

## Aim of the Game

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 or colliding into one of your opponents.

## Contents

- 1 game board frame
- 8 player indicator beads
- 36 playing tiles with convenient removal notch

## The Tiles

Each tile is etched with four paths that create eight points on the tile's edges. Each point lines up with the points on any other tile to create longer paths. Though the paths on each tile might cross each other in the middle of a tile, they still reach the end of their tiles.

## Setup

- Lay the game board frame on the table.
- Place all of the tiles in an opaque container or shuffle all the tiles and lay them face down on the table.
- Each player draws three tiles. No player may have more than

three tiles in their hand at any time.

- The oldest player plays first. Each player chooses an indicator and places it on one of the start marks on the board frame. Play moves clockwise around the board.

## Playing the Game

Each turn has three parts, always executed in the same order:

1. Place a tile in the space defined by the frame in any orientation.
2. Move indicators to the end of newly elongated path.
3. Draw a tile.

The player currently taking his or her turn is called the active player.

## Play a tile

The active player chooses one of the tiles from his or her hand and places it next to his or her marker in a way that preserves the 6x6 grid system. The player may place the tile in any direction and any rotational orientation. Once a tile has been placed, it cannot be moved for the rest of the game.

## Move indicators

The active player moves his indicator to the open end of the path the indicator was already on. If there are other indicators next to the newly placed tile, they are all moved to the ends of their newly elongated paths.



2 TO 8 PLAYERS

# Pocket Tsuro A Game of Paths

- At the beginning of the game, players take it in turns to place their markers on the board. The oldest places his or her first, then the youngest places his or her first, then the oldest places his or her second, then the youngest places his or her second.
- On his or her turn, the active player chooses any one of his or three parts of the turn (play a tile, move the marker, draw a tile) for this marker. Then the same player does the same for his or her other marker. The order in which the markers are played may changed from one turn to the next.

- eliminated from the game; their indicators are removed from the game. Any eliminated player simply puts his or her remaining tiles back into the draw stash.
  - If the open end of the path of a player connects to the frame of the board; his or her indicator is removed from the game.
  - If the paths of two players become connected (run into each other), both players become connected (run into each other), both players are eliminated when a new tile has been played:
  - If the open end of the path of a player connects to the frame of the board; his or her indicator is removed from the game.
  - If the paths of two players become connected (run into each other), both players become connected (run into each other), both players are eliminated when a new tile has been played:
- When only one indicator remains on the board, that player wins the game. If the remaining players are eliminated on the same move, those players tie for the win.
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- Winning the Game**
- Each player chooses 2 indicators to play as, but has only 3 tiles in his or her hand.
- Game for 2 players**

- The active player draws a tile from the stash of unused tiles. The active player's turn is over and play moves clockwise around the board.
  - There are two ways to be eliminated when a new tile has been played:
  - If the open end of the path of a player connects to the frame of the board; his or her indicator is removed from the game.
  - If the paths of two players become connected (run into each other), both players become connected (run into each other), both players are eliminated when a new tile has been played:
- Elimination**
- Draw a tile**

# Pocket Tsuuro

A Game of Paths

2 TO 8 PLAYERS



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eliminated from the game; their indicators are removed from the game.

Any eliminated player simply puts his or her remaining tiles back into the draw stash.

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