

坂 道 棋

Advanced rules Instructions

Players **2** Time **5-10min** Ages **6+**

Basic rules on reverse



Find videos

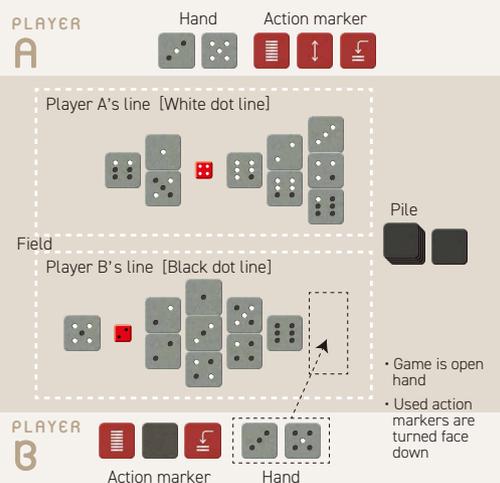
Advanced rules overview

A two player game.

Decide each player's dice color, then according to the dice pips' color and number place corresponding tiles alongside their dice.

Utilizing 3 action tiles, avoid being backed into a corner and play your tiles. One more or one less tile only can be placed alongside previously place tiles.

The player to use first use all tiles in their hand or have 6 rows of tiles on the own color line takes the win.



Game components

• Dot tiles x 27

	W1	W2	W3	W4	W5	W6	
B1							
B2							
B3							
B4							
B5							
B6							

Dot count	No. of tiles
W1 . B1	6 of each
W2 . B2	5 of each
W3 . B3	4 of each
W4 . B4	3 of each
W5 . B5	2 of each
W6 . B6	1 of each

• Action markers x 6
(3 types x 2)



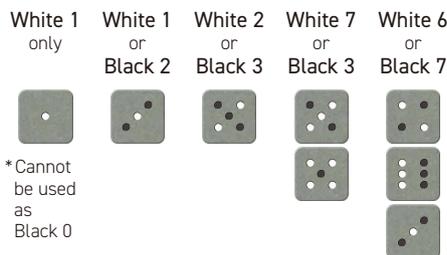
• Dice x 2

(white pips x 1, black pips x 1)



Dot tiles and their usage

Either the black dots or white dots of the tiles are used in play. Multiple tiles may be used in one play.



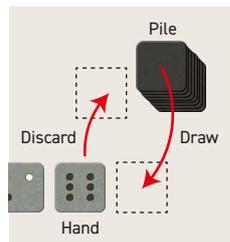
3 action cards

Each action card may be used once per game.



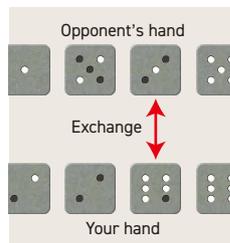
Redraw

One tile from your hand may be discarded and one drawn from the pile.



Exchange

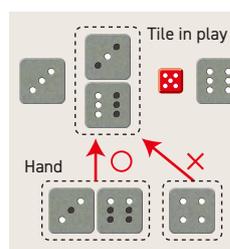
One tile from your hand may be exchanged for a tile in your opponent's hand.



Stack

A tile or the same number of tiles of the same score may be stacked on a tile or tiles already in play.

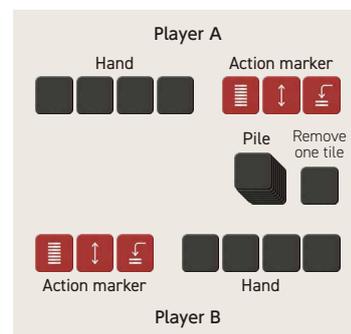
* Multiple layers may be stacked.



Preparation

0

- Shuffle the dot tiles well and place in a pile face down. **Remove one tile** and leave it face down.
- Each player takes **4 tiles** from the pile and places them **face down** in a row (Hand).
- 3 action cards are also placed face up in front of the player.



TIPS

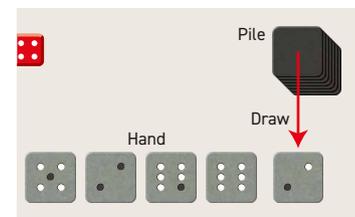
Keeping track of the number of tiles played and also which tiles with relation to the number of dots makes for easier play.

6 each of 1 dot black and white tiles, 5 each of 2 ... 1 each of 6.
Play tiles keeping this in mind (refer to game components in this sheet). During the course of the game both players' hands are open. How many tiles you want are left? Maybe none? Knowing how many remain by the tiles already played makes for easier tactics.

2

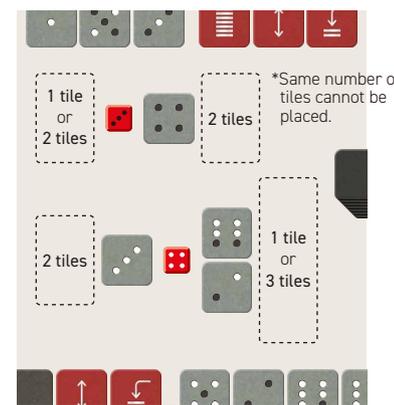
Playing your turn

2-1 The player taking turn draws one tile from the pile.



2-2 The player then places a tile next to an ascending or descending tile (tiles can be placed on either line) or the player can use an action card.

- When placing tiles only **one more or one less than previously placed tiles** may be placed.
- Either one or two tiles may be placed adjacent to the dice.



Game play

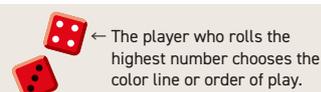
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Establishing order of play and each players' color line

1-1 Each player rolls one dice in the center to determine starting point. If both players roll the same number, dice are rolled again.

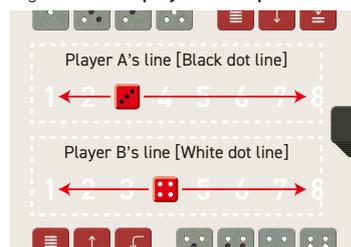
• **The player who rolls the highest number** checks their hand (taking care to not show the opponent), and **chooses** either the black or white **line** or chooses to make the **first play**.

• If that player chooses the the color line, the opposing player takes first play. Alternatively, if that player chooses to play first, the opposing player chooses the color line.



1-2 The corresponding dice color is placed in front of each player and becomes the starting point for the black or white line respectively.

• Each player then turns their tiles face up and the game is **then played with open hands**.



- Using an action card counts as one move (when using an exchange or redraw a tile may not be placed on the field).
- Used action markers are turned face down.



3

- Players alternate turns.

Game conclusion

Game comes to a conclusion in any of the following ways.

- All tiles in the player's hand are used → that player **wins**.
- 6 rows of tiles of placed on one player's side (not including dice) → that player **wins**.
- A player cannot make a move (2-2) → that player **loses**.
- The pile is used up → the player with the most remaining tiles **loses**.
- → should both players have the same number of tiles the game is **drawn**.

BOSSA CREATIVE TEAM

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