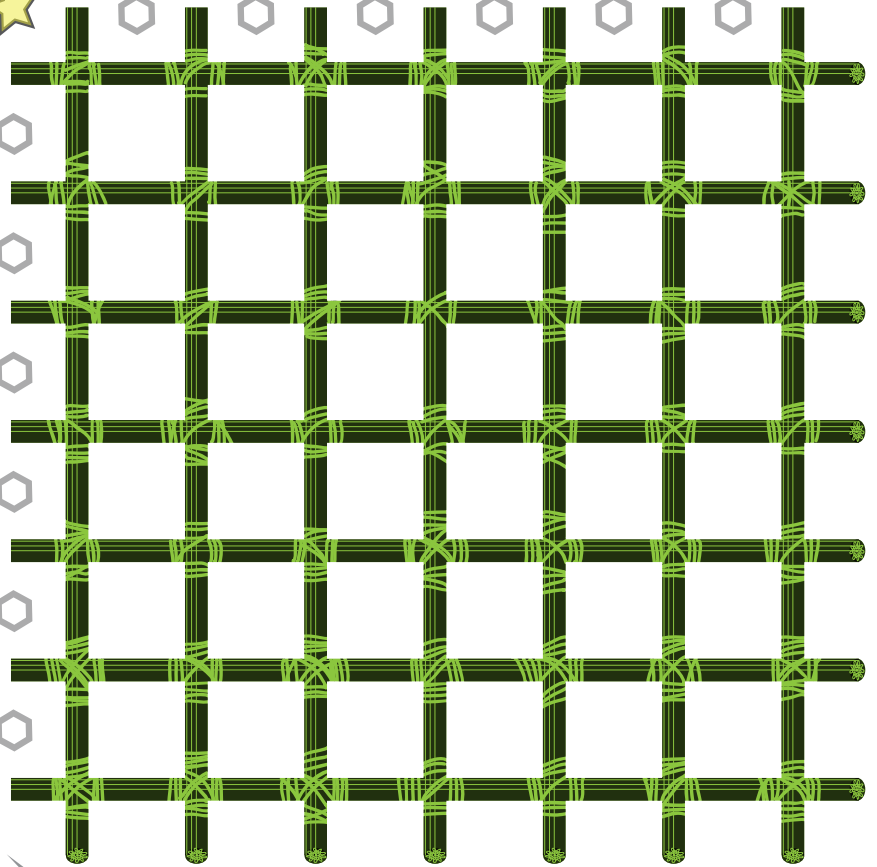
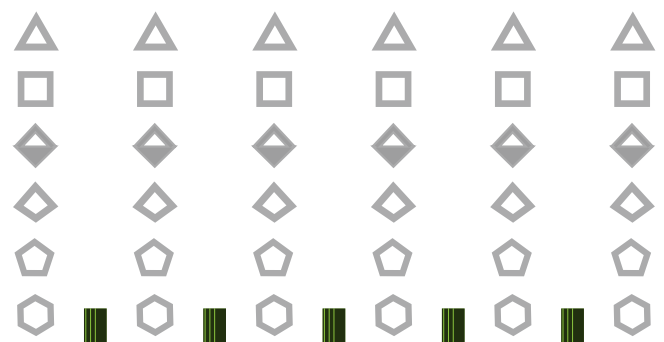
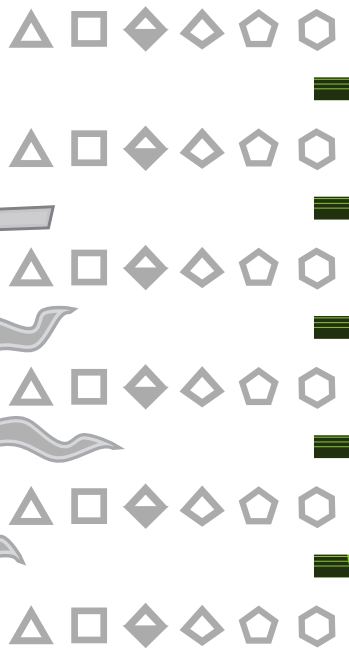
