

# LATICE HAWAI'I

## OBJECTIVE

Be the first player to place all of the tiles from your tile pool.

## COMPONENTS

1 Game Board  
16 Sunstones  
20 Halfstones  
84 Tiles (72 Color Tiles + 12 Wind Tiles)

The color tiles have 6 different colors (Yellow, Navy, Purple, Red, Green, and Teal), 6 different shapes (Feather, Bird, Turtle, Flower, Gecko, and Dolphin) and there are 2 of each tile.

## SETTING UP THE GAME

Put all color tiles and wind tiles face down in a pile and shuffle them together. Divide them evenly into player pools.

2 player — 42 tiles each  
3 player — 28 tiles each  
4 player — 21 tiles each

After dividing the tiles, each player draws five tiles from their pool and places them on their rack.

### Tournament-Style Setup

Prefer more skill and less luck in your game? Shuffle the color tiles separately from wind tiles and divide them into even player pools. Then, equally distribute wind tiles to each player to shuffle into each personal pool.

## STARTING THE GAME

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.

**Note:** You only draw new tiles at the end of your turn.

## ON YOUR TURN

The first move of your turn is always FREE. Choose from one of these four moves:

- Play a color tile
- Play a wind tile
- Exchange tiles
- Pass

### PLAY A COLOR TILE

When you play a color tile, you add it to the board next to an existing tile, matching all adjacent (not diagonal) tiles by either color or shape. The tile may connect by any or all of its four sides, but each side must match by color or by shape (or both!) Each color tile you play counts as one move.

### EXCHANGE TILES

You can use a move to exchange some or all of the tiles from your rack for an equal number of new tiles from your pool. Remove the tiles you wish to exchange from your rack, draw and place an equal number of new tiles from your pool into your rack (no peeking), then shuffle the exchanged tiles back into your pool. Each exchange of tiles counts as one move.

## PLAY A WIND TILE

When you play a wind tile, you can shift any previously placed tile up, down, left, or right to an open adjacent square. Each wind tile you play counts as one move. After playing a wind tile, discard it into the shared wind discard pile and take one free extra move.

## EXTRA MOVE

After playing a wind tile, you get a free extra move. Play a color tile, do an exchange, or even play another wind tile (if you have one in your rack). No stones required!

**Note:** When you play a wind tile, the tile you shift on the board does not have to match adjacent tiles.

**Note:** When you play a color tile with the extra move, its placement does not have to be related to the tile you shifted with the wind.

**Note:** A tile moved with a wind tile may be shifted away and detached from other tiles on the board.

## PASS

You may pass your turn for free instead of playing a move. If you can't play a tile or make an exchange, you must pass

## STONES & EXTRA MOVES

After the first FREE move of your turn, spend either 1 sunstone or 2 halfstones to play each additional move.

You may buy multiple moves during your turn and can continue playing until you either run out of stones or run out of tiles in your rack.

**Note:** Stones you earn can be spent immediately or saved for later.

## 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. Only collect stones as described below (no swapping sunstones for halfstones).

Double – Played tile matches by color or shape on any 2 sides = earn one halfstone

Trefoil – Played tile matches by color or shape on any 3 sides = earn one sunstone

Lattice – Played tiles matches by color or shape on all 4 sides = earn two sunstones

**Note:** You do not earn stones from shifting a tile with a wind tile, even if that tile moves adjacent to multiple matching tiles or ends up on a sun square.

## SUN SQUARES

When you play a tile on a sun square, you earn one sunstone. This sunstone is earned in addition to all other stones earned

**Note:** Using a wind tile to shift a tile onto a sun square does not earn you a sunstone.

**Note:** You can use a wind tile to uncover a sun square.

## SUNSTONE LIMIT

If you have more than three sunstones *at the end of your turn*, the extra stones must be discarded. Halfstones are unlimited.

## WIND BUY-BACK

If you have fewer than five tiles on your rack you can buy back a wind tile from the shared discard pile. This action does not count as a move and *can be done anytime during your turn*. Use a move to play the wind tile immediately or save it for later.

In a 2-3 player game

- Spend three sunstones = one wind tile from the shared discard pile.

