

Tsuro Luxury Edition (standard in gray)

- Rules Summary (based on 2022 rules scroll) (v1)

Setup:

1. Place the game grid cloth board (game board) at the center of the table.
2. Each player chooses a dragon or phoenix (stone) pawn.
3. Set the **gold Destiny statue** (Dragon tile) next to the game board.
4. Each player takes and looks at 3 random path tiles (kept secret from other players).
5. Remaining path tiles go into the draw bag (stacked face down next to the board).
6. Oldest player is the "first player" (*see note 2*).
7. Clockwise starting with the first player, each player places their pawn on the outside edge of the grid at one of the dark brown (white) "marks".
 - You may place your pawn directly next to another player.

Game Play:

Play is clockwise starting with the first player.

These three actions happen on each player's turn:

1. Current player **plays a path tile**.
2. **Move pawns** adjacent to newly placed path tile.
3. **Draw a path tile(s)**.

1) Place a path tile in the open square in front of your pawn

- You may place the tile in any of the four orientations.
 - Once placed, a tile remains there the entire game.

2) Move pawns

- Current player moves their pawn across the connected path on the path tile just placed and continues moving until the pawn reaches the end of the path.
 - If the pawn goes off the edge of the board, the current player is eliminated from the game.
 - You are not allowed to do this if there is another valid move that does not eliminate you from the game.
 - If the pawn collides with another player, both are eliminated from the game.
- If the newly placed path tile is also adjacent to other players, they must move their pawns across the connected path, continuing until it reaches the end of the path.
 - If it goes off the edge of the board, the player is eliminated from the game.
 - If it collides with another player, both are eliminated from the game.

3) Draw Path Tiles

- Path tiles from eliminated players are shuffled into the draw bag (pile).
 - **Optional Advanced Rule:** If not eliminated, the current player may exchange any of their path tiles for tiles from eliminated opponent(s) before the tiles go to the draw bag (pile).

- If a player has the **Destiny statue** (Dragon tile), they now take **one** path tile from the replenished draw bag (pile) even if it is not their turn. The **Destiny statue** (Dragon tile) is passed to the next player clockwise who has less than 3 path tiles and they take **one** tile. Once all players have 3 path tiles again the **Destiny statue** (Dragon tile) is returned to its place next to the game board. If the last player to have the **Destiny statue** (Dragon tile) still has less than 3 path tiles, they keep **it**.
- The current player draws a path tile from the draw bag (pile) so that they have 3 path tiles (never more than 3).
 - If there are no path tiles in the bag (pile), take the **Destiny statue** (Dragon tile).
 - If another player already has **it**, do nothing.

End Game:

- Last player left standing (*not eliminated*) on the board wins.
- If more than one player is still in the game, it is a shared victory.
- If all remaining players are eliminated at the same time, the game is a tie.

NOTES:

1. 2-8 players (but can be more - just add more pawns - games can be quite amusing, even hilarious).
2. The rules state that the oldest goes first, but the original designer says it was intended to be random.
3. Standard game: placing the Dragon tile at the bottom of the stack of facedown path tiles in the draw pile can cause problems, so it is recommended to just keep it at the side of the board.
4. Path tiles are thick in the Luxury Edition, thus it is not appropriate to refer to them as "cards".
5. If the player holding the **Destiny statue** (Dragon tile) is eliminated, the **Destiny statue** (Dragon tile) is passed clockwise to the next player (*unless they already have 3 path tiles*).
6. It is impossible to end up in an "endless loop" unless making an incorrect play (such as with the next note).
7. There are a few path tiles in the standard game that have paths crossing in the center of the tile so that players must be very careful to follow the correct path straight through. The Luxury edition has the paths carved out of the tile (rather than as part of the photo printed on the tile) making these mistakes less likely.
8. *Not in the rules, but since the current player moves their pawn first (before opponents with adjacent pawns move theirs), technically, if all players are eliminated by that last tile placement (other than by colliding with the current player), the opponents would be the last to be eliminated and the winners (like a tie breaker).*
9. The Luxury Edition also includes a "Dragon tile" so you might prefer to play with that rather than the **gold Destiny statue**.