ARCHITEKTON

1. Separate the tiles into landscape and structure piles .

 Turn all the tiles face-down .

1. Turn 1 landscape tile face-up . This is the starting tile .
2. Do ‘ JanKen ‘ . The winner starts . This ‘ Winner ‘ takes 1 structure tile .

 The structure tile is placed next to the landscape tile - if possible ( if not – the tile is returned to the pile face-down . The turn is over )

 If a structure tile is able to be laid , it is done so , and a building of the color of the player is placed there upon .

1. It is then the next player’s turn .
2. ALL players there-after take both a landscape tile and structure tile .
3. Players place the tiles where possible . ALL SIDES must match-up .

 The player then places a building on the structure tile .

1. < Continue in this manner …>
2. IIFFFfff .. a tile can be connected on 3 sides , the same player may then have another turn , taking both a landscape and structure tile , again placing a building .
3. IIIFFFFffffff … ALL 4 sides are able to be matched-up , the player may take another turn AND change the location of one of their buildings with that of an opponent .
4. SCORING ( at game’s end ..) : Picture X illustrates

what is called a ‘ RING of Influence ‘ – this being

the 8 possible positions of a tile around a building .

1. Now look at Picture Y . The player of the red building

 on square Z does the following :

 They place a red counter on squares A , B and C .

 These spaces are in the RING of Influence of Z .

 Counters are not placed on squares where houses

 are , nor on squares that are diagonal in position

 but not connected along an edge , as in E .

1. The owner of the red building on space Q places

 places counters on A and C – this may result in

 a ‘ doubling-up ‘ . That is fine .

1. The white player also places a white ( or other color )

 counter on square A . So there are now 2 red and

 1 white ( or other color ) counters on A .

 So remove 1 counter of each color , and red scores

 1 point for the remaining marker .