In a 4 player game

- Spend two sunstones = one wind tile from the shared discard pile.

## ENDING YOUR TURN

Your turn ends when you can't play any more moves, have played all five tiles in your hand, or choose not to continue your turn.

At the end of every turn, if you have fewer than five tiles on your rack, draw tiles from your pool until your rack contains five tiles. If you don't have enough tiles left in your pool to reach five tiles, draw all the remaining tiles. Play continues clockwise.

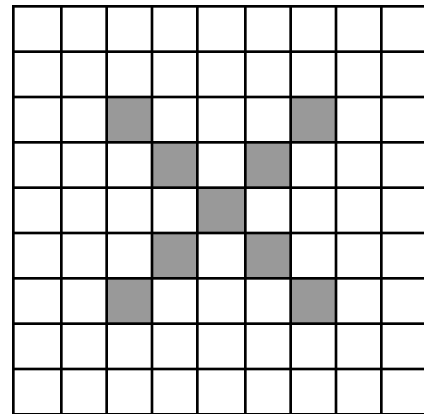
## ENDING THE GAME

You win by being the first player with no tiles left in either your pool or rack. If all players are forced to pass, the player with the fewest remaining tiles wins. If players have an equal number of remaining tiles, it's a tie.

## MORE WAYS TO PLAY

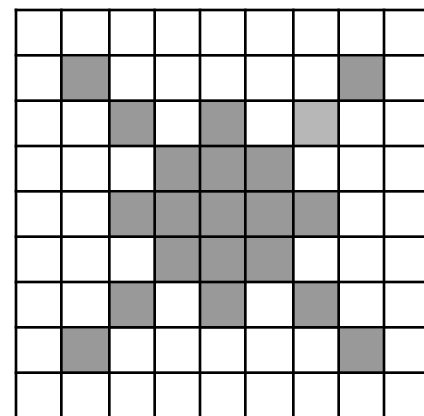
### FAST START

Draw nine color tiles and place them in an X formation with the moon square at center, as shown. Distribute all remaining tiles starting with the first player. Each player starts with one sunstone. Play proceeds as usual.



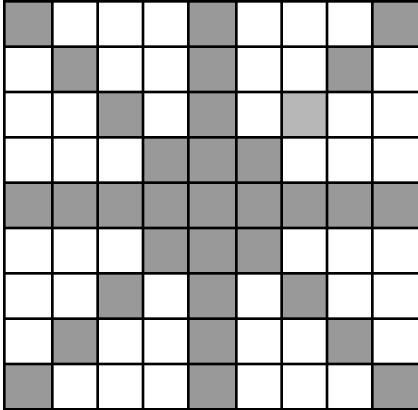
### SPIKE

Draw 21 color tiles and place them in an star formation with the moon square at center, as shown. Distribute all remaining tiles starting with the first player. Each player starts with one sunstone and one halfstone. Play proceeds as usual.



## ENDGAME

Draw 33 color tiles and place them in a large star formation with the moon square at center, as shown. Distribute all remaining tiles starting with the first player. Each player starts with two sunstones. Play proceeds as usual.



## KID MODE

For younger kids, set the wind tiles aside so they can practice matching colors and shapes. Play one move per turn and award a halfstone for matching on one side and a sunstone when matches are made on more than one side.

## MATCH PLAY

Normal match: The first player to win 2 games wins the match (ties don't count).

Championship match: Same as normal match but 3 games are needed to win.

## MORE THAN FOUR PLAYERS

You can play in teams or you can combine two Lattice sets and place the boards side by side. Distribute the tiles evenly and use

Fast Start, Spike or Endgame (above) on both boards to get things started. Play proceeds as usual with players free to play on either of the two boards.

## TIMED MATCHES

Use the timer to limit each player's turn to no more than one minute. If the player hasn't completed their turn when the timer runs out they should stop and draw tiles. Or you can play two player timed matches with a chess timer.

- Regulation play: 5 minutes per player plus 6 seconds bonus time per turn.
- Blitz: 3 minutes per player plus 5 seconds bonus time per turn.
- Bullet: 90 seconds per player plus 4 seconds bonus time per turn.