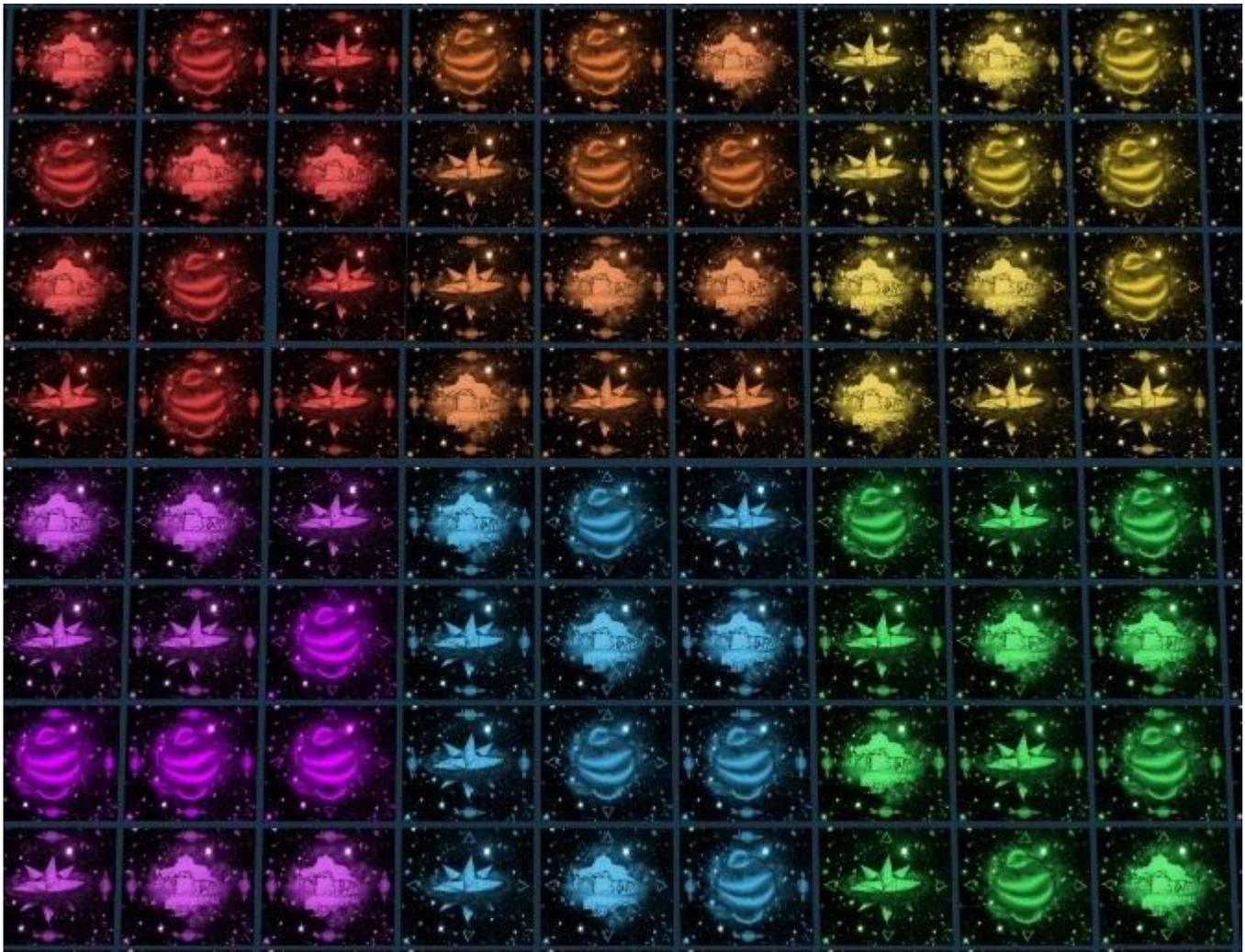


UNIVERSAL TAPESTRY

AGE 8 years and above
NUMBER OF PLAYERS 1 Player
DURATION 30-45 minutes
GAME MATERIAL Multicolor Deck of 72 cards . (The back of the cards has the same color of the front)



