

# micropul

A solitaire puzzle for 1 or a competitive game for 2 players

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*It's impossibly costly to harvest micropul, a new kind of matter found inside an energy core. An easier way is to shoot a micropul right on a catalyst to cause a fission and break off chunks from the core. Scientists all over the world are looking into optimizing this new physics-deyfing technique. "If you're smart enough, it's like using electricity to generate twice the amount of electricity! This is the future..."*

## Contents

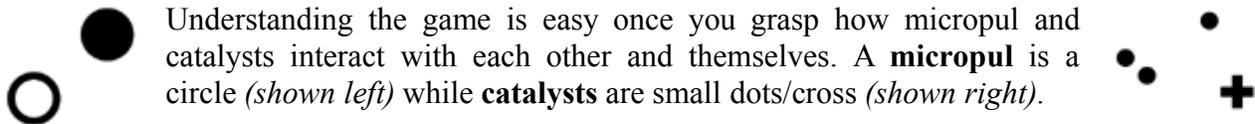
- 48 different tiles
- 6 stones in 2 colors



## Goal

At first, you have a limited number of tiles and must play them optimally to gain more. The goal is to collect the most tiles possible by using the less tiles possible. At the same time, try to form groups of micropul and claim them as your own. Scoring is done at the end when the core is depleted.

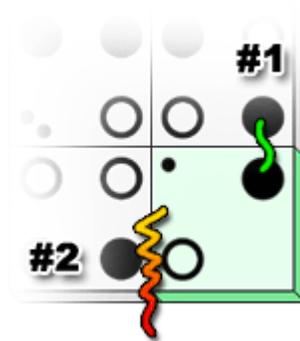
## Rules



Understanding the game is easy once you grasp how micropul and catalysts interact with each other and themselves. A **micropul** is a circle (*shown left*) while **catalysts** are small dots/cross (*shown right*).

You'll notice that every tile have at least one micropul on it. That's because micropul have the power to hold tiles together, which is necessary in this game. The rules presented below are important to the game and must be followed at all time.

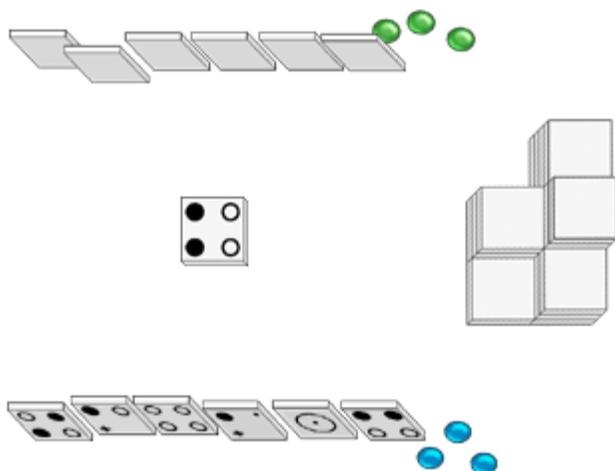
- **Rule #1** Any new tile coming in play must be attached to the rest of the tiles already in play. More precisely, to attach your tile one of its micropul must be adjacent to another micropul of a tile already in play.
- **Rule #2** A black micropul can never be adjacent to a white micropul and vice-versa. For each new tile you put in play, always make sure not to place the tile in a position that will put a black and a white micropul next to each other.



*In the example, the tile shown in green is the one being played. As per rule #1, the tile is attached to the rest of the tiles but rule #2 is not respected because a white micropul is adjacent to a black micropul. Thus, this play is **not valid**. If the tile is rotated 90° clockwise, it would be valid.*

The catalysts (dots/cross) are not bound by the same restrictions as the micropul. They can be adjacent to any other catalyst of any type or any micropul of any color. Catalysts are not used for attaching tiles together. Instead, a catalyst next to a micropul will activate an effect once the tile has been put in play...

## Preparation



**Place the starting tile** in the middle of the table. It's the one with 4 micropul, 2 black and 2 white. *Shown in the set-up example to the left.*

**Shuffle all tiles face down** and make small stacks. Put the stacks where every player can reach them, it is called **the core**.

**Each player receive 6 random tiles** from the core and put them in his hand. *The tiles can stand on their side.*

**Each player receive 3 stones** of one color and place them by his side.

**Determine the first player.**

## On your turn

Players take turns one at a time. You have three options during your turn but can **only do one** of them.

