

## **Bo-taoshi**

2-player dexterity micro game based on the Japanese sport of pole-toppling

### **Components**

6 discs - 3 each of 2 colors

2 poles

1 ramp

### **Goal**

The first player to directly topple their opponent's pole via air-borne strike wins the round

Win 2 consecutive rounds to win the game

### **Setup**

1. Select play surface; ideally a smooth table or play mat 2-3' per side
2. Set ramp and poles aside
3. Players choose disc colors and collect their 3 matching discs; white discs take the first turn
4. Players take turns flicking their discs into play from the edge of the table
5. Once a player's 3rd disc enters play place a pole on top of the disc; this is their pole-bearer for the round

Notes:

- Knocking another disc off the table during setup allows the other player to place the disc wherever they would like
- If a pole falls during setup simply put the pole back on top of its pole-bearer
- Pole-bearers must always enter play at least 3" from table edge; use ramp to measure

### **Game Play**

Players take turns flicking 1 of their discs with following results:

- If the disc collides with opponent's pole-bearer causing the pole to fall then they may flick their other disc (once per turn)
- If the player's own pole is knocked over place it back on top of the pole-bearer
- If either pole-bearer is knocked off the table the other player return them anywhere in play
- If any other disc(s) leaves play it must re-enter play (same as setup) on next available turn

### **Toppling**

If both of the player's discs are in play they may use their flick to attempt to topple the opponent's pole:

1. 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
2. The further disc is then flicked in an attempt to travel up the ramp and knock down the pole while still air-borne

Notes:

- Toppling may be attempted even when flicked disc is re-entering play from table edge
- If the ramp will not fit between the 2 attacking discs a topple may not be attempted
- If the disc touches the table before striking the pole or the attempt is otherwise unsuccessful both the flicked disc and ramp are removed from play and the other player then continues with their turn
- If the attempt is successful the round ends

### **End of Round and Game**

The round ends after a successful topple:

- Clear the table and begin next around alternating starting player
- If the same player successfully topples 2 rounds in a row they win the game
- Alternatively the game is won in a "best of 3" or "best of 5" series