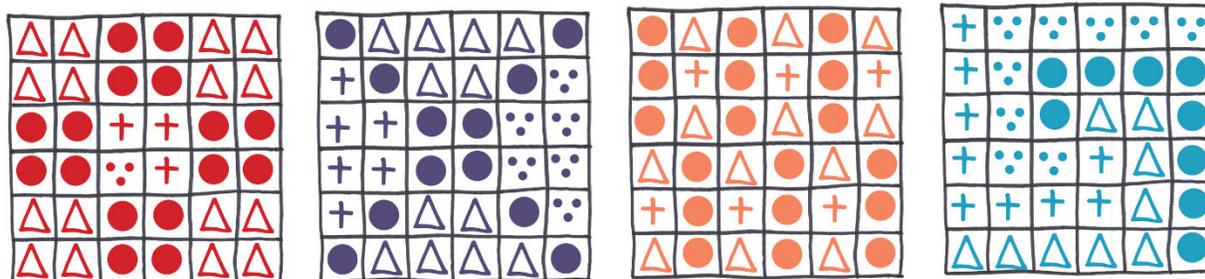


Patterns II

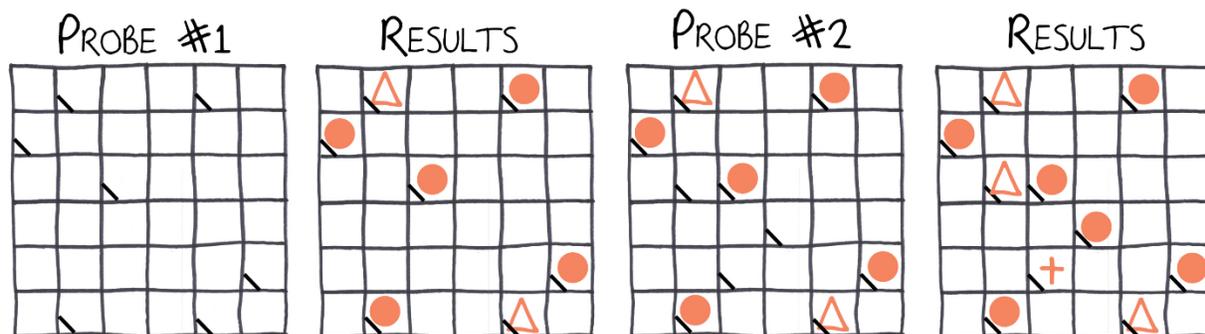
A Game of Secret Mosaics

Just as the 1990 horror film *Troll 2* bears no connection to 1986's *Troll*, this game from Sid Sackson is not really a sequel. Yes, it followed a card game named "Patterns," but it's a whole new creation. Anyway, it requires three players, and works best with four or five.

To begin, the **Designer creates a secret pattern by filling a 6-by-6 grid** with any arrangement of four symbols. Other players will attempt to determine this pattern by requesting information, hoping to do so with as few hints as possible.



Each guesser begins with a blank 6-by-6 grid. **To receive information, mark as many squares as you wish** with a little line in the lower-left corner, and pass your sheet to the Designer, who will fill in the specified squares and secretly pass the sheet back to you. This process repeats as many times as you like, as rapidly as you like; there are no pre-specified "turns."



Then, when you believe you've figured out the pattern, **fill in predicted symbols** for as many squares as you wish (leaving some blank if you like). After all players have made predictions, the designer scores them, giving **+1 for each correct prediction and -1 for each incorrect prediction**. The Designer receives the same score as the most successful guesser.

However, instead of guessing, **a player may simply give up**, accepting a score of zero for the round. The designer loses 5 points for the first player who gives up, and 10 more points for each additional player to give up.

Make sure everyone gets an equal number of turns as Designer. Highest overall score wins.