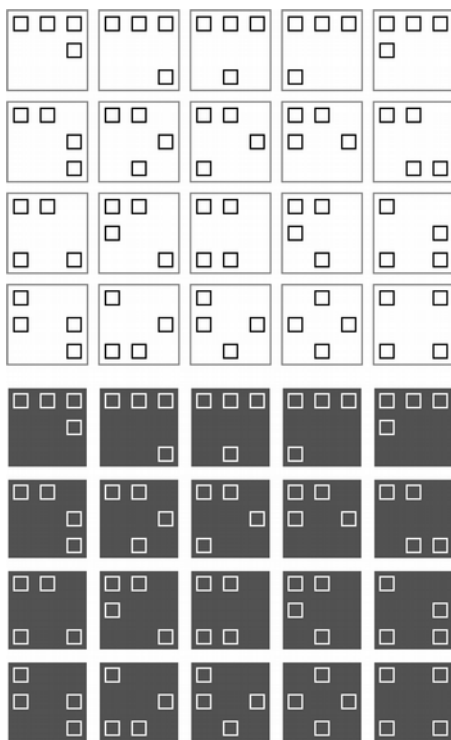# Ní-Ju

**Design and rulebook © 2016 Néstor Romeral Andrés**

**Ni-Ju** ('20' in japanese) is a tile laying game for 2 players. In **Ni-Ju**, players compete to create the pattern depicted on at least one of their tiles by surrounding that same tile with other tiles. Each player has 20 tiles and each tile has a different pattern, hence the name of the game (20). There are 70 different patterns if we include rotations.
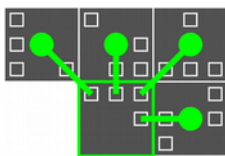
## MATERIAL

- 20 white tiles (see below)
- 20 black tiles (see below)
- 40 red discs



The 40 Ni-Ju tiles

## HOW TO WIN

A player wins if, at the end of her turn, at least one of her tiles is surrounded by at least four tiles of her colour in the fashion depicted by that tile.



Example: a tile (indicated in green) and its victory condition

## SETUP

The table starts empty. Each player has an allocated colour (white or black) and takes all 20 tiles of her colour.

## HOW TO PLAY

### Placing phase

Starting with *White*, players alternate turns placing **any one** of the tiles from their pool on the table so that they align with an imaginary grid of squares and *orthogonally* adjacent to at least one previously placed tile (with the exception of the first move, of course).



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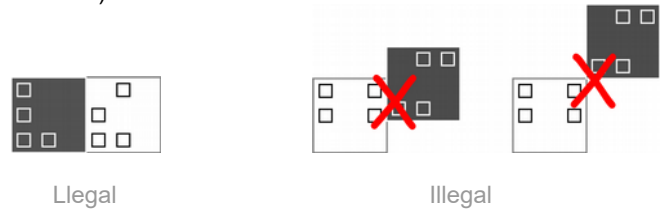
**Player aid** (must be agreed before the game starts): If, after the placement, any of the tiles on the table will be unable to trigger the victory condition later on in the game (unless moved), place a red disc on it. This adds clarity to the game state.
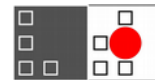


Example: the black tile prevents the white tile from triggering the victory condition for the rest of the game (unless moved)

### Movement phase

If the players' pools get exhausted and the victory condition has not been reached, players continue playing by taking turns moving and already played tile of their colour to a different spot (according to the placement rule) until one of them wins the game or both agree to a draw. The tile to be moved must have at least one 'free' side (a side with no adjacent tile). It is not permitted to isolate tile subsets. Remove its red disc if any.

## EXAMPLE OF GAME END
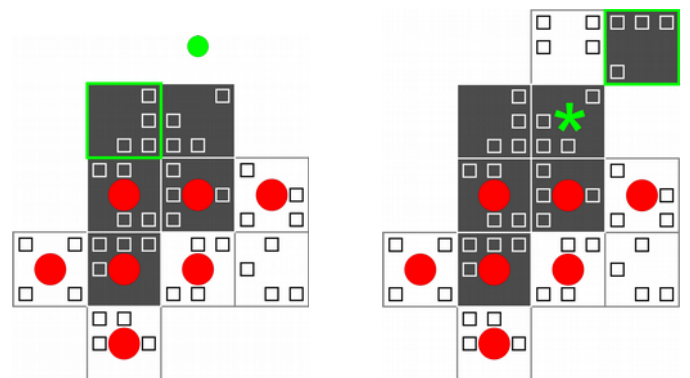


Black makes a powerful placement (tile indicated in green) and threatens to place a tile on the spot indicated by the green dot (thus triggering the victory condition and winning the game)

White blocks black's threat by placing a tile on that green spot, but then black places a tile next to it triggering the victory condition of the tile indicated with the green asterisk and winning the game

## VARIANT

Only the placement phase is played. Once finished, each player scores one point for every winning tile of her colour.

## PUZZLE

Arrange all the white tiles so that the number of winning ones is maximum.

To my Japanese friends *Tchié Tokoro*, *Masahiro Nakajima* and *Ken Shoda*