



a game for 2 players by
Néstor Romeral Andrés

INTRODUCTION

Taigo (*taiji* + *go*, the Japanese word for “five”) is a tile-laying game in which both players use the same unique type tile, which has both of their colours, with the goal of **creating a 5-in-a-row of their colour**. Also the players must fill the ‘holes’ that they will eventually create with cones of **either** colour. But if the game lasts long enough, your cone supply may run out and you will be forced to use your opponent’s colour!

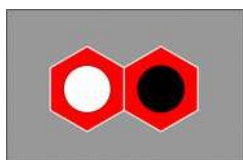
MATERIAL

- 40 tiles composed of two conjoined hexes of different colours (Dark and Light)¹.
- 10 cones of each colour (20 in total).
- Carrying case.

SETUP

Agree on the number of cones per colour (same for both colours), from 5 to 10, to use during the game; keep the rest in the case. Different number of cones lead to different gaming experiences. Use 5 of each for your first game.

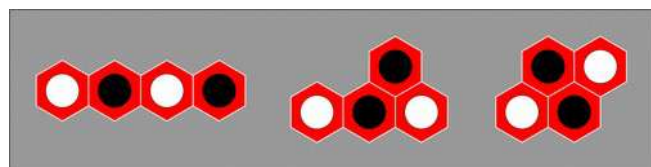
Place **one tile** in the middle of the playing surface. Set the rest of the tiles and the cones aside within easy reach.



HOW TO PLAY

Each player chooses their colour (Dark or Light).

Starting with Dark, players alternate turns placing a tile adjacent to at least one tile already played, aligned with an imaginary hexagonal grid. colours don’t need to match.

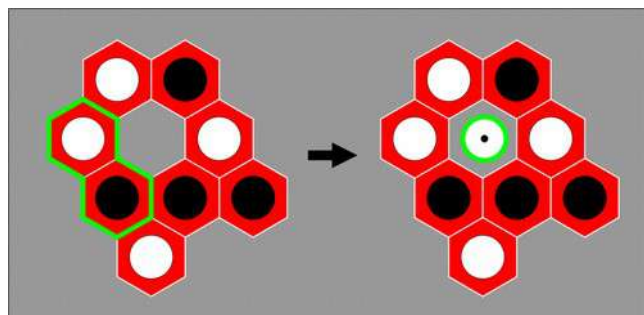


Examples of valid openings for Dark

If your placement creates a single-hex hole, you **must** fill that hole with a cone of **either colour** from the supply, even if it helps your opponent more than you. Only if the supply is empty do you skip this step.

In the rare case that you created more than one single-hex hole, you must fill each of them in whatever order you like.

Note: A two-hex hole is **not** two single-hex holes.

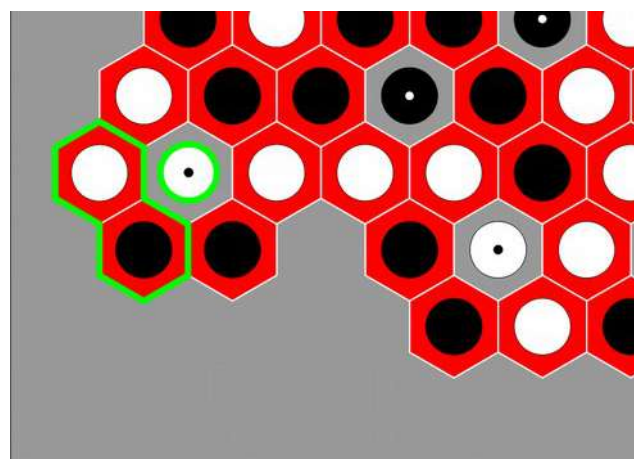


Example: Light places a tile that creates a hole and places a Light cone in it (but a Dark cone would also be legal).

GAME END

If, at the end of your turn, any of the following are true, the game ends:

- If there is an uninterrupted **straight line** of 5 or more circles and/or cones of your opponent’s colour: your opponent wins.
- Otherwise, if there is an uninterrupted straight line of 5 or more circles and/or cones of your colour, you win.
- Otherwise, if you just played the last tile, the game ends in a draw. Play again!



Example: Light places a tile creating a hole and filling it with a Light cone that completes a line of 5. Light wins the game.

NOTES BY THE DESIGNER

Taigo is a new twist on the good old 5-in-a-row victory condition (see Andantino²) derived from Epsilon that incorporates a dual coloured piece (borrowed from Taiji, Blinq, or Tailath). Finally, the hole-filling mechanism used in Dhex³ is added to the mix, but with the novelty of using any colour. This allows players to control their opponent’s future options.

VARIANTS

Handicap: The less experienced player adds one or more cones of her colour to the supply before the game starts.

¹ There might be editions with other colours.

² Andantino was designed by David L. Smith
³ Epsilon, Taiji, Blinq, Tailath, and Dhex were all designed by Néstor.