

KUAN

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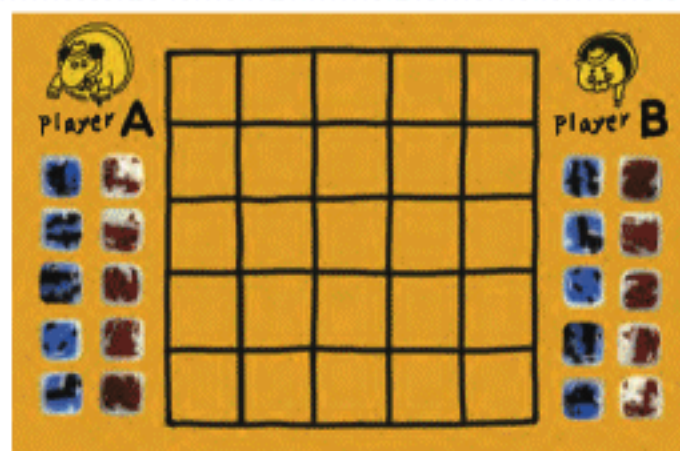
◆ CONTENTS

1 Game board
1 manual

10 blue tiles
10 red tiles

◆ SETUP

- Deal 5 blue and 5 red tiles to each player.
- Determine starting player



◆ HOW TO PLAY

- Place any of your tiles in any open space.
- Players take alternating turns.

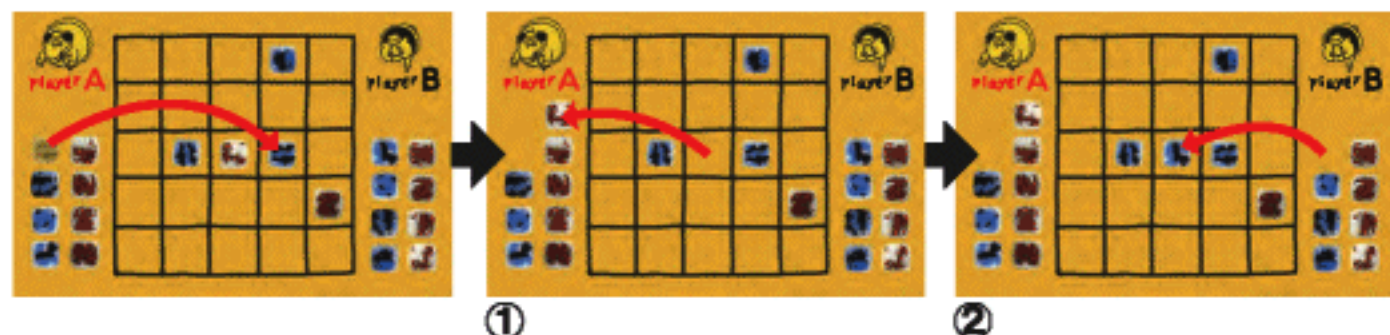




◆ PINCING RULES [When the turn is player A]

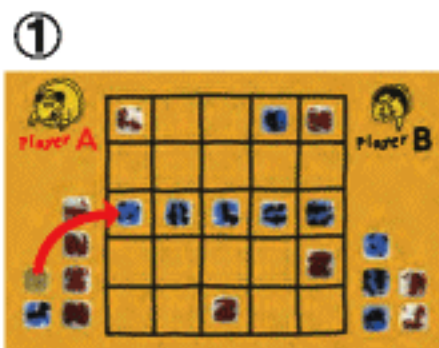
If a play results in that one or more tiles are "pined" in between two tiles of the other colour, either orthogonally or diagonally,

- ① the pincing player takes the pined tile (s) to his hand.
- ② the other player replaces the removed tile (s), with tile from his hand, of the same colour as the pincing tiles.



◆ HOW TO WIN (either of the below)

- ① Place a tile from your hand so that you form a 5-in-a-row of one colour, either orthogonally or diagonally.
- ② Your opponent runs out of placeable tiles.



Player A wins



Player B wins

