

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 airborne strike wins the round

Win 2 consecutive rounds to win the game – alternatively play a “best of 3” or “best of 5” series

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; randomly determine player to go first
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:

- Causing any disc(s) to leave the table during setup allows the other player to place it where 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 and reflick if needed

Game Play

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

- If either pole is knocked over place it back on top of its pole-bearer
- If the opponent's pole is knocked over then the player may flick their other disc (once per turn)
- If either pole-bearer is knocked off the table the other player places them anywhere in play (same as setup)
- If any other disc(s) leaves play its player must use their next flick for it to re-enter play (same as setup)

Toppling

If at least 1 of the player's discs are already in play they may use their flick to attempt a topple:

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 airborne

Notes:

- Toppling may be attempted even when further 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 flicked disc touches the table before toppling the pole or the pole remains upright: both the flicked disc and the ramp are removed from play ending the player's turn

End of Round and Game

The round ends after a successful topple:

- Clear the table and begin next round alternating starting player
- If the same player successfully topples 2 rounds in a row they win the game