


m^hdrian

EXPERIENCE



rulebook

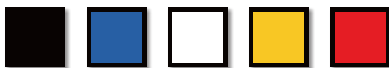


Almost every week, you visit the local art museum to admire the collection of abstract artworks, including a series of paintings by the world-famous Piet Mondrian. You often dream about what it would be like to paint a Mondrian yourself. To your great surprise, the museum is making your dream come true today; together with a select number of other visitors, you are invited to a unique exhibition – the Mondrian Experience. You will be tasked with creating your own abstract masterpiece, allowing you to experience the creative process of ‘a real Mondrian’. However, there is a challenge; while assembling the artwork together, you will receive Mission cards with patterns that you must replicate. The first player to complete all their Mission cards will be rewarded by having their painting showcased in the exhibition!

m  ndrian

Contents

40 Large square tiles



8x

8x

8x

8x

8x

40 Small square tiles



8x

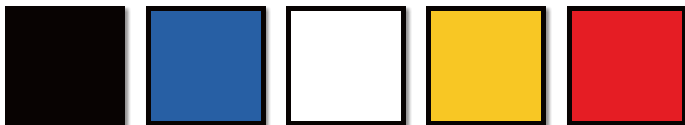
8x

8x

8x

8x

40 Rectangle tiles



8x

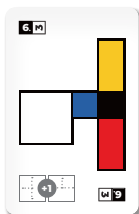
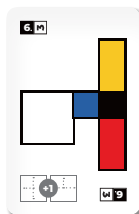
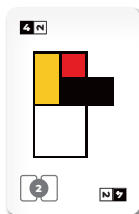
8x

8x

8x

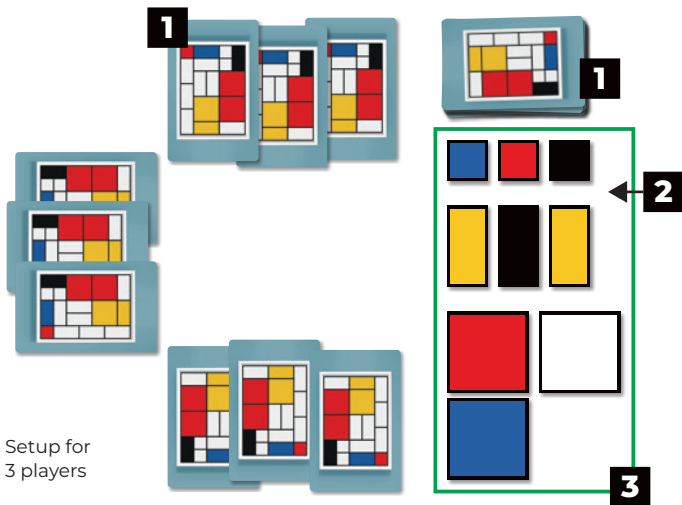
8x

60 Mission cards



Setup

- 1** Shuffle the Mission cards and deal three face down to each player. Place the remaining cards in a face down deck in the centre of the play area.
- 2** Separate the tiles by type (small square, large square, and rectangle). Shuffle each type and place them into the matching sections of the box insert. Place the box to the side of the play area.
- 3** Draw three tiles of each type. Place these tiles face up next to each other, sorted by type, in the centre of the play area.



Setup for
3 players

Goal of the game

In this game, which is just as abstract as Piet Mondrian's art, you will place tiles on the play area to create a work of art inspired by the famous Dutch painter. The goal of the game is to earn points by arranging tiles in fixed patterns shown on the Mission cards.

Gameplay

The game is played over a number of turns until the end of the game is triggered (see '**End of the Game**' on page 11). The player who last painted something becomes the starting player and will take the first turn. Turns then proceed clockwise around the table.

On your turn, you may complete the following options up to once each:

PLACE A TILE (COMPULSORY)
COMPLETE MISSION CARDS
TAKE BACK ONE MISSION CARD
PERFORM ONE ACTION

You must place a tile, all the others are optional. To complete a Mission card you must first place a tile. The other options may all be performed in any order.

After completing your turn, if you have no Mission cards in your hand, draw one Mission card.

PLACE A TILE

Every turn you must place a tile.

Take one of the available tiles and place it on the table, connecting it to the tiles already in play. Tiles may be placed with any side touching another tile, but at least one full side must be exactly adjacent to an existing tile or to two existing tiles if it is a long side.



