



1-4 players | 15min | 14+ | by Gabriel Toschi

Windows alone aren't always enough to handle the Brazilian heat... Take on the role of architects trying to plan a mosaic of cobogó bricks to suit your clients' whims. Time to get to work!

COMPONENTS

- 18 cards

SETUP

1. Shuffle all the cards and make a **draw pile** with them in the center of the table with the cobogó side down.
2. Drawing from the pile, **reserve** 3 cards next to it, pattern side up. Each card should show patterns made with **different cobogó bricks**. Each type of cobogó brick has a different color and pattern for easy identification.
 - If a card appears whose cobogó brick is already in a reserved pattern, place it at the bottom of the deck and reserve a new one.
3. Deal 2 cards to each player to form their starting hand. The side of the cobogós must be kept secret throughout the game.
4. Whoever built a wall most recently goes first.



GOAL

Use the cards to create a cobogó mosaic that matches the patterns on the 3 reserved cards. Cobogó is a **cooperative game**, in which everyone wins or loses together.

HOW TO PLAY

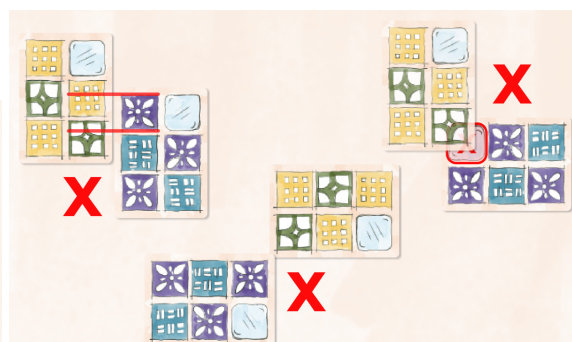
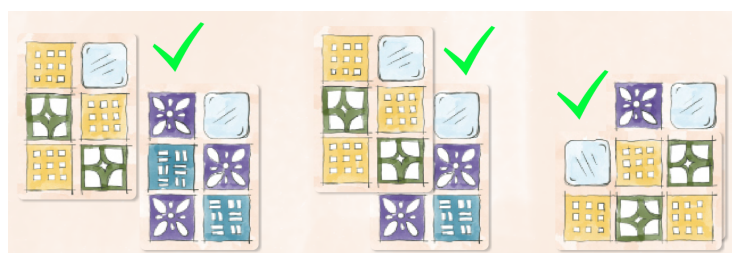
During a game of **Cobogó**, you'll take turns, starting with the first player and proceeding clockwise. You can communicate about the patterns and progress of the game, but you're not allowed to show or tell which cobogó bricks are in the cards of your hand.

On your turn, perform the following actions, in this order:

1. Place cobogó bricks

Choose a card from your hand and place it on the table to expand the cobogó mosaic. The first card can be placed anywhere. From the second onward, you can **rotate** the card, place it **adjacent** to other cards, or even **overlap** cards already on the table, but you must follow certain conditions/rules:

- Cards must touch each other at the sides, not just at the corners.
- Cards must align with the cobogó grid, but they don't need to align with the card grid.
- Cards **must not cover glass blocks** from other cards.



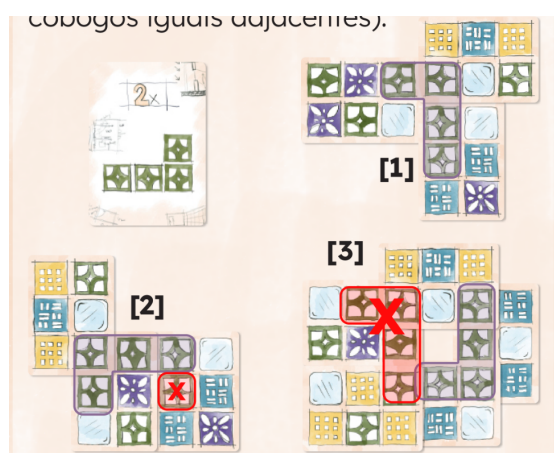
2. Draw a card

Draw a card from the draw pile to your hand. If the draw pile is already exhausted, you will only have one card option on your next turn.