- **Lay a tile** from your hand in play
- **Take a tile** from your supply to your hand
- **Put a stone** on a group of micropul

**One and only one action must be taken each turn.** A player cannot pass a turn. You lose the game if you have no more tiles in hand or in supply.

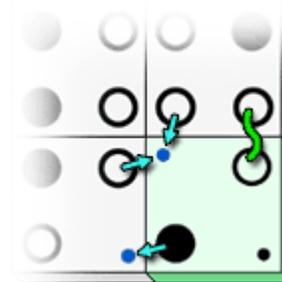
### Option: Lay a tile from your hand in play

If your hand is empty, this action cannot be taken. When laying a tile, your goal is to activate catalysts which will enable you to draw new tiles from the core.

→ Choose one tile in your hand and lay it next to a previously placed tile. Respect rules #1 and #2!

Once your tile is successfully placed, check if any catalysts have been activated. A catalyst is activated by being adjacent to an **external** micropul:

*If a micropul on your tile is adjacent to a catalyst on another tile, it is activated. Catalyst on your tile is activated if it is adjacent to a micropul on another tile.*



*The tile in green is being played. You receive 2 tiles from the core.*

→ Draw tiles **from the core**, the big stacks of tiles made at game's start. Put them face down next to you, this is now **your supply stacks**. The catalysts activated determine how many tiles to draw. If you activated at least one cross (+) catalyst, play another turn.



Draw one tile



Draw two tiles



Play again

Catalysts are activated only once per turn but can be activated again on a subsequent turn.

## Option: Take a tile from your supply to your hand

You cannot have more than 6 tiles in your hand. If your hand is full, this action cannot be taken. Taking a tile from your supply of face down tiles will give you more choice when choosing what tile to play.

→ Draw one tile at random from **your supply stacks**. Put this tile face up in your hand.

## Option: Put a stone on a group of micropul

You cannot take this action if you have no more stones. When putting a stone on a group, your goal is then to close that particular group so it's worth victory points to you at the end of the game.

→ Put one of your stone on any micropul of a tile in play to claim that group. You now own this group of micropul. A stone cannot be placed on a group that is already owned. It is possible to claim a group that is already closed.

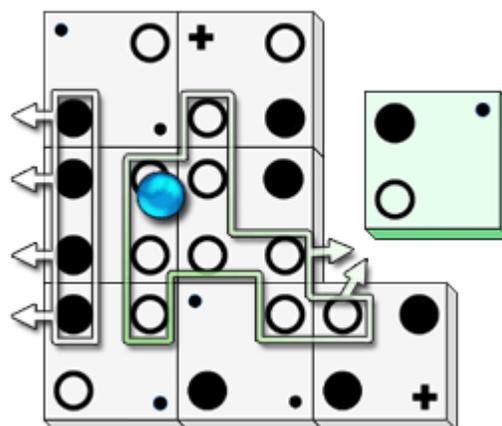
## What is a group of micropul?

It is any number of micropul of the same color linked together by being adjacent to one another. Groups can be either open or closed. Only closed groups scores points.

**Open** group means that it can still grow. New micropul can be added to that group by playing new tiles.

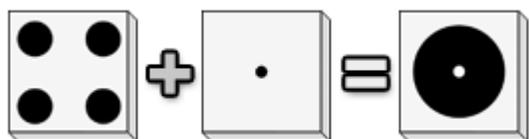
**Closed** group means all micropul of that group are surrounded by elements of the game. No micropul of that group is standing at the edge of the playing area. Thus, it is impossible to add new micropul to that group.

It's possible for two groups claimed separately to merge into one group by playing a tile which will connect them together. That group will not be worth any points.



*When the green tile is placed, it will close the group of white micropul. That group will be worth 10 points at the end of the game because there are 10 micropul in it.*

## What is a big micropul?



There are four tiles featuring “big micropul” on them. They act just like a tile with four micropul of that color on it. Also, those tiles have one catalyst that can be activated from any side. It act like a regular catalyst.

## Game end

The game end as the last tile is drawn from the core. Remove stones from groups of micropul that are still open or have more than one stone on them. Those groups will not score points.

- For each closed group you own, score victory points for micropul in that group. Each micropul is worth 1 point. A big micropul is worth only 1 point too.
- Each tile in your supply stacks is worth 2 points. Each tile in your hand is worth 1 point.

The player with most points win the game. There is no tie-breaker.