

tomoe

an abstract strategy game for 2 players by
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INTRODUCTION

Tomoe is inspired by the ancient Chinese game of Go and it's also a cousin to Cameron Browne's Palago.

In Tomoe, two players (Black and White) try to encircle their opponent's areas by cleverly placing special tiles on the board.

COMPONENTS

- Game board
- Carrying case
- 32 tiles in 4 types (8 each).

SETUP

Place the board in the middle of the table. Stack the 32 tiles in 4 face-up piles, each pile containing 8 identical tiles and place them next to the board.

HOW TO PLAY

The starting player places one tile in any empty space of the board (red cells).

From now on, and starting with the second player, players alternate turns either:

- placing 2 tiles on any two empty spaces **or**
- rotating one already placed tile 120° and then placing only one tile on an empty space, in this order.

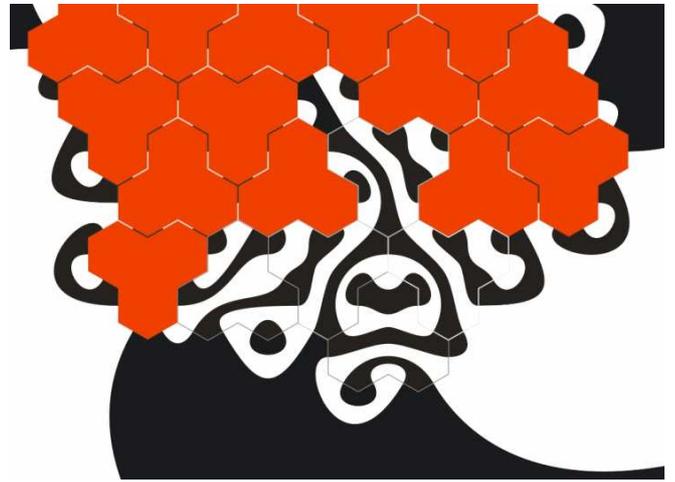
PLACING A TILE:

A tile may only be placed on an empty area of the board, as long as the colour of its edges fit the colours of the lines surrounding that area.

(Hint: There are 2 piles with tiles with white tips and 2 with tiles with black tips. Tiles with white tips fit on all areas with a certain orientation and tiles with black tips fit on those pointing in the opposite direction).

ROTATING A TILE:

You may only rotate a tile that is not part of an already closed ring.



Example: the tile on the left together with the board design forms a white ring around a black area, so this tile can't be rotated. The three tiles on the lower right zone are also part of a closed ring. So in this case only the topmost tile might be rotated.

END OF THE GAME

The game ends as soon as there are no empty spaces on the board. It can happen that the last player may only place one tile. He can choose to either place one tile, or to rotate one tile and then place one.

WINNER

Each player controls all of the opponent's areas encircled by his colour and not encircled again by the opponent's colour. Each *sector* (single colour area on one tile or the board) of the opponent's colour in the area you control is worth one victory point. The player with the most victory points wins.



Example: Black scores 15 points (marked blue), White wins with a score of 19 points (marked red)