

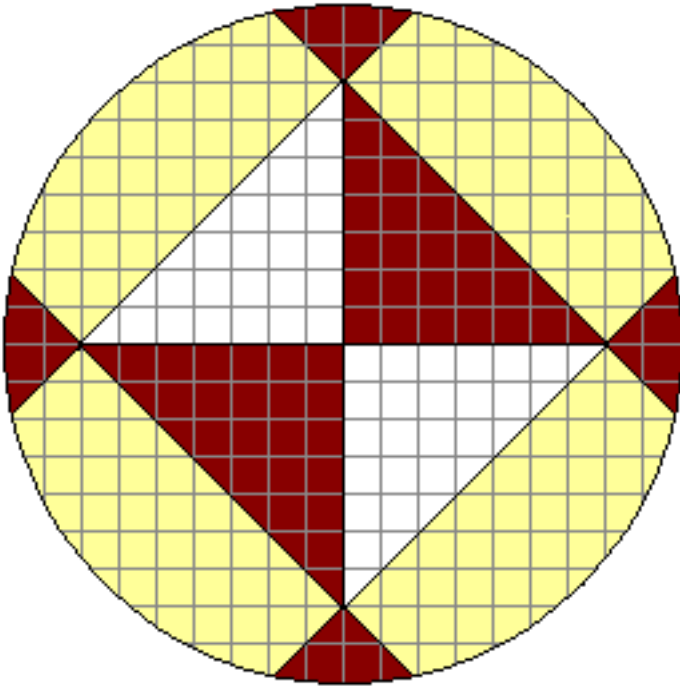
## Vcdng'qh'E qpvgpwu

<b>Basic Pai Sho .....</b>	<b>2</b>
Playing Materials .....	2
Rules .....	3
The Tiles .....	4
Harmonies and Disharmonies .....	7
Ending the Game .....	9
<b>Iroh Pai Sho .....</b>	<b>11</b>
Playing Materials .....	11
Harmonies .....	11
Starting the Game .....	12
The Tiles .....	13
Ending the Game .....	14
Tile Sheet .....	15
<b>Ancient Pai Sho .....</b>	<b>16</b>
Playing Materials .....	16
How to Play .....	16
Flower Tiles .....	17
Harmonies .....	18
Special Tiles .....	19

## Basic Pai Sho

### Playing Materials

#### **The Board**



The game is played on a circular board with an 18x18 square grid with the corners cut off. In the center is a diamond shape divided in to four quarters with white and red at opposite corners. There are four outer triangles that are red, and the rest of the squares are yellow. A Pai Sho board has 256 spaces on it. Tiles are placed on the intersections, or “points”, of the board.

#### **Each player gets 54 tiles:**

6 Jasmine (White Flower ●● Movement)  
 6 White Lilly (White Flower ⇨ Movement)  
 6 White Jade (White Flower ●●●● Movement)  
 6 Rose (Red Flower ●●● Movement)  
 6 Chrysanthemum (Red Flower ⇨ Movement)  
 6 Rhododendron (Red Flower ●●●● Movement)

3 Knotweed (Non-Flower)  
 3 Wheel (Non-Flower)  
 3 Rock (Non-Flower)  
 3 Boat (Non-Flower)  
 3 White Dragon (Special)  
 3 White Lotus (Special)

## **Rules**

### **How To...**

Two players sit across from each other at the red triangles, called ports. The port closest to you is called the "**Home**" port, and the port closest to your opponent is called the "**Foreign**" port. The center point is called the "**Mid**" port. The other two(2) are called the "**East**" and "**West**" ports.

The object of the game is to generate the most points, or harmonies, before you or your opponent creates a consistent chain of harmonies around the center of the board.

### **Starting the Game:**

At the start of the game, you and your opponent must flip a coin to determine who gets to choose whether to:

1. Choose the first starting piece to place on the board

*or*

2. Make the first move

6 pieces each are now placed on the board, called the spring flowers. Placement is alternated between you and your opponent, and each player **MUST** place the same 6 pieces (so each player determines the placement of 3 spring flowers) in the same, but mirrored, position. Spring Flowers may **NOT** be placed on any of the ports.

You may **ONLY** place Spring Flowers on your side of the board. Red flowers cannot be placed in white spaces and white flowers cannot be placed in red spaces.

