

To Start Playing...

Who Gets White or Black:

- Use a game of chance to decide who gets which tile color. We like rock-paper-scissors.
- White will start first with less tiles.
- Black will go second with more tiles.

Build Your Hand:

- Gather all 24 of your tiles into a pile, called your tile reserve. All tiles are always face up.
- White will pick out 7 tiles into a starting hand. ○○○○○○○○
- Black will pick out 9 tiles into a starting hand. ●●●●●●●●●●
- White then picks out 1 more tile. ○

White Starts Play:

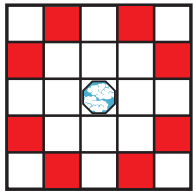
- White begins, typically by placing a tile on their home ground.
- Black then plays, and players continue to alternate until a player wins with 10 points.

To Win, Obtain 10 points:

- 2 points for each of your tiles currently on your opponent's homeground.
- 1 point for each of your tiles currently on middle ground.

Tiles: Threat and Cover

- All tiles take 2 threat to capture, or 3 if in cover. Tiles can shift up to 2 unless noted.
- The tiles' special abilities are exceptions to the regular game rules.
- The tiles threaten red squares (■), and provide cover to red heart squares (♥).



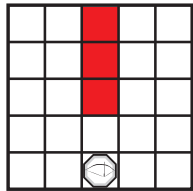
Air

Cannot shift.
Threatens like a knight in chess.

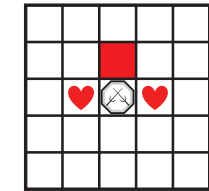


Fire

Threatens itself and *all* tiles in its threat. Thus it is captured by 1 threat, or 2 if in cover. *You can't deploy on its threat.*

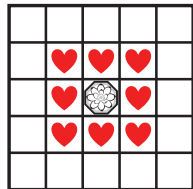


Bow



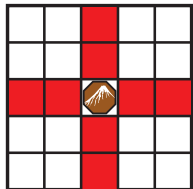
Sai

Can shift 2 immediately upon being deployed, before capture phase.



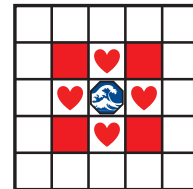
Lotus

Covers itself. *Cannot shift.*
Can deploy in any unoccupied square, even black squares.
Gives no points towards victory.



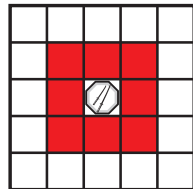
Earth

Only shifts 1 square.



Water

Optionally, instead of shifting, a Water already on the board can be re-deployed like a tile from your hand. You can re-deploy water in its own threat.



Sword

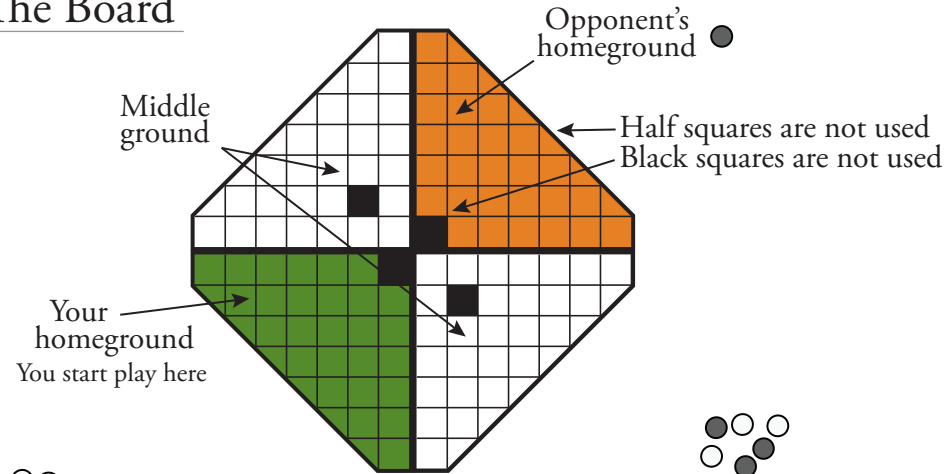


We think the game is pretty solid, but we want to know what you think! Play it, strategize, and by all means, try to break it. Tell us your success and woes. Email mike@paikogame.com

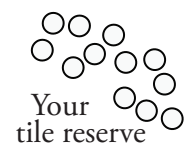
For 2 players. 25-60 minutes.

Most people learn best reading the Quick Rules Reference first!

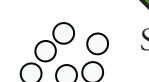
The Board



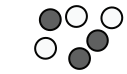
Fold here!



Your tile reserve
Spend a turn to draw from here



Your hand
Play from these tiles



Discard pile
Tiles captured end here

The Tiles

- White shown.
- Three each of 8 tiles in black and white.
- See the last page for tile specific rules.



The Goal

To Win, Obtain 10 points:

- 2 points for each of your tiles currently on your opponent's homeground.
- 1 point for each of your tiles currently on middle ground.

On Your Turn...