GAME DESCRIPTION

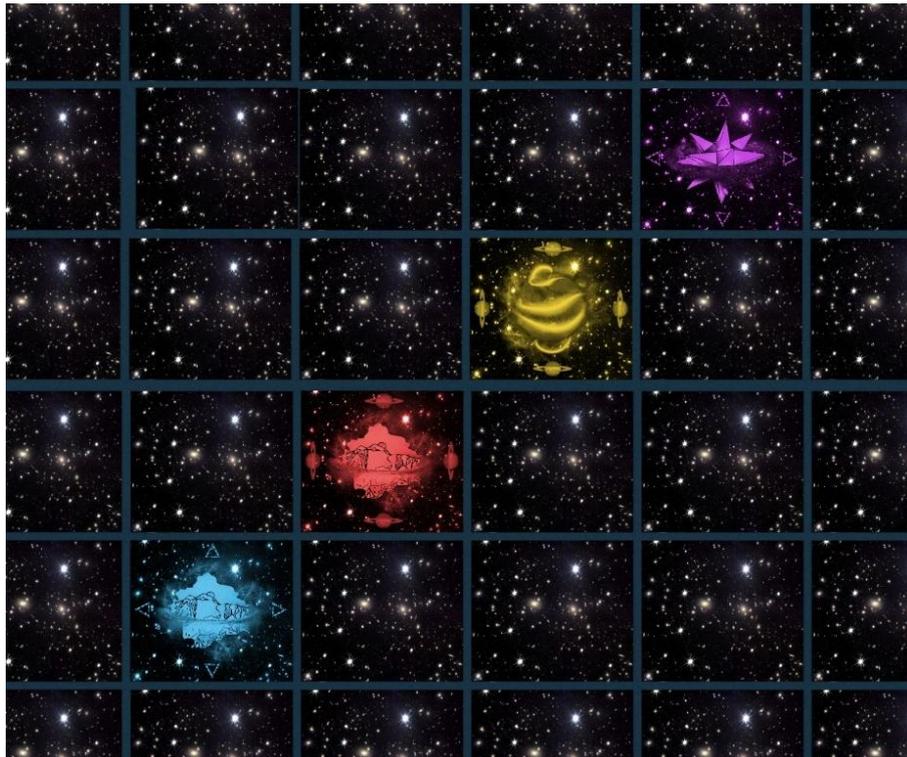
GAME DESCRIPTION: *The player will create a multicolor Universal Tapestry with the cards of the deck . The goal is to complete the matrix 8x8 of the universe with Cards/Celestial Bodies of the deck , to get that the player has to manage the contact rules of the cards, to place the cards in the most suitable places to create more available spaces and avoiding dead ends*