Horizontal



Vertical



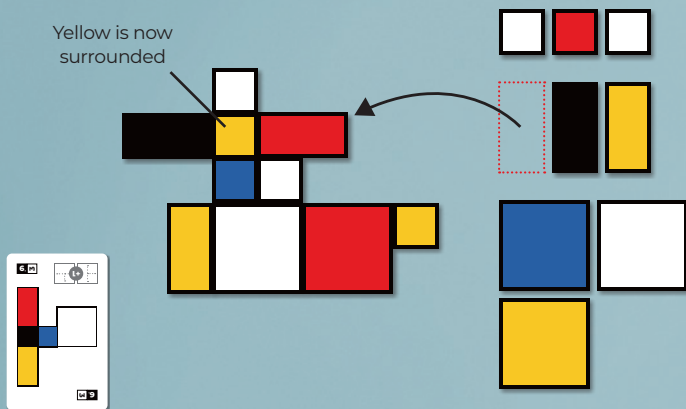
Not adjacent

FIRST TURN ONLY: At the start of the game, no tiles are on the table to connect to. The first player places their chosen first tile in the centre of the play area.

If you place a tile in such a way that any other tile is now completely surrounded, you may draw one new Mission card for each surrounded tile.

After placing a tile, draw a new tile of the same type from the box and place it face up. This ensures that there are always three face up tiles of each type available.

NOTE: Certain actions may temporarily cause four tiles of a specific type to be face up (see '**Perform One Action**' on page 9).



Example: Kate chooses to place the red rectangular tile. In order to try and complete one of her Mission cards, she places it horizontally next to both the white and yellow small squares. She has surrounded the yellow square so draws a new Mission card. She replaces the rectangular tile with a new one from the insert.

COMPLETE MISSION CARDS

After placing a tile, you may complete any Mission cards in your hand whose pattern can be found on the play area and includes the tile you have just played. Patterns can be completed by rotating or flipping the Mission card in any orientation.



The back of the Mission cards also shows a pattern which you may attempt to complete. If any player completes that pattern, the game ends immediately and that player wins (see '**End of the Game**' on page 11). The colours in this pattern do not matter, you just need to place the tile that completes that pattern of tiles.



If you complete one of your Mission cards, reveal the card to the other players so they can confirm that the pattern is correct. Place the completed Mission card face up in front of you to indicate that it has been completed. Immediately draw a new Mission card.

At the end of the game, you will earn the number of points indicated on each completed Mission card. If the tiles match the pattern including colours exactly, you receive the higher points shown in the black box. If the colours do not exactly match, you receive the lower points shown in the white box. To keep track of your scoring, place a Mission card vertically if you earn the points in the black box, and horizontally if you earn the points in the white box.

Black
box

6.

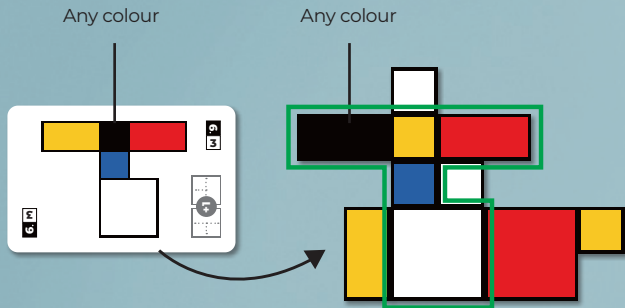
White
box

3

BLACK TILES AND PATTERNS

Black is considered to be any colour, both on tiles and Mission cards. If your Mission card shows a black shape, you may use any colour of tile to meet that requirement. A black tile placed on the play area may be used to meet the requirement on any Mission card.

IMPORTANT Although very rare, it is possible to complete more than one Mission card at the same time.



Example: Kate has completed her Mission card. She has used a black rectangle tile in place of the yellow rectangle on the Mission card. The black small square required on the Mission card is met by the yellow small square on the play area. She places the Mission card vertically in front of her and earns 6 points.

TAKE BACK ONE MISSION CARD

You may take one of your completed Mission cards back into your hand. By removing the card from the table, you no longer gain the points on the card in end game scoring. You may use it right away, either for its action (providing you have not already performed an action this turn) or to complete it again, but for more points.