### **Each player on their turn may make one of the following moves:**

1. Move a piece already in play (If a non-flower, you may use its special ability after moved).

2. Place a new piece.

3. Use a non-flower tile's special ability.

**NOTE** - You can't place a piece if the starting point is occupied by another piece, regardless if you can capture it.

## The Tiles

### White Flowers:



**Jasmine** - When added to the board, these always start at the Home Port. It can move up to **3 spaces** at a time in a straight line. Harmony with **Lily** and **Rhododendron**. Disharmony with **Rose**.



**Lily** - When added to the board, these tiles start at the East or West Port. It must move 2 spaces in one direction, and 2 spaces in another direction, moving in the *shape of an L*. Harmony with **Jasmine** and **White Jade**. Disharmony with **Chrysanthemum**.



**White Jade** - When added to the board, this tile starts at the Mid Port. It can move up to **5 spaces in one direction**. It cannot use the boat. Harmony with **Lily** and **Rose**. Disharmony with **Rhododendron**

### Red Flowers:



**Rose** - When added to the board, this tile starts at the Foreign Port. It can move up to **3 spaces** at a time in a straight line. Harmony with White **Jade** and **Chrysanthemum**. Disharmony with **Jasmine**.



**Chrysanthemum** - When added to the board, this tile starts at the east or west tip. It moves 2 spaces in one direction, and 2 spaces in another direction, moving in the *shape of an L*. Harmony with **Rose** and **Rhododendron**. Disharmony with **Lily**.



**Rhododendron** - When added to the board, this tile starts at the Mid Port. It can move up to **5 spaces in one direction**. It cannot use the boat. Harmony with **Chrysanthemum** and **Jasmine**. Disharmony with **White Jade**.

### Non-Flowers:

**NOTE** - These tiles may be removed by any piece, but that piece is also removed. They can be put on the board only after the first turn(s). They cannot form harmonies, except for the boat under certain conditions.



**Knotweed (Fire)** - Knotweed may be placed on any point not within one(1) space of any port. When you play knotweed, all pieces that are within one(1) space to knotweed are “drained” and may not be moved or form harmonies. Knotweed may not move by itself (may be moved by boat). Drained pieces may be captured by **ANY** piece. When the Knotweed is captured, surrounding pieces are no longer

"drained" and return to their normal state. A Knotweed cannot be drained by another Knotweed.



**Wheel (Wind)** - Wheels can be placed on any yellow space. Wheels may move all pieces within one(1) space to them in a clockwise or counterclockwise rotation any amount. It can move *any number of spaces in one direction*.



**Boat (Water)** - Boat may be played only on spaces with red or white color (not required to remain there). The Boat may travel over other pieces. It may move up to **5 spaces** at a time in *any combination of directions*. Does not disrupt harmonies or disharmonies. It can push any piece (yours or your opponents) one intersection away as long as the destination intersection is empty and the boat is a single intersection of distance from it. The boat may also move up to three of your pieces five spaces in one direction, if you haven't moved the boat yet.



**Rock (Earth)** - May be placed on any space. May not be moved by any means. If a Flower (Not a Special Flower) tile is adjacent (next to) to a Rock, the Rock takes on all harmonious and disharmonious traits of that Flower (i.e. a Rock that is adjacent to a White Jade may form a harmony with a Lily).

### **Special Flowers:**

**NOTE** - These pieces may land anywhere on the board. They can be put on the board only after the first three turns of each player.



**White Dragon (Yin)** - Must be placed on the opposing half of the board. Dragons can move up to **6 spaces** each turn in a straight line. Dragons may capture enemy pieces. They may move over other pieces, but may be captured by any other piece. Cannot form harmonies or disharmonies.



**White Lotus (Yang)** - Lotus tiles may only move up to **2 spaces** a turn in *any direction*. It must start on your side of the board. A Lotus may take any tile off the board, but it can also be removed by any other tile. Lotus's belonging to the player that has contributed the fewest number of tiles to The Pot are considered "blooming" and may form a harmony with any other Flower (including those belonging to his or her opponent. Only the player owning the Lotus receives the points).

**Moving Tiles:**

You may **not** move a piece over an opponents piece, except with the White Dragon and the Boat piece.

You **can't** move a piece onto any of the ports.

A red flower may not end its move in a white space, and a white flower may not end its move in a red space. You may move them into spaces with both red and white in them.

**Removing Tiles:**

Landing on a tile may or may not remove it from the board. The following rules must apply.

