

TURN ACTIONS

FIRST ACTION:

1. Draw a tile
2. Remove “contested” tokens or “blocked” tiles when appropriate

SECOND ACTION:

If this is your very first turn:

Place a tile on your base row. You can place any tiles on any squares on your base row as long as they are connected to your edge of the board.

Otherwise, in single turn, you can:

- A. Place a connecting tile
- B. Replace an existing tile
- C. Contest an opponent’s tile
- D. Block a square with your “block” tile

END ACTION:

You can have at most 3 tiles in your hand at the end of your turn. If you have more than 3 tiles, you need to discard them until you have only 3 tiles.

RULES OF THE GAME

Tile Connection: Tiles connect when their pipes align. The first tile a player places must connect perpendicularly to their base row.

Contesting Tiles: If two players’ tiles connect, either can contest on their turn. Contesting a tile is its own turn. To contest, each player rolls a die. The player with the highest roll wins and either keeps the tile or replaces it with their own. The replaced tile must be discarded. Re-roll any ties. The new tile must make an uninterrupted connection to the contestor’s existing tiles. A successfully contested tile cannot be contested again until after the winner’s next turn. Use “contested” tokens to keep track.

Replacing Tiles: Spend a turn to replace any of your tiles or a public tile with one from your hand, maintaining connection with your existing tiles.

Blocking Squares: Spend a turn to block any square, occupied or not, with a “block” tile. This square can’t be contested or receive new tiles until the blocker’s next turn.