

GAME SETUP

Pieces:

- One 6x6 board
- 2 white paper strips
- 4 “block” tiles
- 4 “contested” token
- 4 suits of player tiles

The game is for 2-4 players. Each player begins with a set of pipe tiles, 1 “block” tile, and 1 “contested” token matching in color.

Set the board in the table’s center. For 2 players, align the ‘N’ and ‘S’ indicators towards each player. Block off extra rows near ‘N’ and ‘S’ with white paper stripes to create the 4x6 board. For games with more than 2 players, orient the board’s edges towards each player and use the full 6x6 board. The 4 corner squares are now also off limits for tile placement. For both modes, the row closest to the player becomes their “base” row.

Each player should shuffle their own tiles. This will be their own draw pile for them game. Then, draw 3 tiles. This will be their starting hand.

WIN CONDITION

Players acquire a point by connecting a flow from their base row to another player’s base row.

A flow is defined as an uninterrupted path formed by the pipes on the tiles from one single player.

If a flow is interrupted as a result of a contest, the point is lost; however, it can be regained if the flow is re-established via a contest.

2 WAYS TO PLAY

Point-based: The first player to score 2 points wins.

Elimination-based: If player A achieves 2 points on player B, player B is eliminated from the game. Their tiles remain on the board and become “public” tiles where other players can use them, as if they are theirs, to create flows. Any player still in the game can replace public tiles with tiles in their hand without contesting. Last person standing wins.