...do **one** of these in your *action phase*

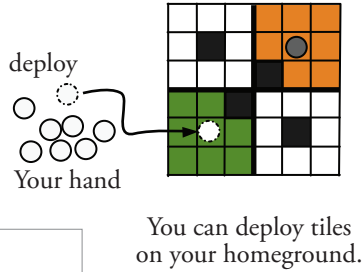
Picture Key

	Tiles	Threat	2xThreat	Cover
Yours	○	■	2x	♥
Theirs	●	■	2x	

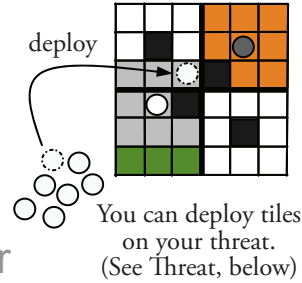


Deploy a Tile:

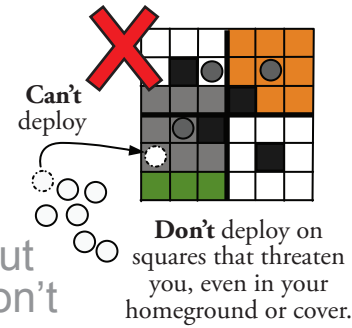
- Deploy tiles from your hand onto the board.
- Can get you more points.
- Can strengthen your forces.



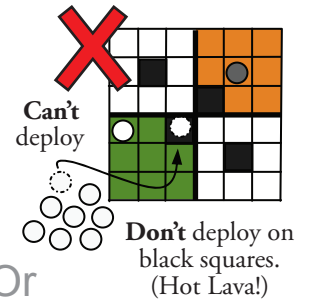
Or



But Don't



Or

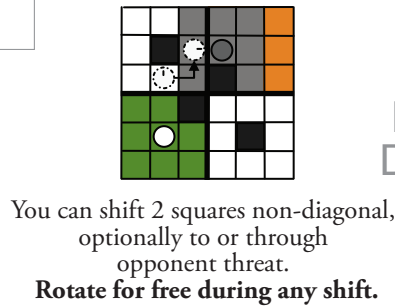


Draw Tiles:

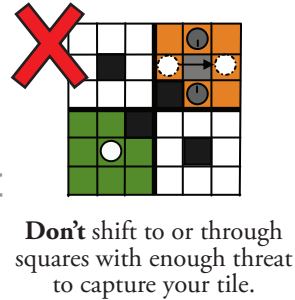
- Draw 3 tiles of your choice from your tile reserve into your hand.

Shift a Tile:

- Shift tiles already on the board.
- Get into already threatened squares.
- Run away!
- Conserve your hand.



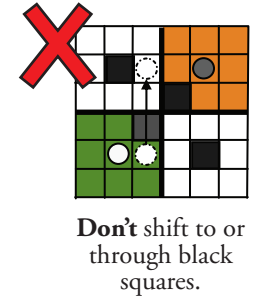
But Don't



Or



Or

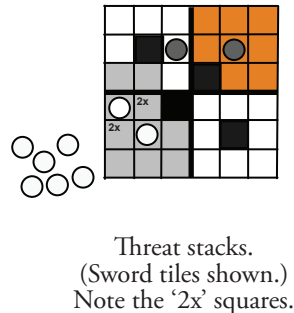
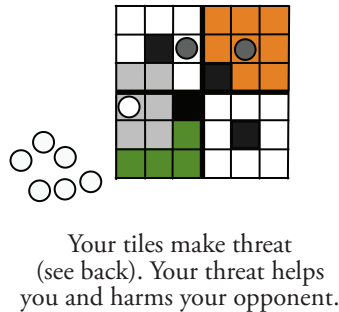


and Capture Tiles...

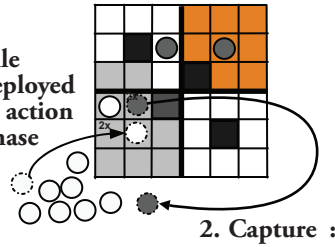
...after you move, capture based on threat during the *capture phase*

Threat:

- Is created by tiles (see back).
- Allows you to deploy tiles.
- Blocks your opponent's deployment (see Deploy, above).
- 2 threat captures an opponent's tile not in cover (see Cover, below).



1. Tile deployed in action phase

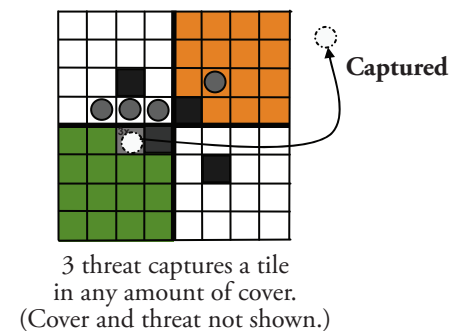
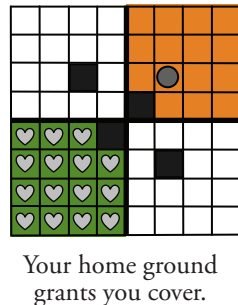


Capture

Set aside captured tiles into the discard pile.
For each opponent tile you capture, your opponent will choose a tile for you to draw from your tile reserve and add to your hand.
You can never play your turn such that one of your own tiles gets captured.

Cover:

- Any amount has only one effect: tiles in cover require three threat to capture.
- Unlike threat, cover doesn't allow you to deploy tiles.



After your *action phase* and the *capture phase*, your opponent takes their turn.