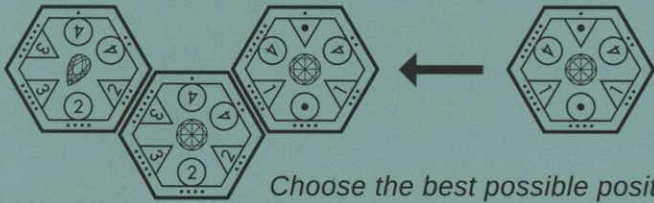


# TO WIN: SCORE THE MOST POINTS

## 1 Choose your Player Emblem



## 2 In turn: Place a Tile next to another Tile



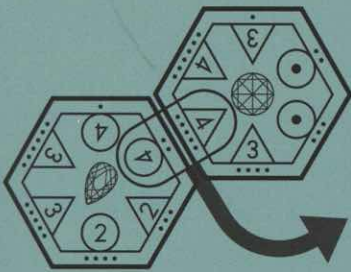
Choose the best possible position

## 3 Calculate the Score. See Scenarios

You can calculate and keep the score yourself (pen&paper), or you can use the free Aromat App

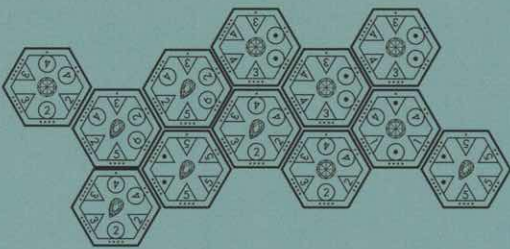


**Bonus:** When the numbers on two adjacent sides have equal value, add value to Score



In this example the two adjacent sides have the value 4. So each Player will get 4 extra points.

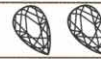
## 4 Play continues until all tiles are used



Beginners Scenario 1



Same Player



Same Shape



$(\text{Number} + \text{Number}) \times 2$

Example:

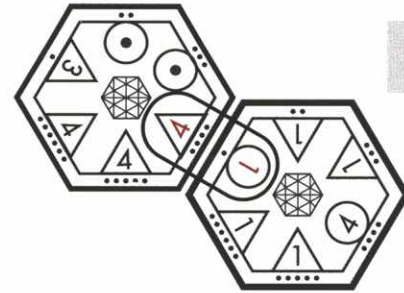
4

1

$(4 + 1) \times 2 = 10$  Points



Beginners Scenario 2



Same Player



Different Shapes



Number + Number

Example:

4

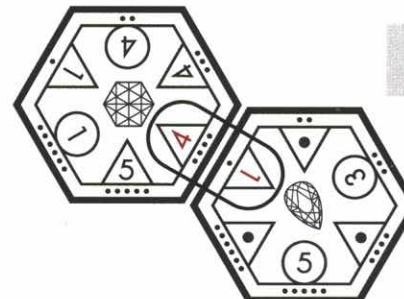
1

$4 + 1 = 5$  Points

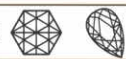


If Player Emblems don't match, all players score points:

Beginners Scenario 3



Different Players



Same Shapes



Number + Number

Example:

4

1

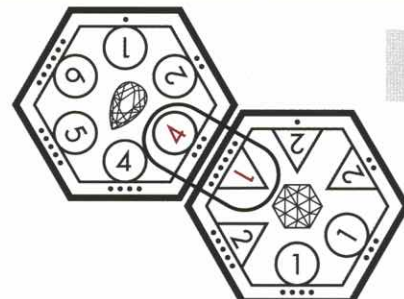
$4 + 1 = 5$  Points



$1 + 4 = 5$  Points



Beginners Scenario 4



Different Players



Different Shapes



Number - Number

Example:

4

1

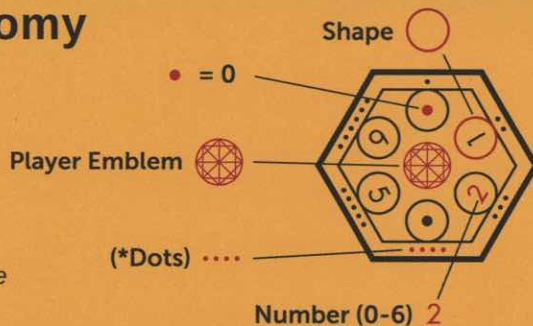
$4 - 1 = 3$  Point



$1 - 4 = -3$  Point



## Tile Anatomy



\* Advanced feature  
(see Rulebook)

If you own Play Field Elements, construct a Playfield before the start

