

MOT Rules (Sixth Draft)

(Pronounced “moh”)

Goal

Score seven points by creating three-tile words inside the 3x3 grid.

Contents

104 tiles, 1 tile bag, 1 board, 1 presser, 1 track.

Setup

2-6 players.

Draw tiles randomly from the bag and place them face-up in the grid until each space is filled.

Each player draws seven tiles. Tiles in your hand may be visible or hidden.

Each player draws one tile then mixes it back into the bag; the player who drew the first letter alphabetically goes first. Play proceeds clockwise.

On Your Turn

On your turn, you may:

- Build a word
- Mulligan
- Replace banners

Build a word:

Select a tile on the outside of the grid to use as the first letter in your word. Then, build outwards from it with tiles from your hand (and read it in the same direction.) Finally, slide the completed word into the grid until the last letter is in the grid. You may use the track and presser to assist with lining them up properly and sliding them in neatly.

Of the tiles slid out of the grid, you may pick one and put it into your hand. Mix the rest of them back into the bag.

Mulligan:

Select any number of tiles in your hand and mix them back into the bag, then draw that number of tiles.

Replace banners:

If there is a banner in the grid (see “Special Tiles” below) you may mix it and any other banners connected to it vertically or horizontally back into the bag and replace them with tiles from your hand.

After Your Turn

If you don't have seven tiles in your hand, draw until you do.

Scoring

Whenever tiles that you moved on your turn create a new three-tile word inside of the grid, you score one point. Words may be read in any direction but must be in a straight horizontal, vertical, or diagonal line. You may score off of multiple words simultaneously, including two different words from the same three tiles.

If you play at least five tiles on your turn, you score one bonus point.

Winning

Once a player scores their seventh point, they win the game!

Special Tiles

There are three types of special tiles:

- Blank
- Banner
- Fort

Blank:

A tile with no letter in the center. This tile may be declared as any letter and stays that letter until it leaves the board. May not be declared as a different special tile.

Banner:

Is yellow, white, and blue, with a blooming flower pattern. Has a double-letter combo on it. If there is a banner in the grid, you may use your turn to mix it and other vertically or horizontally connected banners into the bag and then replace them with tiles from your hand.

Fort:

Has a stone wall on two sides and red-and-white heraldry in the center. Has a double-letter combo on it. While it's in the grid, it cannot be moved by tiles sliding into its walls.

Credits

Gameplay, Rulebook, and Art:

JUSTIN ALEJANDRO GONZALES

Playtesters:

CHRISTY, ARMANDO, and BRANDON GONZALES

“JORDAN4183”

“SKYYUH”

“SLADE V. 1”

Special Thanks:

FRIENDS AND FAMILY

for supporting my love of games

MEMBERS OF THE JAGCACTVS STREAM

for sticking around for the process

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Thanks for playing!
Good luck and have fun.