

# SEPMOSA – the 7 x 7 mosaic

## Goal of the game

SEPMOSA is a tactical Rummikub variant for two players.

Take turns adding “tiles” to a growing mosaic. Score points by forming sets of 3 or more tiles of the same colour.

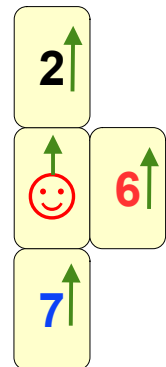
The first player to reach 77 points wins the game.

**Materials** The game uses the 104 tiles from a Rummikub set plus 1 joker.

- 80 tiles numbered 1-10 in four colours: the tiles
- The 11s, 12s and 13s are the 24 action tiles
- 1 joker — the central tile on the table

## Setup

- Shuffle the tiles and action tiles together
- Place the joker face down between the players, then turn it over
- Decide by lot who starts
- Each player then takes 6 tiles on their rack



During play, place tiles in the same orientation as the joker

## Course of a turn

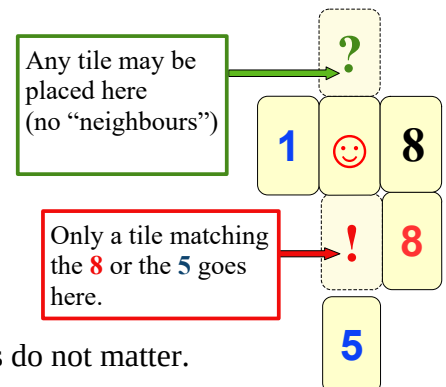
**At the start of your turn, draw one tile from the stock**

Then choose one of two options: place a tile or use an action tile.

Neither possible? Put one of your tiles or action tiles aside face down. Your turn ends and you lose 2 points.

### Option 1 — Place a tile

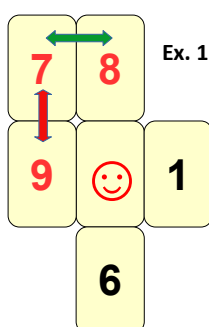
- place a tile from your rack next to the joker or a mosaic tile (next to also means above or below)
- A tile connects legally if it meets one of the following conditions:
  - Same colour and exactly one higher or lower in value.  
*Ex. 1: 7 next to 8.*
  - The tile has the same value (regardless of colour).  
*Ex. 2: 1 next to 1*
- Next to the joker, any tile may be placed as long as it is not placed next to another tile.



👉 10 and 1 may also be adjacent: 10 -1 and 1-10

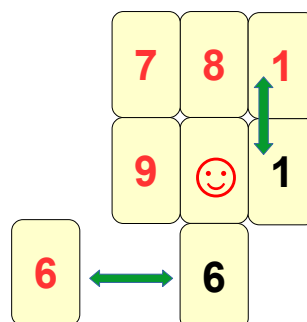
👉 A tile only needs one legal adjacent connection. Other adjacent tiles do not matter.

👉 A horizontal or vertical line may contain NO identical tiles (same colour and value).



