

# Glyph

A 4-player Game Inspired by Ogham Alphabet -- An Early Medieval Alphabet

## SETUP:

- Each player gets **16** marbles with random colors.
- Each player receives **a color sheet** that defines how many points each color of marbles weigh. Colors weigh differently for different players.
- Each player receives three **grid maps**. On each map there's a unique pattern colored in black. The patterns come in sizes of small, medium, and large.

## GAMEPLAY:

- Each player takes turns to put down one marble on an 8-by-8 grid.
- The game ends when the entire grid is filled with marbles.
- Each player counts points based on their own grid maps and the color sheet (See COUNTING POINTS for details). The player with the highest score wins.

## COUNTING POINTS:

- At the end of the game, players count marbles in the grid at the positions of their pattern. The number of points each of those marbles weighs depends on their color sheet.
- Players are allowed to rotate their grid maps, but they **CANNOT** move their pattern in relation to the grid when they count marbles and points.
- If a marble belongs to more than one pattern, it only counts **ONCE**.

## TIPS:

- Place down marbles that are worth more points at where you want to form your pattern.
- Avoid overlapping three of your patterns as much as possible so that less marbles are wasted.