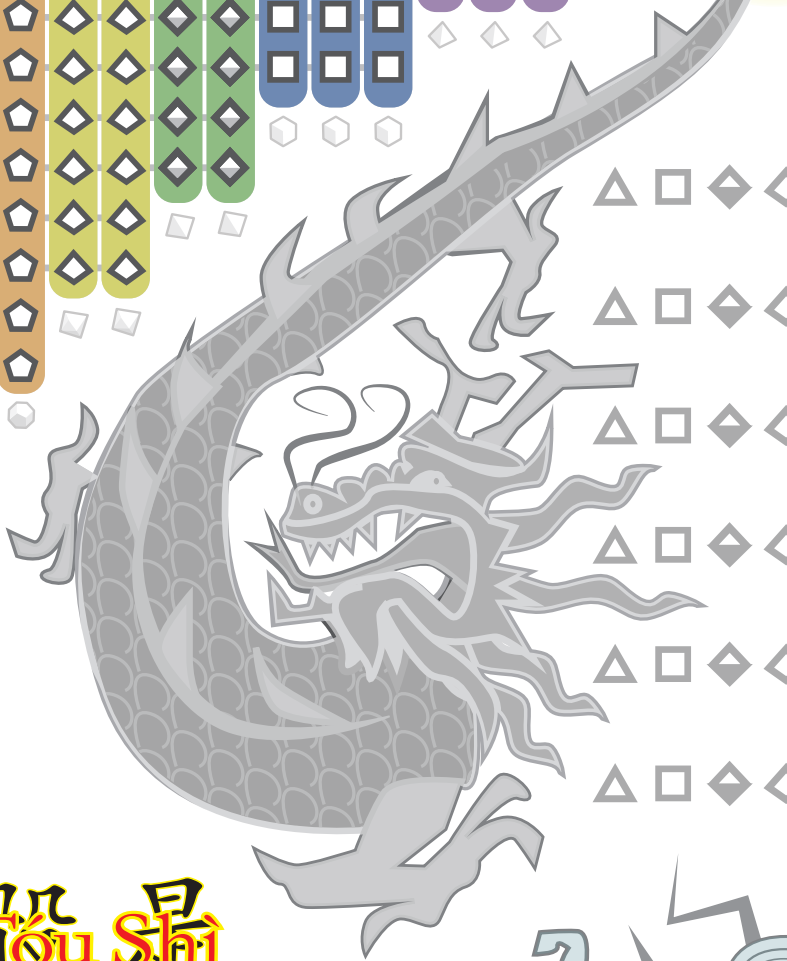
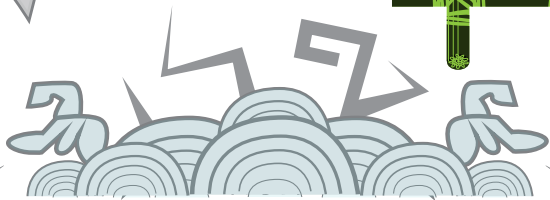


