

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.

Example of a scoring shot by black:



Setup

Note that ideal play surface is a smooth table or play mat 2-3' per side

- Set ramp and poles aside
- Players choose disc colors and collect their 3 matching discs; white discs takes the first turn
- Note that the starting player alternates each round
- Players take turns flicking their discs into play from the edge of the table (or play surface)
- Discs start so that at least some portion is extending over the edge of the table



Setup continued

- Knocking another disc off the table during setup allows the other player to place the disc wherever they would like
- The 3rd disc to enter play for each player is their pole-bearer for the duration of the round
- Once it enters play place a pole on top of the disc; the pole-bearer cannot be flicked
- Should the black player's pole-bearer knock over the white player's pole during setup simply put the pole back



Game Play

Players take turns flicking 1 of their discs observing the following limitations in order:

1. If the player's pole-bearer was knocked off the table they must spend their turn to flick it back on to the table and place their pole on top
2. If the player's pole was knocked over they must spend their turn putting it back on top of their pole-bearer
3. If the player's previous shot was a foul they skip their turn as penalty
4. The same disc cannot be flicked 2 turns in a row; note that the previous 3 limitations clear this limit since a turn has passed
5. If the disc to be flicked was knocked off the table it enters play from the edge of the table
6. If both of the player's attacking discs are in play they may instead attempt to score a point (see next page)

Scoring

- 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



- If the ramp will not fit between the 2 discs a score shot cannot be made
- The further disc is then flicked in an attempt to travel up the ramp and knock down the pole while still air-borne



Scoring continued

- If the disc touches the table before striking the pole or the pole does not fall the ramp is removed and play continues normally
- If the attempt is successful the player wins the round, the table is cleared and the next round begins with a fresh setup
- If the same player scores 2 rounds in a row they win the game

Foul Shots

Flicking a foul shot causes the player to lose their next turn:

- Knocking over a player's own pole is a foul; immediately place the pole back on top of the pole-bearer
- 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

Note that losing a turn from replacing pole bearer or its pole does not count as the turn lost to a foul shot. The next time the player would be able to flick normally is when they would lose the turn from a foul shot.