

# Gini Pai Sho

Rule Book  
By Mikkel



# **History Behind the Game**

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One night not too long ago, I had a dream that I was in a Pai Sho shop. The place was filled with boards, tiles, and people playing all kinds of different variants. One version caught my eye—I had never seen it before, but somehow it felt familiar. It looked like Ginseng Pai Sho, but it was simpler. It had fewer pieces and was played on a smaller board. When I woke up, I knew I had to turn it into a real variant. I hopped on the Discord and shared the idea. People seemed interested, so I started building it in Playground mode. Once I had the general placement of the tiles I asked for some help adding to and refining the game. The person who made the biggest impact was Mikkel, the creator of Ginseng Pai Sho. His involvement took the project to a whole new level. He helped shape the core rules, balance the gameplay, and bring clarity to the vision I had. Without Mikkel's guidance, Gini Pai Sho wouldn't be what it is today—This variant is just as much his as it is mine. Lots of people from our community helped with this project as well and provided feedback and ideas. Special thanks goes to Izney, Allegory, MurderPillow, Jarrah, FireNationsokka, and many more. After tons of testing and adjustments, Gini Pai Sho has become its own well-balanced and exciting game.

## **What is Gini Pai Sho?**

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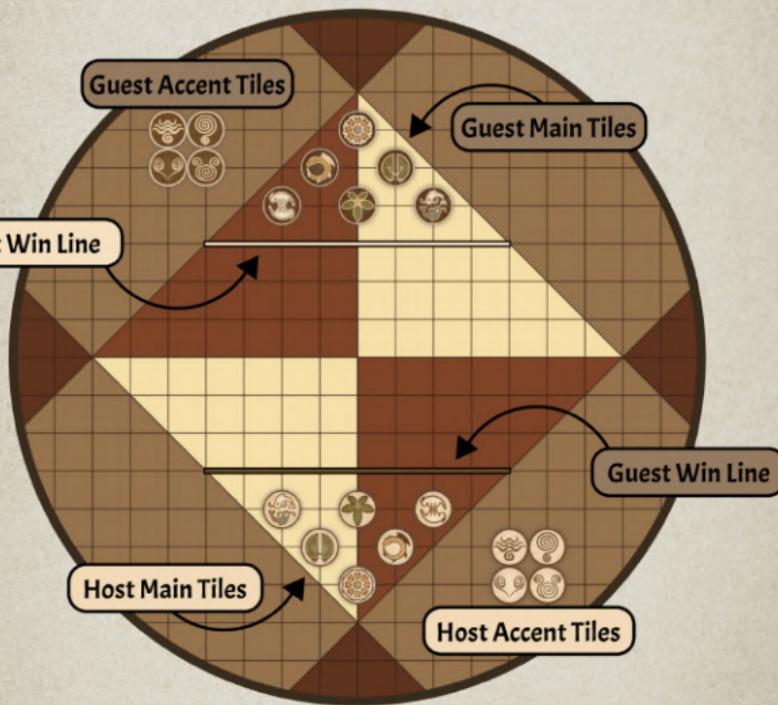
Gini Pai Sho is a smaller, faster variant of Pai Sho, inspired by Ginseng Pai Sho—its name comes from combining “Ginseng” and “Mini.” While it keeps some of the ideas from Ginseng Pai Sho, it adds its own style with a focus on clever placement, sneaky moves, and smart use of accent tiles. In Gini Pai Sho, every move matters. Players try to outsmart each other by placing tiles carefully and using accent tiles to surprise their opponent. It's a game of strategy, timing, and creative thinking, perfect for those who enjoy quick, tactical challenges.

# Gini Pai Sho Rules

The following sections will teach you quickly and easily how to play Gini Pai Sho. Begin with deciding who will play as Host and who will play as Guest. The Guest has the honor of making the first move.

## Game Setup

Before starting a game of Gini Pai Sho, set up the board and tiles as shown in the picture below. As you may see, each player starts with a total of ten tiles.



## Objective

To win a game of Gini Pai Sho, you must reach your "Win Line" with your White Lotus first.

## Playing a Turn

Players take alternating turns. When it is your turn, select and move a tile according to its specified movement and apply any triggered abilities, or place an Accent Tile on the playing area of the board (see next page).