- 1.) It must be a disharmonious tile (i.e. Jasmine may capture Rose).
- 2.) It must be your opponent's tile.
- 3.) All captured pieces are placed into The Pot.
- 4.) A flower that is placed into an wrong colour space by the boat is returned to a players reserve pile.

**Harmonies and Disharmonies:**

Scoring is achieved by creating harmonies between pieces. To create a harmony, you must align two(2) pieces in a straight, uninterrupted line. Each harmony generates one(1) point, except in the special case, called a natural harmony, where a red flower in a red space harmonizes with a white flower in a white space, which generates two(2) points.

You may **ONLY** form harmonies with your own pieces, except in the special *Blooming White Lotus* case.

A piece cannot create a harmony with another piece if either of them are on a starting point.

When beginning a game, pieces do not create harmonies. They must first be moved in order to create harmonies/disharmonies.

Disharmonies are created when you disrupt an opponents harmony with a piece that is disharmonious with either of the two(2) harmonizing pieces. When a disharmony is created, your opponent loses one(1) point, except in the special case when you disrupt a natural harmony, which causes your opponent to lose two(2) points.

Harmonies and Disharmonies will continue to generate points each turn they remain intact.

HARMONY RING



NEXT TO EACH OTHER: HARMONY  
ACROSS FROM EACH OTHER: OPPOSITES  
NEITHER: NEUTRAL TO EACH OTHER

**How to Score:**

You can't create a harmony if the piece is on one of the starting points.

At the end of the game, each player tallies the points scored for all the harmonies they completed. Red flowers in red spaces and white flowers in white spaces in a harmony get one extra bonus point. All pieces that a player owns that is within 3 spaces from a White Lotus tile gains an extra point also. Each player then subtracts 1 point for each piece that they have on the board. The player with the most remaining points wins.

Remember, you get a point for every time you create a harmony, not just at the end of the game. Keep a tally of your points.



## **Ending the Game**

The game ends when any of four conditions are met:

1. A player forms a chain of harmonies around the Center Point and wins the pot (Still count tiles to determine winner).
2. A player is left with only three harmonious tiles (which is too few to create a complete harmony chain) and the other player wins the pot (Still count tiles to determine winner).
3. A player reaches a predetermined number of points (No one gets the pot).
4. A player forfeits and his or her opponent wins.

## **The Pot:**

The pot is the place where all of the pieces that were removed from the board go. Each player gets one(1) extra point for each of their opponents tiles in the pot. The player who "wins" the pot gets to claim any wager made at the start of the game.

You may wager **ANYTHING** for the pot. Usually, it is a number of extra points and/or money.

## **Counting Points:**

In addition to the points accumulated throughout the game, you also gain extra points from the following:

1. Points from the pot.
2. For each flower you own on the board within 3 points of a White Lotus you own, you get one(1) extra point. These flowers are considered to be "protected" by the White Lotus.
3. For each remaining piece not protected, they are considered "dead" and you lose one(1) point for each on the board.

**Winning:**

The player with the most total points at the end of the game (after counting points from the pot and those around a White Lotus) wins the game, though not always necessarily the pot!

# Iroh Pai Sho

## Playing Material

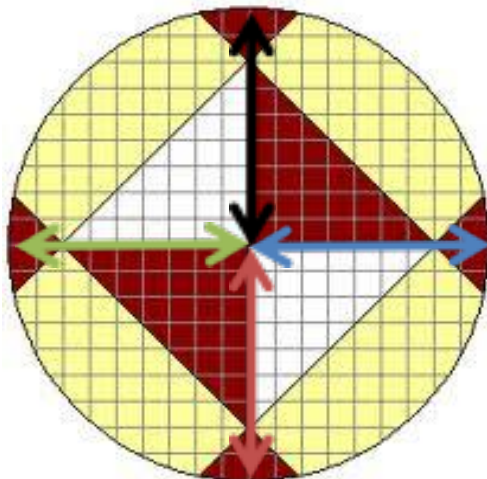
### 1 Pai Sho Board

Each player gets 22 tiles:

4 Fire Tiles	1 White Lotus
4 Water Tiles	2 Rocks
4 Earth Tiles	3 Knotweed
4 Air Tiles	

## Harmonies

The point of Pai Sho is not to take the opponents pieces, but rather to create harmonies. A harmony occurs when two pieces (regardless of type) each lie on the same line that intersects a midline, which are shown in the diagram below. The two pieces must have nothing in between them; any piece in between disrupts the harmony. Harmonies cannot occur diagonally. A piece lying on a midline is *NOT* harmonious. *Note: A piece may only be used in one harmony. The only exception is the Water piece (see later).*