COBOGÓ PATTERNS

During the game, you'll place cards on the table with the goal of trying to form the patterns shown on the 3 cards reserved at the start of the game. The number at the top indicates **how many times that pattern must be made** in different locations of the mosaic.

Patterns can be rotated or mirrored to be considered correct. However, when analyzing a pattern, **consider the entire group of identical, orthogonally adjacent cobogó bricks** (diagonals do not count). If there are any additional cobogó bricks that break the pattern but are adjacent to the others, that pattern is not considered correct.



[1] The pattern is correct (rotated, with no adjacent identical cobogó brick).

[2] The pattern is incorrect (it has a 5th adjacent identical cobogó brick). However, another card could be used to cover the extra brick and make it correct later.

[3] The patterns are incorrect (they should be separated).

GAME END

If you manage to **get all the patterns indicated in the mosaic**, in the correct amounts, and at the same time, the game ends instantly and you win! If you were exceptional and still have cards left in your hand, consider each remaining card an **extra merit**. See the table below to see which title you received:

Merits	Team Title
0	Promising Interns
1	Competent Builders
2	Great Construction Foremen
3	Incredible Engineers
4+	Exceptional Architects

If all the cobogó cards have been placed on the table and a pattern has not yet been fully met, you have failed to assemble the complete mosaic and lose the game — but you can try again!

CREDITS

- **Gabriel Toschi:** game design and rules writing
- **Larissa Toschi:** illustrations and graphic design
- **Pedro “Cabelinho”:** development
- **Thiago Leite:** review
- a game from **Piquinim**

Cobogó: VIDRAÇARIA

The glass blocks you used for structure were a hit! But now clients want them to have beautiful mosaic patterns too...

Components

- 4 cards with glass patterns

Setup

1. Prepare the base game as normal.
2. Shuffle the glass pattern cards and reserve 1. In this game, you'll have 4 reserved cards with patterns to complete.
3. Shuffle the remaining cards with the other cards from the base game.

How to play

Patterns made with glass blocks **must be made like regular cobogó patterns**: they can be rotated or mirrored to be correct and must exist in the mosaic in the quantity shown at the top of the card. As with cobogó bricks, a glass block orthogonally adjacent to a pattern made with glass blocks renders it invalid.

You win the game if you **correctly complete all 4 pattern cards**, including the glass block pattern.

Cobogó: JANELÃO

The client just bought this beautiful window and wants it decorated with cobogós! How you're going to do that is no longer my problem...

Components

- 2 cards with windows

Setup

1. Prepare the base game as normal, but reserve only 2 cards.
2. Choose 1 of the window cards and use it as the 3rd pattern card.
3. Place the other window card in the center of the table to start the mosaic.

How to play

The window pattern can be made with any type of cobogó, **as long as they are all the same**. We recommend choosing a cobogó type that isn't already requested in the other two reserved patterns.

Cobogó bricks used to form the window pattern **cannot be used to form the other patterns**, even if the shape of the pattern remains intact.

Cobogó: CLIENTES ESPECIAIS

Everyone's talking about your cobogó mosaics! Some new customers have arrived with special requests.

Components

- 3 cards with special patterns (capybara, circus and roller coaster)

Setup

1. Prepare the base game as normal, but reserve only 2 cards.
2. Choose 1 of the special cards and use it as the 3rd pattern card.
3. Shuffle the remaining cards with the other cards from the base game.

How to play

The special pattern can be made with any type of cobogó, **as long as they are all the same**. We recommend choosing a cobogó type that isn't already requested in the other two reserved patterns.

(The special patterns are inspired by [Capivárias](#) and [Malabares](#), other games from the Piquinim Collection, and [Vomitland](#), from Cyber Rhino Studios.)