

Tsuro (Kosmos)

2 to 8 players, aged 8 and up

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 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 (the game of the Path) represents the classic quest for enlightenment.

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.

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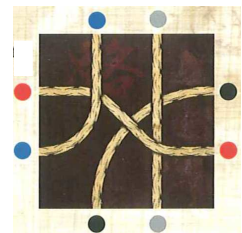
- 1 game board
- 8 markers
- 64 playing tiles

Setup

- lay the game board :
 - from 2 to 4 players : use the phoenix's side
 - from 5 to 8 players : use the dragon's side*Of course, it is possible to use the dragon's side with less than 5 players.*
- Shuffle all the 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, in two or three stacks. Those stacks are the draw piles.
- The oldest player plays first. Each player chooses a marker and places it between the two start marks of the same square, on the outside edge of the game board. Play moves clockwise around the board.

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, on the tile shown on the right, only the points of the same colour are connected.



Playing the game

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

1. play a tile
2. move the marker
3. draw a tile

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

1. play a tile

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.

2. move the marker

The active player moves his marker to the open end of the path. On his or her first turn, the player may choose any of the two paths starting next to his or her marker.

3. draw a tile

The active player draws a tile from the top of one of the draw piles.

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

Move others' markers

If there are other markers next to the new tile, they are all moved to the ends of their new paths.

Elimination

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 edge of the board : his or her marker 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 from the game : their markers are removed from the game.

Any eliminated player simply puts down his or her remaining cards in front of him or her.

Winning the game

When only one marker 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.

Game for 2 players

- Each player chooses 2 markers but has only 3 tiles in his or her hand.
- At the beginning of the game, players take it in turns to place their markers on the board.
- On his or her turn, the active player chooses any one of his or her marker and plays all the 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 change from one turn to the next.
- The winner is the player whose marker(s) are the only remaining marker(s) on the board.

Game author : Tom McMurchie. Published by Kosmos – 2007.

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Inspired by the rules of the first game Tsuru, published by WizKids.
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