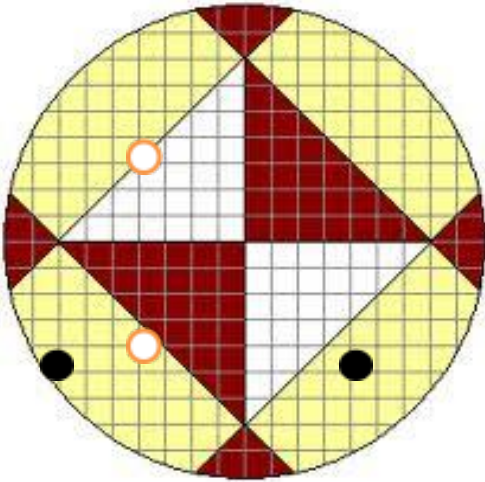


**Black line: Midline 1**

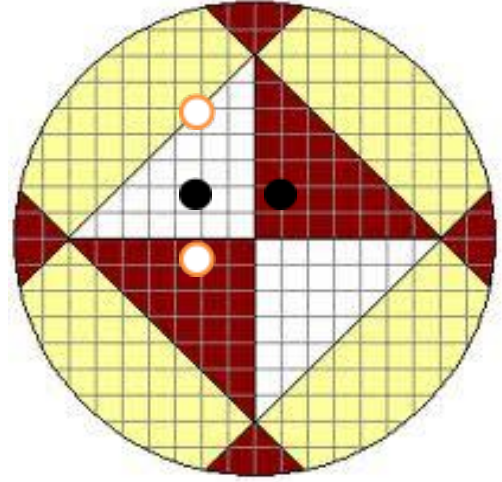
**Blue line: Midline 2**

**Red line: Midline 3**

**Green line: Midline 4**



*The white pieces have a harmony over midline 4 and the black pieces have a harmony over midline 3.*

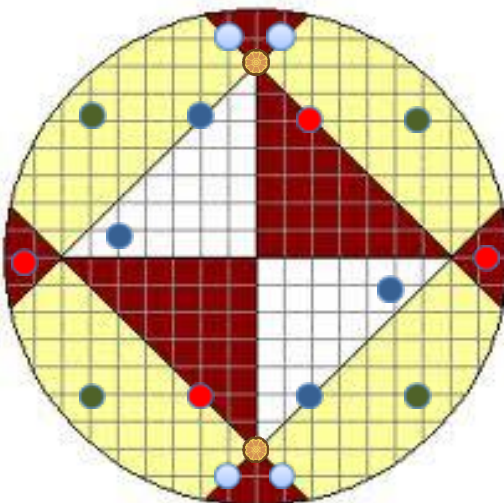


*This is an example of a harmony disruption. The black pieces are harmonious over midline 1 but the white pieces are NOT harmonious.*

*Pieces are simplified to black and white.*

## Starting the Game

Each side starts with two pieces from each nation (8 in total) and the White Lotus on the board. The pieces are placed on the points of the lines, not the spaces created by them. The start of the game looks like this. The diagram shows both player's set up. *Note: The second fire piece goes in the middle of the small red triangle to the right of the White Lotus.*



The White Lotus starts on the home space (the area where the white red and wood all intersect closest to the player). The home space is also where you bring in movable avatar nation pieces later in the game.

The guest has the first move.

## **The Tiles**

**Air** can move 4 spaces at a time and cannot be attacked or attack another piece. It can also change direction during its move, whereas the other pieces can only move in a straight line.

**Water** can move 2 spaces at a time, can only move on the white paint and is the only piece that can be used to make 2 simultaneous harmonies.

**Earth** can move 3 spaces at a time, can only move on the unpainted wood areas and can make harmonies with and over rocks.

**Fire** can move 3 spaces at a time, can only move on the red paint, and can't be knot-weeded. If the opposing player puts down a knotweed on a fire bender, the knotweed is destroyed and the turn is over. Fire can also destroy knotweed, if the fire piece can reach it on the red paint.