Ex. 1: 7 next to 8

Same:  
6 next 6.  
Score:  
6 - 9 - 7

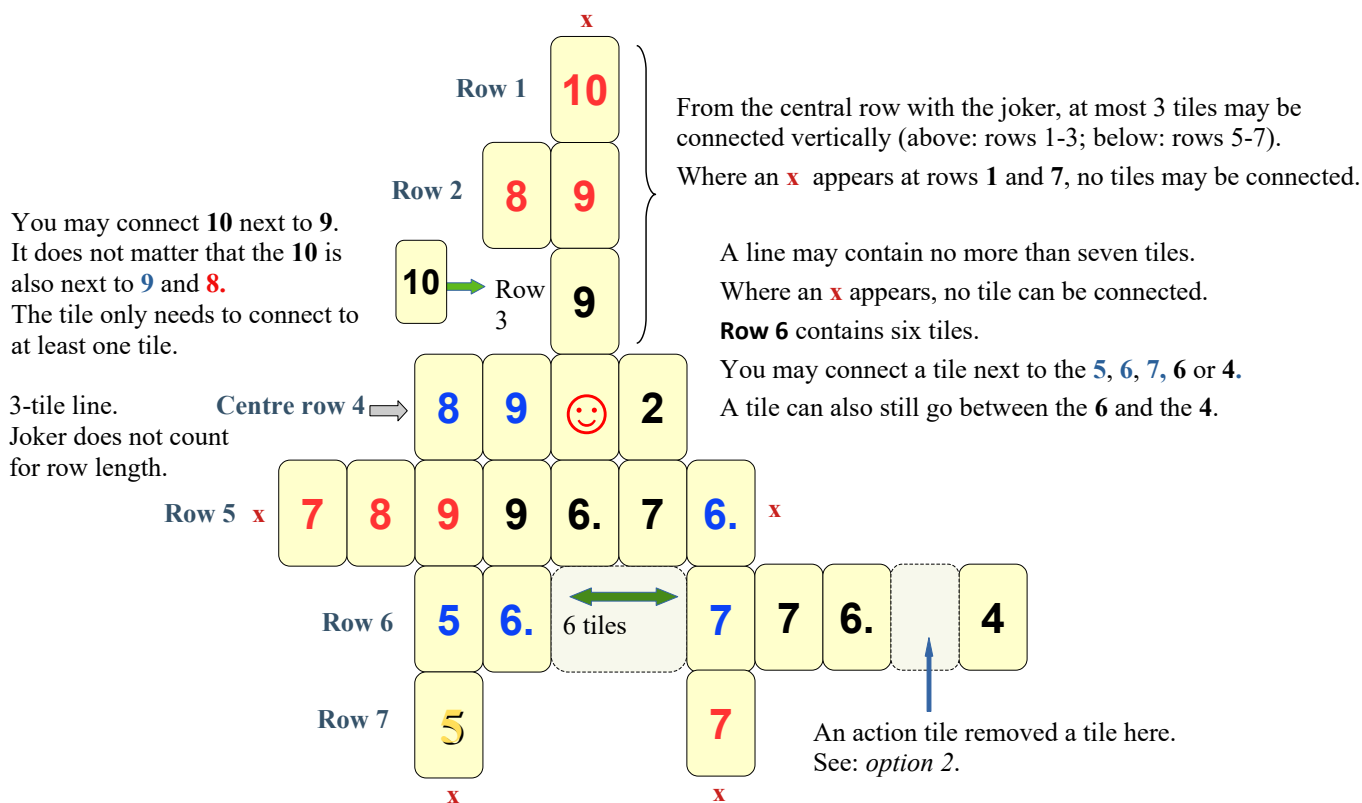


Ex. 2: 1 next to 1

There are now three red tiles next to each other. This set scores three points. No sequence needed; colour matters.

## Boundaries of the playing area – 7 x 7

The playing area has up to 7 horizontal rows of up to 7 tiles, with the joker always in the middle row. Open spaces within a row do not count toward the length. In the middle horizontal row, the joker does not count toward the row length.



### Option 2 — Use an action tile – place used action tiles face up aside

- 👉 Action tiles only work on same-colour tiles
- 👉 Action tiles cannot be used on floating tiles (see p. 3)

#### 11 11 - Remove one tile

- Remove one same-colour tile. Put it aside face down. Floating tiles may remain.

#### 12 12 - Move a tile

- Move one same-colour tile.
- It must connect legally in its new place.
- Score any set the move creates or extends.

#### 13 13 - Remove a set of three tiles

- Remove a horizontal or vertical line of three adjacent same-colour tiles.
- They may be part of a line of 4 or more.
- Put them aside face down. You score 3 points.