# General Rules

Here are the rules regarding how the board works in Gini Pai Sho. Use the reference picture below for better understanding.

## 1: Placement

- Tiles are **not** allowed in the Neutral Gardens.
- But they are allowed on the intersections between the Red/White Gardens and Neutral Garden (Highlighted below in yellow).

## 2: Movement

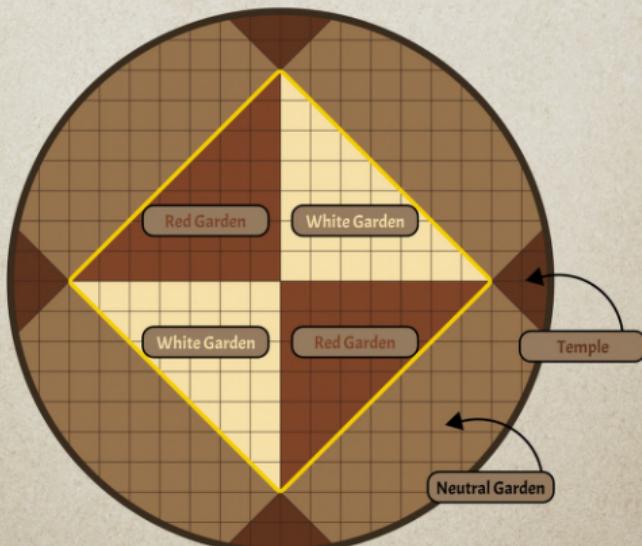
- Tiles that can move, move along the intersections (See Main Tiles).
- Tiles may also move along the diagonal lines on the spaces between the Red/White Gardens and Neutral Gardens (Highlighted below in yellow).
- Furthermore, tiles have to navigate around obstructing tiles.

## 3: Portals

- The four small triangles (referred to as Temples in Ginseng Pai Sho) serve as Portals.
- Tiles can travel between these Portals without using additional movement.

## 4: Garden Effects

- The Red and White Gardens influence abilities of most of the Main Tiles. (See page on Main Tiles for more details.).



# Main Tiles

**Movement:** All Main Tiles can move up to **4 spaces**, and may move along all the lines that are **not** entirely inside Neutral Gardens (meaning both horizontal, vertical and diagonal lines). In the following their Abilities are explained:



**Koi:** When touching a White Garden, the Koi traps all tiles surrounding<sup>a</sup> to it that belong to your opponent.



The Sky Bison and Dragon are now trapped.



**Badgermole:** After moving, and if touching a White Garden, the Badgermole may flip one surrounding tile over itself.



**Dragon:** After moving, and if touching a Red Garden, the Dragon can push one surrounding tile 1 space away from itself.



**Sky Bison:** When touching a Red Garden, all surrounding tiles that are yours gain +1 movement and the ability to move over other tiles (this does not apply to the White Lotus).



The Ginseng and Dragon can now move 5 spaces and over other tiles.



**Ginseng:** Any of your tiles in line of sight (up to 4 spaces) from the Ginseng are not affected from your opponent's tile abilities.

Furthermore, the Ginseng tile may capture Accent Tiles of both players. Once an Accent Tile is captured, return it to the owners hand..



Only the Ginseng is trapped by the Koi, because the Ginseng has the Lotus in line of sight.  
Therefore, the Lotus can jump.

a) By "Surrounding", we mean the eight spots around a tile.

# Accent Tiles



**Water:** Place on any empty spot. Then, swap the positions of two surrounding tiles of either player, excluding the White Lotus.



**Earth:** Place on any empty spot. Then, rotate all surrounding tiles one space clockwise.



**Fire:** Place this tile on any other tile and then move that tile to a surrounding spot.



**Air:** Swap your Air tile with any other tile (excluding the White Lotus), then place the exchanged tile on any free spot on the board.



## White Lotus Tile



**White Lotus:** Moves by jumping over any tiles diagonal to it, creating a potential chain jump. The White Lotus cannot do anything but move.

Now you are ready to play Gini Pai Sho! So bring your board and tiles out, or play online at [www.skudpaisho.com](http://www.skudpaisho.com).

**"Sharing a game of Pai Sho  
with a fascinating stranger  
is one of life's true delights."**

**— Iroh**  
*(with a twist)*