PERFORM ONE ACTION

You may also use your Mission cards in hand to perform certain actions. In the bottom left corner of each Mission card, there is an action symbol that indicates which action may be performed using that card.

To perform an action, discard the Mission card face up next to the deck. You therefore cannot complete the Mission card since it is no longer in your hand.

REMEMBER You may only perform one action per turn, but you can place a tile and perform an action in the same turn.

Symbols and their corresponding actions:



Remove 1 Tile: Remove one placed tile from the play area. The removed tile is returned to the available tiles of its type.
IMPORTANT This action is not allowed if removing the tile would cause one or more tiles to no longer be connected by at least one full side to another tile.



Draw 2 Cards: Draw two Mission cards.



Move 1 Tile: Take one tile from the play area and move it to another position.
IMPORTANT This action is not allowed if moving the tile would cause one or more tiles to no longer be connected by at least one full side to another tile.



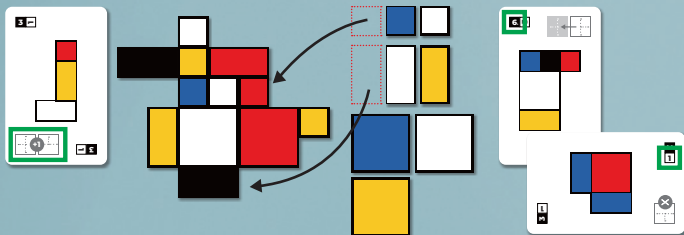
Replace 1 Tile: Swap one tile in the play area with one of the available tiles. The replaced tile is returned to the available tiles of its type. If the shape of the new tile is different from the replaced tile, refill the available tiles so that there are at least three tiles of each type. The returned tile may become a fourth available tile of its type.



Play 2 Tiles: You may place a second tile this turn. Refill the available tiles as normal.

IMPORTANT A player who plays two tiles may have the chance to complete two Mission cards in this turn.

Example: Kate decides to take back this completed Mission card to her hand since she only has the lower number of points and thinks the action will be useful. She discards the card to play 2 tiles instead of one this turn. She places both the small red square and the black rectangle to complete 2 Mission cards at once. One Mission card is placed vertically since the colours match, the other is placed horizontally since only the shapes match.



END OF THE GAME

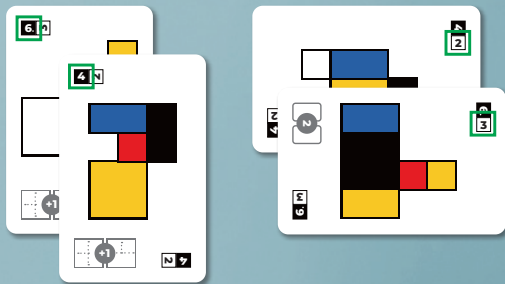
The game ends immediately when any player completes their 4th Mission card or if any player completes the pattern shown on the back of all the Mission cards. If the latter occurs, the player who completed the Mission wins the game. In all other games, proceed to scoring.

Hint: Returning a completed Mission card to your hand can be a useful tactic if you think you have fewer points than your opponents and you wish to delay the end of the game in order to try to get more points.

Scoring

Add up the points from all your completed Mission cards. Remember that if the Mission card is vertical you gain the higher number of points in the black box and if the card is horizontal you gain the lower number of points in the white box.

The player with the most points wins the game. In case of a tie, the tied player with the most fully completed vertical Mission cards, wins. If there is still a tie, the tied players share the victory.



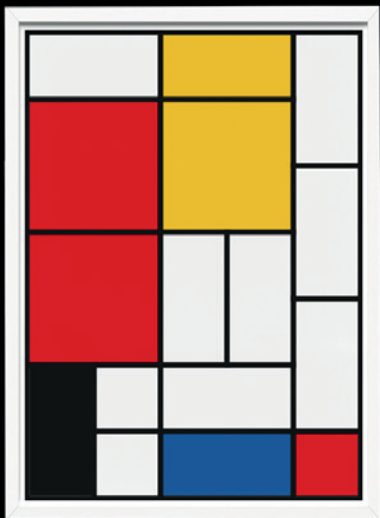
Vertical cards
4+6=10 points

+

Horizontal cards
2+3=5 points

=

Total
15 points



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M N K Y
ENTERTAINMENT



8-99



2-6



20



0-3

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WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might differ from the images used in the rulebook.