myriath

A board game for 2 to 4 players by
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INTRODUCTION

Myriath is an abstract strategic tile placing boardgame for 2 to 4 players.

The aim of the game is to connect as many tail ends of your own pieces as possible to other pieces. When placing a piece, at least one of its tail ends (or half of it) must connect to an opponent piece. The player with the most connected tail ends wins the game.

MATERIAL

Base game (2 players):

- A cotton case
- A board
- One set of 19 red tiles
- One set of 19 blue tiles

Expansion (3-4 players):

- One set of 19 green tiles
- One set of 19 yellow tiles

A set of tiles

SET-UP

Place the board in the centre of the table. Each player takes a set of 19 tiles in the colour of their choosing. Randomly choose a start player. If multiple games are being played then the first player should be person who scored lowest in the previous game.

Depending on the number of players, use the corresponding playing area according to this figure:

2 players

3 players

4 players

2 players: white area
3 players: white + light gray area
4 players: whole board

Then in turn order each player places their octagonal tile on the board so that one of the squares printed on the board, **except for the outer squares**, is fully visible through the centre of the tile. The placed starting tile must not overlap another tile. No points are awarded during the set-up.

Nominate a player to be the scorer. They will need a pen and paper to keep a running total of the scores during the game. Draw the following scoretrack:

A
B
C
D

It is recommended to draw the track 15 to 25 cells wide. 'A' is the first player in turn, 'B' is the second, and so on. Notice that player 'C' already has a diagonal line in his first cell. This means 'half a point'. Player 'D' starts with an 'X' on his first cell, that means 'one point'. This compensates the disadvantage of going last.

From now on, draw a '/' to represent half a point and 'X' to represent one point.

TILE DESCRIPTION

Each tile is coloured in the player's colour. The tile ends come in two types:

- A straight edge, where the tile narrows to a point along one side. This is known as a whole edge.

- An arrowed end, where the two edges narrow to meet in the centre. Each side of the arrow is known as a half edge.

Whole edge and half edges

PLAYER'S TURN

Play begins with the starting player. The current player chooses one of their tiles to play. The tile can be rotated and flipped before being placed on the board. When placed on the board it MUST meet the following criteria:

- The tile must connect with at least one of its ends to **another player**'s tile.

- The tile must **not** overlap any other tile on the board.

- The tile must **not** cover partially of wholly any of the squares on the board.

A tile is deemed to be connected to another player's tile when one of its ends touches either the end or corner of another player's tile.

Once a tile has been placed then points are awarded for new connections as follows:

- Half of 1 point for each half edge that is now touching another tile.

- Half of 1 point for each whole edge that is now partially touching another tile.

- 1 point for each whole edge that is now fully touching another tile.

Any player can gain points each turn, not just the current player. If the player cannot place a tile then the player must pass. If there is a valid move that can be made the player must place the tile (they cannot choose to pass).

The scorer adds the points scored this round to the running totals of the players.

Then the player's turn is over and the next player clockwise around the table becomes the current player.
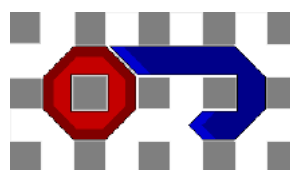
END OF GAME

The game ends when all players in turn pass. A players score is the running total recorded by the scorer. The winner is the player with the most points. There are no tie-breakers.
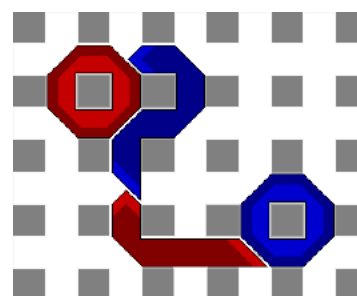
SCORING EXAMPLES

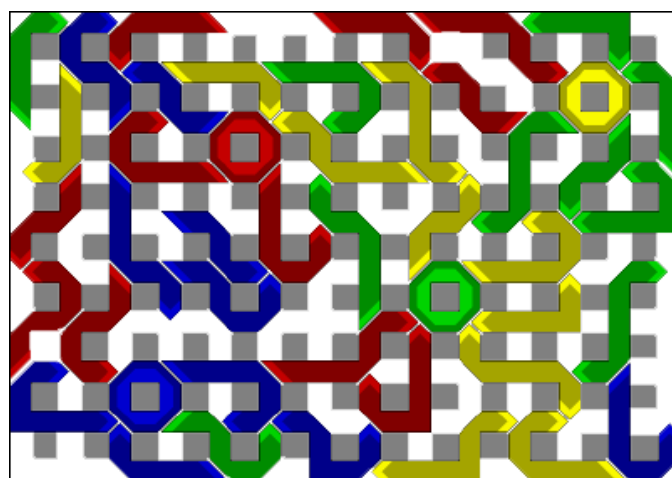These are a few examples. Tile edges have been highlighted for clarity.
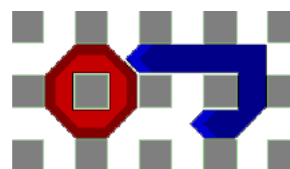
A connected half edge:
0.5 points for blue

A connected whole edge:
1 point for blue

1 point for blue; a connected half edge (=0.5 pts) + a partially connected whole edge (=0.5 pts)
1.5 points for red; a connected half edge (=0.5 pts) + a fully connected whole edge (=1 pts)

A finished 4 player game won by red