**The White Lotus** can move 5 spaces at a time. It can move on any color, but it must start on the home point. It can't take pieces or be taken. The White Lotus is the only piece that can be used in harmonies for each player, meaning that the opponents White Lotus can be used in the other player's harmonies. The White Lotus cannot be knotweeded. The White Lotus is also the only piece that can "jump" over pieces.

**Knotweed** is the only piece placed on the spaces, not the intersection of the lines. When placed in the square, it prevents whatever pieces were on the four corners of the square from moving. These pieces can be freed when the White Lotus or a fire piece reaches any of the four corners of the Knotweeded square. Knotweeded pieces do not disrupt harmonies.

**Rocks** can be placed on any point on the board except for the home point. Once placed, they cannot be moved. They disrupt harmonies.

Additional pieces are brought in on the home point. Bringing in a piece ends the turn.

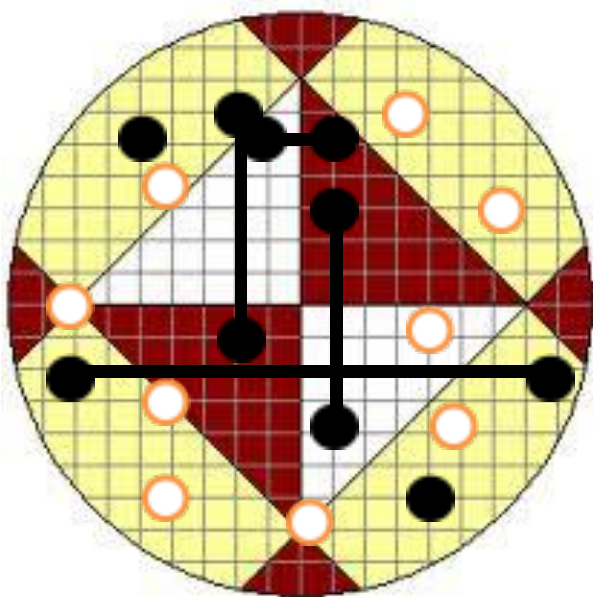
Any piece can move on a border between two different colors as long as it can be moved on one of the colors.

Pieces take each other by moving on the other piece, although rocks, the White Lotus, and Air pieces can't be taken in this way.

All moving pieces may move less than their max amount

## Ending the Game

The game is won when one player creates a harmony through each of the four midlines. When a player moves into a position in which they have a harmony across each of the 4 midlines the opposing player has 1 turn to try to stop them. The player with the 4 harmonies does **NOT** have to inform the opposing player, it is the opposing player's job to be able to see it. If the opposing player does nothing to disrupt the harmonies then the player with the harmonies must proclaim that they have won and point out their harmonies to the opposing player. The proclamation of victory takes up the turn; if the player proclaiming victory is incorrect about the harmonies, their turn is over.










This is an example of a winning position for the black piece player. The winning harmonies are connected with black lines. Notice how there is a harmony with nothing in between the 2 pieces across each midline.

*Pieces are simplified to black and white.*

**Tile Sheet**

Like any board game, Pai Sho has many pieces that may take a while to learn. Here is a cheat sheet to help newer players.

<b>PIECE</b>	<b>MOVEMENT</b>	<b>COLOUR</b>	<b>SPECIAL ABILITY</b>
Fire	Max 2, Straight Line: On Red Only Can attack		Can't be knotweeded, Can also take away knotweed if it is in its moveable range
Water	Max 2, Straight Line: On White Only Can attack		Can make two harmonies instead of just one
Earth	Max 3, Straight Line: On Wood Only Can attack		Can make a harmony with/through a rock
Air	Max 4, Can Turn Mid Move: All Areas Can't attack		Can turn mid-move, Can't be attacked, Can't attack
White Lotus	Max 5, Straight Line: All Areas Can't attack		Can take away knotweed, Can be used in a harmony by an opposing player
Knotweed	Placed Mid Game: All Areas		Locks down pieces, disrupts harmonies
Rock	Placed Mid Game: All Areas		Once placed can't be moved or taken, disrupts harmonies, harmony with rocks of both players

## Ancient Pai Sho

### Playing Material

#### **1 Pai Sho Board**

**Each player gets 54 tiles:**

6 Jasmine (White Flower ●●● Movement)	3 Knotweed (Non-Flower)
6 White Lilly (White Flower ⇨ Movement)	3 Wheel (Non-Flower)
6 White Jade (White Flower ●●●● Movement)	3 Rock (Non-Flower)
6 Rose (Red Flower ●●● Movement)	3 Boat (Non-Flower)
6 Chrysanthemum (Red Flower ⇨ Movement)	3 White Dragon (Special)
6 Rhododendron (Red Flower ●●●● Movement)	3 White Lotus (Special)

### How to Play

#### **Setup**

To begin, decide the target number of harmonies to win the game and the number of tiles in each person's "hand". The number of tiles in each person's hand may not be exceeded. The time taken to complete the game increases exponentially as the number of harmonies increases.