DESIGNER

Félix Bernat Julián

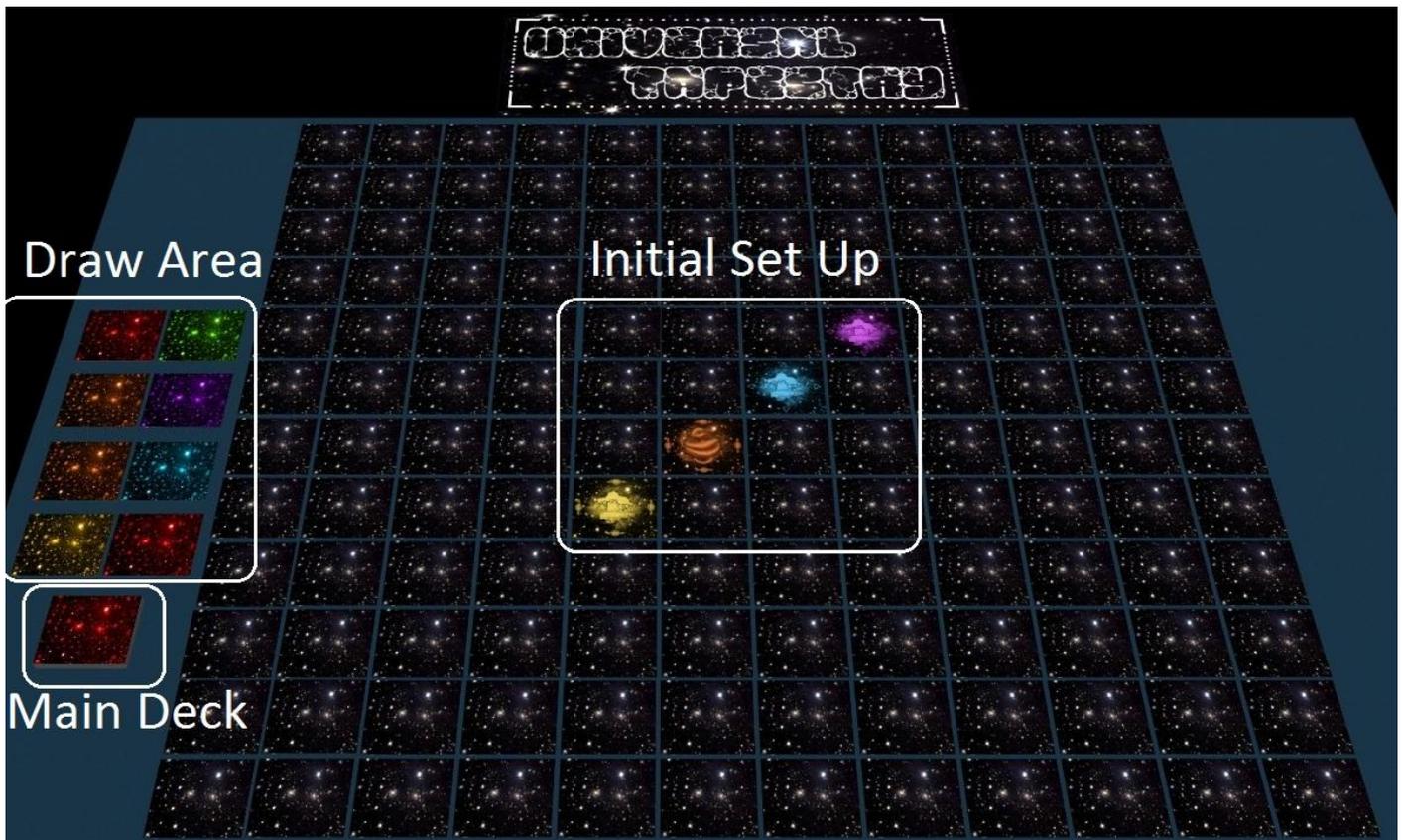
Set up

Shuffle the main deck and take four cards. Place them in diagonal , like this picture



The deck is shuffled and 8 cards are taken from it, they are placed close to the main deck face down. These 8 cards represent the draw area.

The table will look like this:



Playing

- The player in his turn will:
- draw a card
 - place , exchange or discard the card

Draw Cards

The player will draw whichever card he wants from the draw area .

After the card has been discarded or placed in the table , the top card of the main deck is placed face down in the gap left of the draw area.

When all the cards of the draw area has colors not adjacent with the cards of the tapestry , the cards are shuffled in the main deck and another 8 are placed face down.

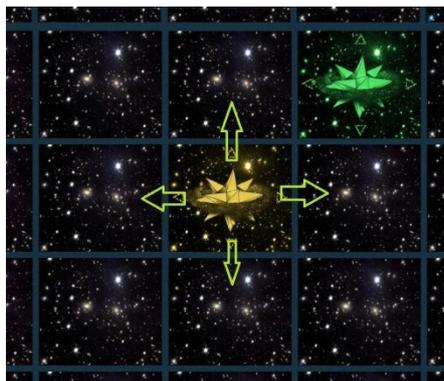
Place card or exchange it from another one from the table

The drawn card must be placed in the table following the **Contact Rules** , **Exchanged** or it will be **Discarded**

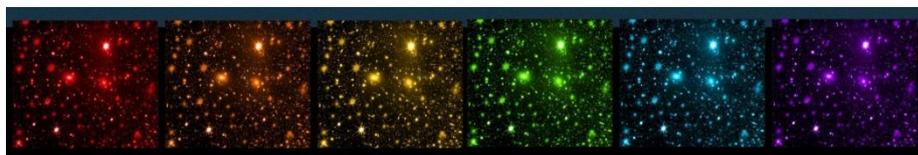
Contact Rules

The card placed in the table must comply with these three rules :