**Extra points:** each tile now no longer connected to the joker scores 1 point.

**You score max. 4 points for floating tiles, even if there are 5 or more.**

## Action tile example

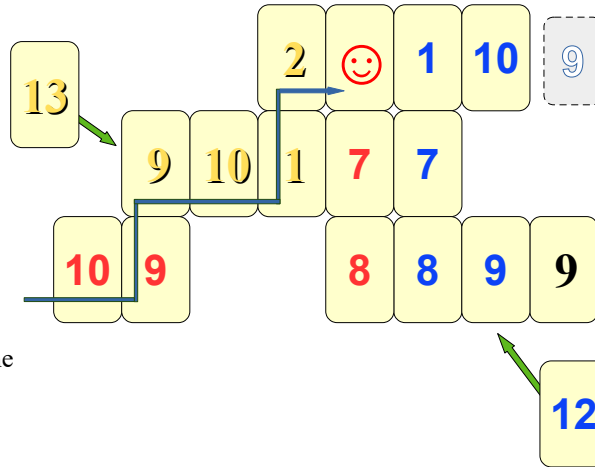
The 13 removes 9-10-1 (3 pts).

The 9 and 10 are no longer connected: score 2 extra points.

11

If the 11 removes the 1, four tiles float. Reconnect them for 4 points. For example, with a 7.

10 connects to the joker along this line



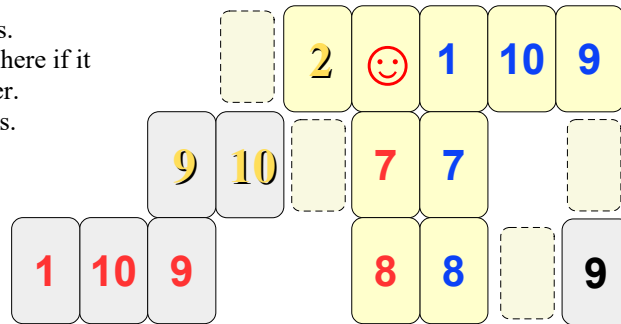
The 12 can move the 9, creating the set 1-10-9: 3 points.

The 9 remains on the table as a floating tile.

## Connection to the joker – floating tiles

- After an 11, 12 or 13 action, tiles no longer connected to the joker through adjacent tiles remain on the table as “floating” tiles.
- They can later be reconnected to the joker.
- Only place next to floating tiles if doing so reconnects one or more of them to the joker. Do not connect to “islands”.
- Score 1 point for each floating tile reconnected to the joker, up to a maximum of 7 points.
- If one placement also creates or extends a set, score both. The maximum is still 7 points.
- In the example below, placing a 2 below the 2 scores 5 points for connecting five grey tiles.
- Placing a 1 instead scores the maximum of 7 points.

The grey tiles are floating tiles. A tile may only be connected here if it reconnects the tiles to the joker. No action tiles on floating tiles.



Connecting tile here.

## The 49-tile rule

- When the 49th tile is connected, the mosaic is reset.
- The joker stays on the table. Shuffle all 49 mosaic tiles with the stock, face-down removed tiles and played action tiles. Tiles on racks stay.
- The player whose turn would have followed the 49th tile continues the game.

## Stock piles depleted

If the stock is empty, shuffle the set-aside tiles and action tiles to form a new stock.




## End of the game

The first player to reach 77 points or more wins the game.

## Scoring overview


**Whoever creates or extends a set scores points.**

*A set consists of 3 or more tiles of the same colour connected horizontally or vertically.*

 *The tiles do not need to be in consecutive order; only the colour matters.*

**One placed/moved tile can never score more than 7 points, even if it also reconnects floating tiles or makes both a vertical and horizontal set.**

<b>Creating and extending sets</b>	<b>Points</b>
Create a set of 3 tiles	3 points
Connect a 4th tile	4 points
Connect a 5th tile	5 points
Connect a 6th tile	6 points
Connect a 7th tile	7 points

 A tile can form horizontal and vertical sets at once. Score both, **but the total score for one placed or moved tile is never more than 7 points.**

<b>Action with the 13</b>	<b>Points</b>
Remove three tiles with the 13	3 points
Each tile that thereby becomes floating	1 point
Maximum score for the 13 action	7 points

<b>Reconnect floating tiles</b>	<b>Points</b>
Each floating tile that is reconnected to the joker	1 point
Maximum score for reconnecting	7 points
Does this also create or extend a set?	Add the set points too (total max. 7).

<b>No matching tile or action tile</b>	<b>Points</b>
You cannot connect a tile and cannot play an action tile	<b>-2 points</b>