

Version 1.4.2

Harmonia is a cooperative, puzzle-solving game for 2-6 players ages 8 and up. Playing time is about 20-45 minutes.

## 1 Components

- rulebook
- 84 tiles
- 6 screens

## 2 Overview

Players take turns laying a tile to cooperatively create a pattern. The better the pattern the more points are scored. The objective of the game is to score as high as possible. There are no winners or losers.

# 3 Setup

Each player gets a screen.

Shuffle the tiles face down and give a number of tiles face down to each player as follows:

Number of players	Tiles per player
2	30
3	20
4	15
5	12
6	10

The remaining tiles are not used in this game. Put them aside face down. You may not inspect these tiles.

You may look at your own tiles but you may not show them other players (this includes drawing, photographing and pointing to images in the rulebook). You may describe them though and point at tiles that have already been played.

*Example: Paula, Peter and Mary are playing. Mary says to the others: "I have three entirely light green tiles, one tile that is the third of a red circle and two tiles with three colored edges: purple-white-red..."* 

Use your screen each to keep your tiles hidden from the other players.

Note: With 2 or 3 players you can use multiple screens each to hide your tiles better.

# 4 Play

Starting with the youngest player and then going around clockwise each player reveals one tile and places it face up in the middle of the table. Continue to do so until the game ends.

After the first tile place each following one directly next to an already placed tile (so that they are touching each other along entire edges).

Once you have revealed a tile on your turn you must place it somewhere. Tiles placed previously may not be changed anymore.

Also, each tile you place must "fit" (see example below). This means the colors on its edges must match with the colors on the edges of all its neighboring tiles. If a player reveals a tile that cannot be placed anywhere, then the players immediately lose the game.



# 5 Game End

The game ends whenever all players agree to stop or all tiles have been placed (or the players lose because a player revealed an unplaceable tile as described above).

### 5.1 Winning

To win, the players must lay out the tiles in a hexagon shape with a side length of 4 tiles (37 tiles in total). The outer edge of this shape must be light green. See also the example below.

**Example:** 



# 6 Advanced Game

In the advanced game instead of using the above winning condition, you try to score as high as possible. You calculate the score at game end as described in the following chapters (see also some examples in chapter 6.5).

You can use this score to compare yourself to others or to your previous game sessions. To do this, record your game score on a piece of paper that is kept in the box.

A score of 200 or more is good (300+ is very good). The highest possible score is 460.

### 6.1 Unplaceable Tiles

Instead of losing the game when a player reveals a tile that cannot be placed anywhere, use the following rule:

If (and only if) the tile you have revealed does not fit anywhere, then place that tile instead to the side on a separate spot. It cannot be used anymore for the game.

Each such tile scores -10 points.

### 6.2 Players

Add the number of players times 10 to your score.

#### 6.3 Shape

Add one of the following for the shape of the entire layout:

0 points if it has one or more holes

50 points otherwise if there are 6 sides of equal length (hexagon)

30 points otherwise if there are 3 or 4 sides of equal length (triangle or rhombus)

20 points otherwise if symmetrical

10 points otherwise (asymmetric)

also triple (x3) the above shape score if the entire outer edge is light green.

### 6.4 Patterns

Add for each of the following that applies:

+60 points for each closed\*, symmetrical\*\* pattern that spans 7 or more tiles

+20 points for each closed\*, symmetrical\*\* pattern that spans 4 to 6 tiles

+10 points for each closed\*, symmetrical\*\* pattern that spans 3 tiles

-2 points for each unused tile left (i.e. still behind a player's screen)

-10 points for each tile that was put aside because it did not "fit" (see above)

\*closed means that the entire pattern is surrounded by a thin black line that borders on a light green area

\*\* symmetrical means it must mirror itself exactly (i.e. in all shapes, lines and colors) along at least one imaginary straight line

### 6.5 Examples

#### Example 1:

Paula, Peter and Mary have laid out 21 tiles (see image below):



Three players: 30 points

Shape is 3 sides of equal length (triangular): 30 points

Unfortunately their outer edge is not entirely light green (see the purple tile in the top middle) so they do not get to triple that number.

One 7 tiles pattern: 60 points.

One 4 tiles pattern: 20 pointsOne 6 tiles pattern: 20 points

39 unused tiles: -78 points

**TOTAL: 82 points** 

#### Example 2:

Martin, Michael, Sam and Sarah have laid out 22 tiles (see image below):



Four players: 40 points

Shape is symmetrical (with no particular form) with green edge: 60 points (20x3)

One 5 tiles pattern: 20 points.

One 4 tiles pattern: 20 points

Two 3 tiles pattern: 20 points (10+10)38 unused tiles: -76 points

**TOTAL: 84 points** 

#### Example 3:

Henry and Henrietta have laid out 18 tiles (see image below):



Two players: 20 points Shape has a hole: 0 points One 3 tiles pattern: 10 points *Unfortunately all other patterns do not score.* 42 unused tiles: -84 points **TOTAL: -54 points** 

7 Background

The patterns in this game are based on the "Flower of Life", which is part of "Sacred Geometry". The Flower of Life is a geometric pattern consisting of evenly-spaced overlapping circles which is found in ancient art and is considered by some to be spiritually significant.

More information online at:

https://en.wikipedia.org/wiki/Flower\_of\_Life\_%28geometry%29