After the tiles for each player's hand have been randomly chosen, decide who will play first by using a random tile and having one player (typically either the host or the person who has won the most consecutive games of the pair) shuffle it behind their back and having the other player choose a hand attempting to guess which one contains the tile. If they are correct, they get to determine play order. The tile that was used to determine play order becomes the "centerpiece" and is placed at the center of the board. If it is a one-time effect tile (such as a boat, knotweed, or wheel) then the effect is lost and you pick another random tile, otherwise it is used just like a normally placed tile.



## **During Your Turn**

During a player's turn, they can either:

- Draw 1 tile (and Discard 1 if necessary)
- Place 1 tile **AND** Move 1 tile

Players are always able to place and move the same tile if they want to. Placing a special tile does not count as moving a tile even if it activates in some way e.g. you can place a wheel tile, rotate 180° and move one of the tiles that got rotated.

If at any point during your turn (or immediately following your last action) the target number of harmonies is reached, you win the game. It is possible to overshoot the required number of harmonies.

## **Objective**

To be the player that lays the last tile that causes exactly a certain number of harmonies to be on the board.

## **Flower Tiles**

### **Placement/Movement**

In Ancient Pai Sho, the white flower tiles can only be played on the red intersections and the red flower tiles can only be played on the white intersection. Any tile can be moved to any space however. An intersection is considered a certain color if a tile would be on that color while on the given intersection. If an intersection is both white and red, any tile can be placed there. If an intersection is white, red, and neutral any tile can be played there.

Flower tiles need not move the full distance of their movement. For purposes of this rule, L-shaped movement tiles move in their "L" first so that they cannot simply move 3 spaces in one direction

## **Harmonies**

The harmonies in Ancient Pai Sho are the same as Basic Pai Sho.

1. Flowers come in two colors: Red and White
2. Flowers come in 3 different "Move Types": 3 Spaces (•••) L-Shaped 2-2 (↖) and 5 Spaces (•••••)
3. If two flowers share Move Type but do not share color, they create a disharmony
4. Flowers with Move Type ↖ create a harmony with flowers of the same color and different Move Type
5. Flowers with Move Type ••• create a harmony with flowers of opposite color and move type •••••
6. Flowers with Move Type ••••• create a harmony with flowers of opposite color and move type •••

A harmony or disharmony is created when two flowers that create a harmony are on the same parallel. A flower interacts with only the first flower along its line, however, a single flower can have multiple harmonies and harmonies are not blocked by special tiles (with the exception of the coin)

### **Single Harmony**

|---(Li)---(WJ)---(Ja)---|

### **Two Harmonies**

|---(WJ)---(Li)---(Ja)---|

## **Special Tiles**

### **Ship Tile**

[Elemental Water: Mobility] To play the ship tile, put it in the location of another tile (any tile) removing that tile and placing it on any unoccupied intersection. One-Time effect.

### **Coin Tile**

[Elemental Earth: Stability] The coin blocks all harmonies and disharmonies that would normally happen along that parallel.

### **Knotweed Tile**

[Elemental Fire: Consumption] Knotweed "drains" any adjacent flower tiles so that they no longer have any of their properties. Flip them over to show this, but do not remove them from the board as no more tiles can occupy those spaces. One-Time effect.

### **Wheel Tile**

[Elemental Air: Circular Motion] Once played, can "rotate" any adjacent tiles along its face as many degrees as desired by the placer. One-Time effect.

### **Lotus Tile**

[Yin/Yang Aspect: Chaos] Changes all harmonies that happen on any of its four parallels into disharmonies. Changes any disharmonies that happen on any of its four parallels into harmonies. Can move up to two spaces.

### **Dragon Tile**

[Yin/Yang Aspect: Entropy] can move either 1 space or exactly 6 spaces. If it lands on a tile exactly the tile will be removed from the game. It can be removed by any other tile.