

<p><b>Bo-taoshi</b> 2-player dexterity micro game based on the Japanese sport of pole toppling</p> <p><b>Components</b> 6 discs - 3 each of 2 colors 2 poles 1 ramp</p> <p><b>Goal</b> The first player to directly topple their opponent's pole via air-borne strike scores a point; the first player to score twice in a row wins the game.</p> <p><b>Setup</b></p> <ul style="list-style-type: none"> <li>Set ramp and poles aside</li> <li>Players choose disc colors and collect their 3 matching discs; white discs takes the first turn</li> <li>Note that the starting player alternates each round</li> </ul>	<ul style="list-style-type: none"> <li>Players take turns flicking their discs into play from the edge of the table (or play surface)</li> <li>Discs start so that at least some portion is extending over the edge of the table</li> <li>Knocking another disc off the table during setup allows the other player to place the disc wherever they would like</li> <li>The 3rd disc to enter play for each player is their pole-bearer for the duration of the round</li> <li>Once it enters play place a pole on top of the disc; it cannot be flicked</li> <li>Should the black player's pole-bearer knock over the white player's pole during setup simply put the pole back</li> </ul> <p><b>Game Play</b> Players take turns flicking 1 of their discs observing the following limitations in order:</p> <ol style="list-style-type: none"> <li>If the player's pole-bearer was knocked off the table they must spend their turn to flick</li> </ol>	<p>it back on to the table and place their pole on top</p> <ol style="list-style-type: none"> <li>If the player's pole was knocked over they must spend their turn putting it back on top of their pole-bearer</li> <li>If the player's previous shot was a foul they skip their turn as penalty</li> <li>The same disc cannot be flicked 2 turns in a row; note that the previous 3 limitations clear this limit</li> <li>If the disc to be flicked was knocked off the table it enters play from the edge of the table</li> <li>If both of the player's attacking discs are in play they may instead attempt to score a point</li> </ol> <p><b>Scoring</b></p> <ul style="list-style-type: none"> <li>Before attempting to score: place the ramp between the 2 attacking discs so that the taller side of the ramp is against the disc closest to the opponent's pole-bearer</li> </ul>	<ul style="list-style-type: none"> <li>If the ramp will not fit between the 2 discs a score shot cannot be made</li> <li>The further disc is then flicked in an attempt to travel up the ramp and knock down the pole while still air-borne</li> <li>If the disc touches the table before striking the pole or the pole does not fall the ramp is removed and play continues normally</li> <li>If the attempt is successful the player scores a point, the table is cleared and the next round begins with a fresh setup</li> <li>If the same player scores 2 rounds in a row they win the game</li> </ul> <p><b>Foul Shots</b></p> <ul style="list-style-type: none"> <li>Knocking over a player's own pole is a foul; immediately place the pole back on top of the pole-bearer</li> <li>Knocking a player's own pole-bearer off the table is a foul; the opponent immediately flicks the disc into play and places the pole on top</li> </ul>
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