MONDO
solo

MONDO solo SAPIENS

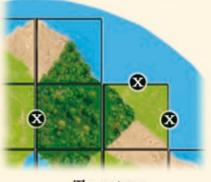A tile game for 1 world builder, 6 years old and up
by Michael Schacht

Mondo Solo is based on the boardgame *Mondo* and is a **very strong, simplified variant** of the game. Unlike in *Mondo* you are not playing against time, instead you are playing against a limited number of rounds. On the world board are 24 landscape tiles that have to be rearranged error-free, like in a puzzle. Depending on the level, you have 8 to 16 rounds to accomplish this. Various maps are available. The less rounds you need the more points you'll get.

Gameplay

At the beginning you will be shown the *standard number of rounds* - that is the number of rounds you need for the scenario, if you play perfect. If you don't exceed this limit of rounds during the game, you will earn extra points. You will have twice the standard number of rounds to solve the scenario. In each round you can exchange two tiles with each other. In this way, try to fit all the edges of the tiles with their surroundings (edges of other tiles or the world board). An edge of a tile that doesn't fit with its surroundings counts as misconnection (-1).

In the left picture are 3 misconnections (-3).

Comment: The distribution of tiles is different to the original boardgame. Furthermore some types of tiles don't exist in the original boardgame.

The actions:
- Choose, one after another, two different tiles and they will be exchanged. This counts as a round.
- Choose an already chosen tile to deactivate it. This does not count as round.
Tiles can't be turned. Don't use the "back" button of your browser.

The interface:
On the upper right of the window the available actions will be displayed. Below, displayed from the left to the right: the number of already played rounds, the standard number of rounds and the number of misconnections (minus).

Help:
If you get stuck, you can choose "Game hint" from the bottom left of the window. Then a cutout of the correct arrangement of the tiles will be displayed at bottom right. The scenario should now be quite easy to solve but you will not get the full points.

Game end
If all edges of the tiles fit to the surroundings the game ends and you score points depending on the scenario and the number of rounds played. If you exceed the limit of rounds you loose.

Comments:
A lot of scenarios have aspects of symmetry. Sometimes a scenario name gives a hint. Scenarios with one to three stars are more challenging. Vatiant: In *Mondo Sapiens* street ends count exceptionally as faults.