



OTLO[®] STONES

INTRODUCTION

Get ready for an intense brain teaser with OTLO Stones, where up to four players compete to reproduce patterns using two layers of tiles. OTLO Stones is a clever and engaging game that will challenge your logic skills with multiple levels of difficulty. So, gather your friends and family, and let the fun begin!

CONTENTS

24 tiles
(4 sets of 6)



Rules



60 challenge cards



Solutions





GAME SETUP

1. Give each player a set of six tiles in one color.
2. Shuffle all the challenge cards.
3. Create piles of four random face up challenge cards in the center of the table. Make as many piles as there are players. Skip cards that are too easy or too hard for your taste. We recommend playing with only 1-star cards if this is your first game.
4. Remove leftover cards and tiles from the game.

EXAMPLE WITH TWO PLAYERS



Removed from the current game:



HOW TO PLAY

The game begins and all players start solving challenges as fast as possible. A player can choose to complete any of the top-most cards. While multiple players may attempt to solve the same card simultaneously, only the quickest player will score it.

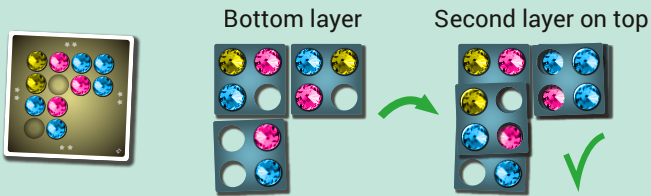




HOW TO SOLVE A CHALLENGE CARD

To solve a challenge card, you need to replicate the pattern shown on a card by placing tiles in two layers.

- A tile must always be placed within the boundaries of the pattern as shown on the card.
- The bottom layer of tiles always fill out the shape of the pattern completely.
- A tile in the top layer is allowed to overlap two tiles in the bottom layer.
- More than two layers are not allowed.
- Sometimes you need to use all six tiles but not always.
- Some challenges have multiple solutions.



Bottom layer is incomplete



Tile is outside boundary



Tile is outside boundary



After solving a challenge, shout out "OTLO!" to signal to the other players to pause and verify your solution by comparing your tiles with the challenge card. If your solution is correct, you score the card by taking it. However, if you made a mistake, you are not allowed to complete that card anymore. After that, the game continues.



HOW TO WIN THE GAME

When there are no more challenge cards remaining or if no player is allowed to solve any of the top-most challenge cards, the game comes to an end. At this point, each player adds up the number of stars they've earned, and the player with the highest score wins. If there is a tie, the victory is shared among the tied players.

OPTIONAL RULE

If a player is significantly faster or slower than the others, the game can become less enjoyable. To address this issue, consider adjusting the player's score by one star more or less for each solved challenge. Remember, the goal is to have fun, so don't take things too seriously.

SOLO RULES

When playing solo, you need to solve all the challenges one by one. Make sure to take your time and enjoy the experience.

ABOUT THE GAME

OTLO Stones is a game by Jeppe Norsker.

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www.otlo.games

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If you like puzzles, try out the **50 Clues** series of immersive narrative escaperoom tabletop games. www.50clues.com