D20 D12 D10 D10 D8 D8 D6 D6 D6 D4 D4 D4



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Tou Shi



Tou Shi

Overview

This is a game of luck and strategy. A game where you roll polyhedral dice to move around the grid and mark off squares. You roll a die and use the result to solve the grid puzzle. Each round you mark off squares on the board and numbers from die type columns.

To each square on the board, you will try to assign a die type, but there may not be two of the same die types written into any row or column.

To aid you during play, there are three bonus actions to use. Be aware that using them all will end the game, regardless of whether or not there are squares left to fill in.

Goal of the game

The goal of the game is to fill in as many squares on the grid as possible, completed rows and columns will give bonus points when scoring.

Components

One standard set of polyhedral dice (D4, D6, D8, D10, D12, D20). One playing board (Grid 6x6). Die type columns (Columns for each die type, representing die type numbers). One marker (not larger than a square of the grid). Pen (to make marks on the board and to cross of numbers from the die type columns)

Terms

D4 is a four sided die, D6 is a six sided die, D8 is an eight sided die, D10 is a ten sided die D12 is a twelve sided die, D20 is a twenty sided die. Stars on the corner of the grid represents the bonus actions.

Gameplay

Each round you roll a polyhedral die. The die roll will be used both as the limit of movement and what die type you could write into the grid. Each round you mark off two number checkboxes from the die type number columns, one for the type of die you used for the roll and one for the type of die you choose to mark on the grid.

If all number checkboxes of a die type are used (crossed off in its column), you could no longer choose to roll this type of die or write that die type to the grid.

You do not have to write the same die type of the grid as you roll, but the number used, must be within the range of the die type. There may not be two of the same die types written into any row or column.

There are three bonus actions to use during the game (the star symbols on the gameboard). Be aware that using them all will end the game, regardless of whether or not there are squares left to fill in. Resolve any movements before ending the game, after the last bonus action is used. The first round will be different and is much to be considered as the setup.

The Setup

- **Chose one die number checkbox to cross off** from any column of the die types.
- **Mark** the same die type into the grid in **one square of own choice**.

This marked square is now your starting position. Use a marker to keep track of your position during gameplay. The following rounds movements must start from the position of the previous.

Any following round

- Start the round by choosing **one die** from the **set of polyhedral dice** to roll.
- As you have chosen die, **mark off one die number checkbox** of own choice, from a column **of the same die type you have chosen**.
- **Roll the die**, and use the number to move.
- **Move** to a square (within the limits as mentioned below), you may not end a movement in a previously marked square.
- **Mark the square** you end your movement at **with a die type of own choice**. The die type you choose to write into the grid does not have to be the same die type as the die type you rolled. But the number must be within the range of die type.
- **Cross out a die type checkbox** of same type as the die type you wrote into the square of the grid.

Movement

You may move the marker to a maximum of the rolled number. For each square you move, reduce the die roll number with one.

You may not move diagonally. You may move over and past marked squares as long as you do not end movement on a marked square.

You do not have to move in a straight line, you may do up to two turns along your path, as long as you do not cross a square twice during the same round.

Marking a square

The new lower number you got after movement, is to be crossed off from one of the die type columns at the end of the movement and the same die type is written to the square you end up in. In the die type columns, each die icon in the columns represents a number, cross-reference with the list of numbers to the left.

Write either a cross, number, symbol or letters to remember what die type you chose. At the sides of the grid, there is die type symbols for all columns and rows, to help guide you, you could mark these off as well.

Die type number columns

The die type you choose to write into the grid does not have to be the same die type as the die type you rolled. But the number must be within the range of die type.

During play, you cross off the number representation by marking a die type icon. The limit of choice is the number you ended up with after moving. If this number is available to cross out in the column associated with the die type you want to choose, you may choose this die type. Remember that there may not be two of the same die types in any row or column.

When rolling a one

If you roll the number one with any die, you may reroll. If you roll one again, you have the same choice. Roll until you get yourself a new result.

The Bonus action

Any round you could use a bonus action instead of the die result. Cross out one of your three bonus markers and mark one square anywhere on the grid with a die type of your own choice. This will be your starting position next round. Remember to cross out one number of that die type as well. Be aware that using them all will end the game, regardless of whether or not there are squares left to fill in.

Game ends

The game ends when either one of these conditions is fulfilled.

- The player had used the last (of three) bonus actions.
- Is unable to move to an empty square (due to the result of the die roll and/or available numbers to cross out).
- All squares are filled.

Scoring

- Each filled square equals to one point. (up to 36 points)
- Each filled column equals to three points. (up to 18 points)
- Each filled row equals to three points. (up to 18 points)
- Each unused bonus action equals to four points. (up to 12 points)