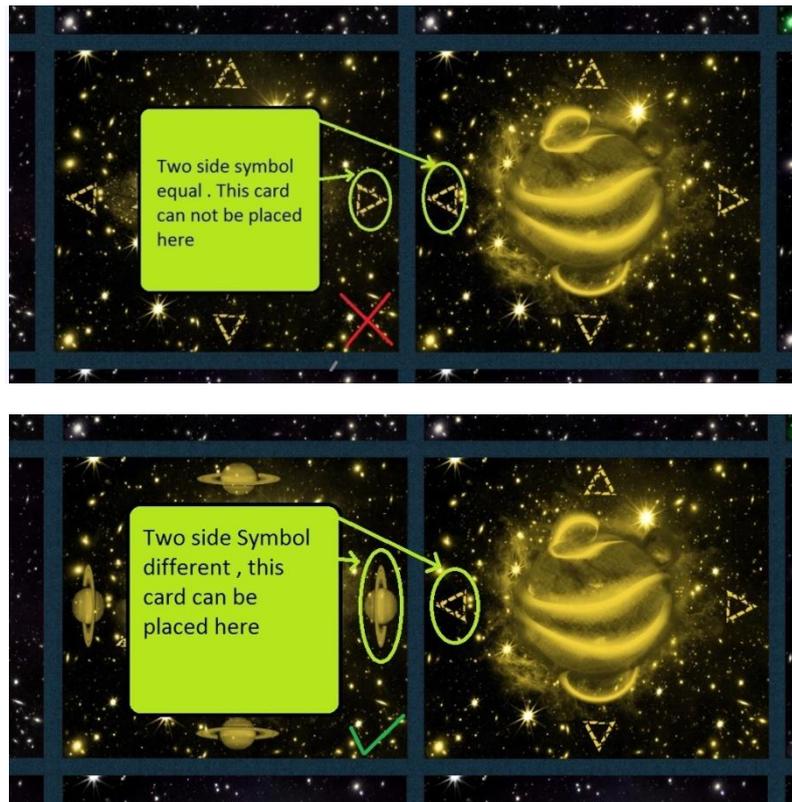
- The card must be placed orthogonally to other one in the table



- The 4 sides of each card can only be in contact with cards of the same color or with the colors that are adjacent in the rainbow.(red-orange-yellow-green- blue - purple)



- The side symbol of the card cannot be orthogonally adjacent to another card with that same symbol.

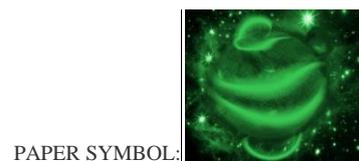


Exchange Card

It is possible to exchange the drawn card by a card that is already in the table, whenever it does not break the contact rules and the card of the hand **Wins** the card of the table

Cards can be exchanged indefinitely.

Win : Rock win Scissors , Scissors win Paper , Paper win Rock



Discard a card

If the player cannot or do not want to place the card in the tapestry, the card must be discarded

During the game: If you notice some card that you have placed before in the table not comply with the contact rules, discard that card from the tapestry.

Limitations of the game zone

The maximum cards placed orthogonally as rows or columns is 8.

End of the Game

The Solitary ends when the main deck and the draw area are exhausted.

Goal of Universal Tapestry

Universal Tapestry has two playing modes

- 1) **By discarded cards** : Complete the matrix avoiding the discard of cards with low points.

The discarded cards give these points:

- Green and Yellow : **2** points
- Blue and Orange : **1** point
- Red and Purple : **0** points

Goal: Get the maximum score possible

- 2) **By time**: Complete the matrix as fast as possible.

Ranges:

- More than 40 minutes : **Rookie**

- Between 30 and 40 minutes : **Normal**

- Between 20 and 30 minutes: **Advanced**

- Between 10 and 20 minutes **Legendary**

- Less than 10 minutes?!! : *The cards merge creating a dimensional crack , primordial creatures has access to our universe . Great!, you has doomed us all*

In both cases , if the matrix is not complete , the player lose the game .