

通路

Tsuro

The game of the Path.

The Dragon and the Phoenix stand as legendary guardians over and guides to the intertwining paths of life, maintaining the careful balance between the twin forces of luck and destiny. Together, these two powerful beings share the noble task of overseeing the many roads that lead to divine wisdom.

Through its masterful blend of strategy and chance, Tsuro represents the classic quest for enlightenment.

RULES

Tsuro™ is a board game for two to eight players. Each player places tiles on the board to build a path that begins at the edge of the board and travels around the interior. The object of the game is to travel the path and to avoid ending your journey at the edge of the game board.

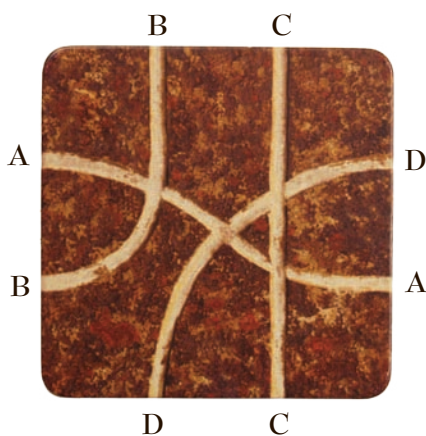
CONTENTS

- 1 game board
- 8 markers
- 1 dragon tile
- 35 playing tiles

THE TILES

Each playing tile is printed with four lines, or paths, that create eight points on the tile's edges. Each point lines up with the points on any other tile to create the paths. Though the paths on each tile might cross each other, they each proceed uninterrupted and independent of the others. For example, the paths on the following tile connect only the two points marked A, the two points marked B, and so on. Each tile is unique.

The dragon tile is used to indicate which player draws first when the draw pile is reshuffled.



SETUP

Lay out the game board.

Each player chooses a marker.

Find the dragon tile and set it aside. Shuffle the remaining tiles, and deal three tiles, face down, to each player.

You may have no more than three tiles in your hand at any time.

Stack the remaining tiles face down on top of the dragon tile. This stack is the draw pile.

The oldest player plays first.

The first player places his or her marker on one of the start marks on the outside edge of the game board (the dots on all four sides of the board). Continue clockwise around the board until each player has chosen a start mark and placed his or her marker.

Players may look at their tiles before choosing a start mark.

PLAYING THE GAME

Each turn has three parts: play a tile, move the markers, draw a tile. The player currently taking his or her turn is called the active player.

PLAY A TILE

1. The active player chooses one of the tiles from his or her hand and places it on an open square next to his or her marker. The player may place the tile in any direction. Once a tile has been placed, it cannot be moved for the rest of the game.

MOVE THE MARKERS

2. The active player moves his marker to the open end of the path.

3. All other markers next to the new tile are moved to the ends of their new paths.

4. If one or more opponents are eliminated as a result of this new tile being placed, the active player may exchange any of the tiles in his hand for the same number of tiles from the eliminated players' hands.

5. If an eliminated player has the dragon tile, it is passed clockwise to the next player still playing. If that player has three tiles, the dragon tile is placed under the draw pile.

6. All tiles from eliminated players are shuffled into the draw pile.

DRAW A TILE

7. If the active player has the dragon tile, he or she places it at the bottom of the draw pile and draws a tile from the top. If the active player does not have the dragon tile, he or she draws a tile from the top of the draw pile.

8. Moving clockwise, each player with fewer than three tiles draws a tile, continuing around the board until a player draws the dragon tile, or all players have three tiles.

The active player's turn is over, and play moves clockwise around the board.

WINNING THE GAME

When only one marker remains on the board, that player wins the game.

If all tiles have been played and two or more markers remain on the board, the remaining players tie for the win.

If the remaining players are eliminated on the same move, those players tie for the win.

If the paths of two players become connected (run into each other), both players are eliminated from the game.

A player is eliminated from the game if the open end of his or her path connects to the edge of the board. A player may not connect his or her path to the edge of the board (thereby forcing himself or herself out of the game) unless no other move is possible.

EXAMPLE OF PLAY

The following illustrations show the first three turns of a three-player Tsuro game.

Figure 1

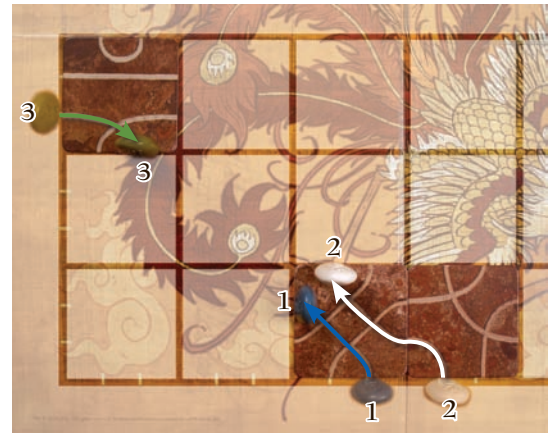


Figure 1: Players 1, 2, and 3 choose an unoccupied start mark on the edge of the board and place one

tile. Player 2 extends his path across the first tile played by Player 1.

Figure 2

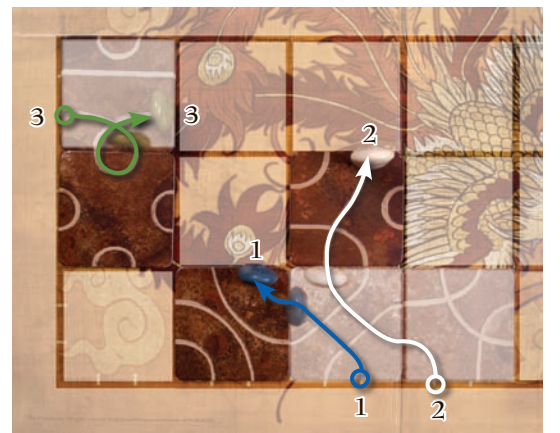


Figure 2: Players place their second tiles. Note that tiles can no longer be placed in the square in the lower left corner.

Figure 3

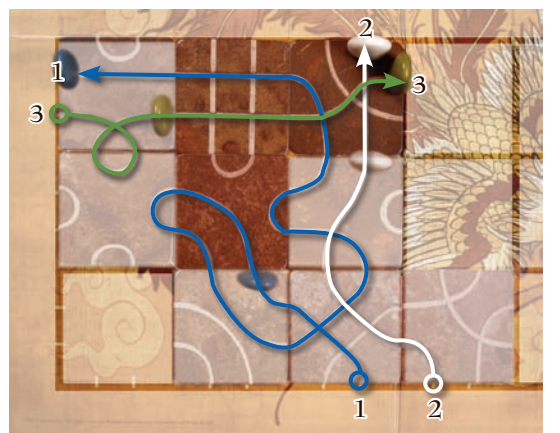


Figure 3: Players place their third tiles.

Player 2's third tile pushes Player 1's path toward Player 3.

Player 3 places his third tile in a way that connects Player 1's path with the edge of the game board. Player 1 is eliminated from the game, and Player 3 may now look at and exchange any of the tiles in his hand with any tiles in Player 1's hand.

CREDITS

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