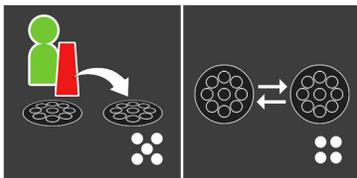
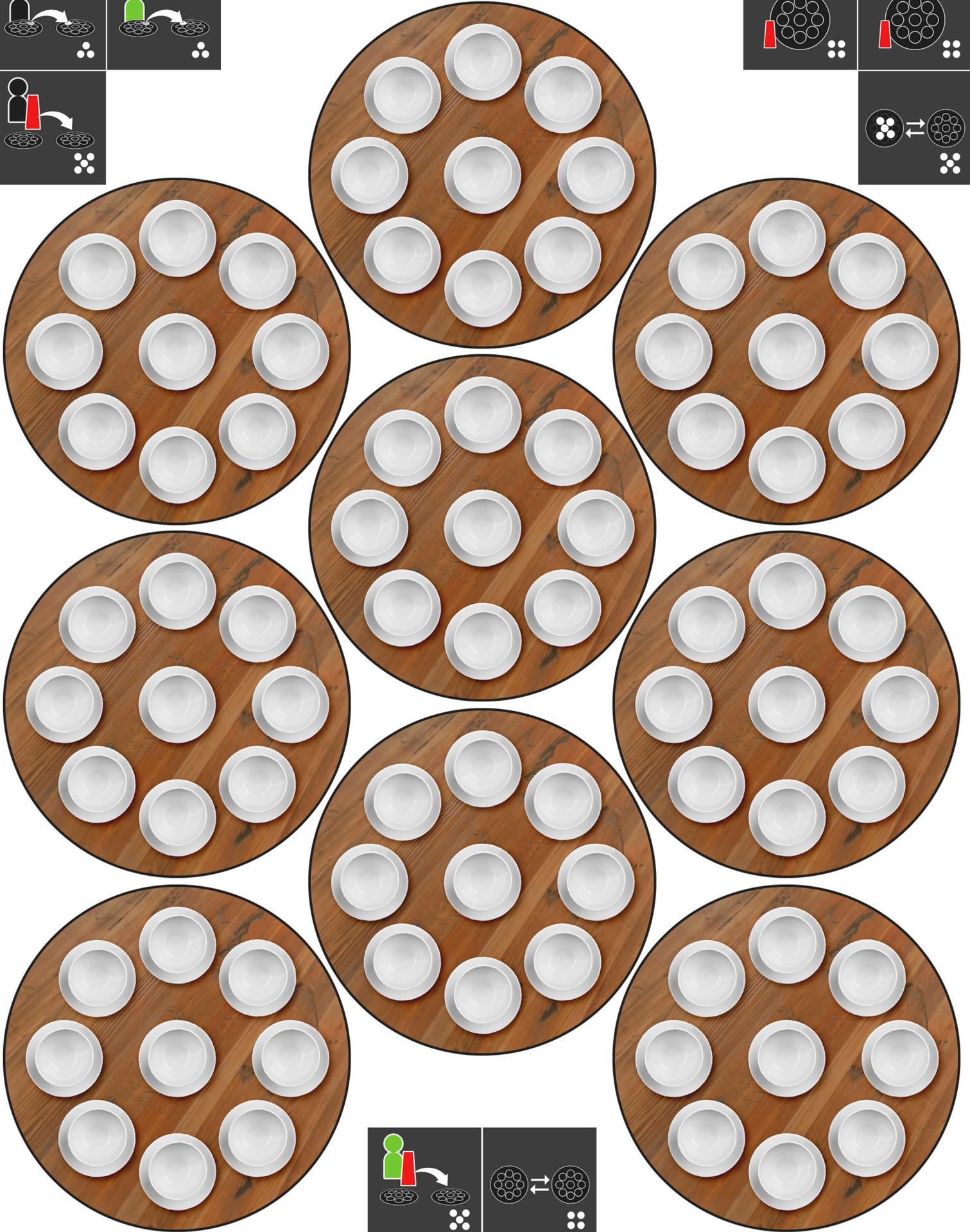
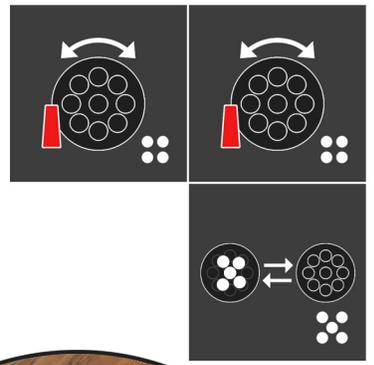
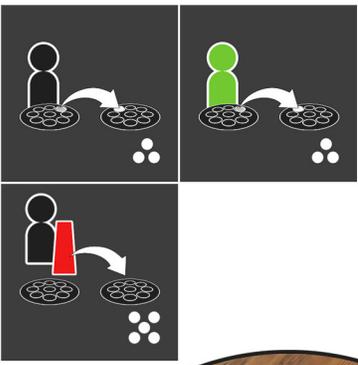


Oolong v2.1.3 PnP



Oolong

Players	Age	Time
2	10+	30 min

Components

80 tokens - 40 black, 40 green
8 square Special Markers
9 round tiles
1 waiter pawn
1 board/playmat (optional)

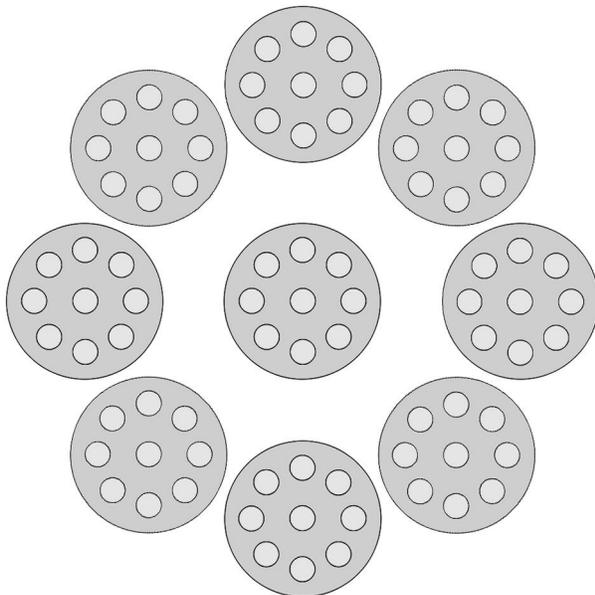
Rules of the Game (for a quick how-to-play video, please visit <https://youtu.be/bFH69SrZMxU>)

THEMATIC OVERVIEW

Oolong is an area-majority strategy game for 2 players set in a Japanese tea house. Each player represents a different tea manufacturer (one black, one green) trying to serve the most of its brand. Once a player has served 5 settings at a table, they have won the favor of that table, and once a player has satisfied 5 tables, they have won the favor of the house, and the game.

SETUP

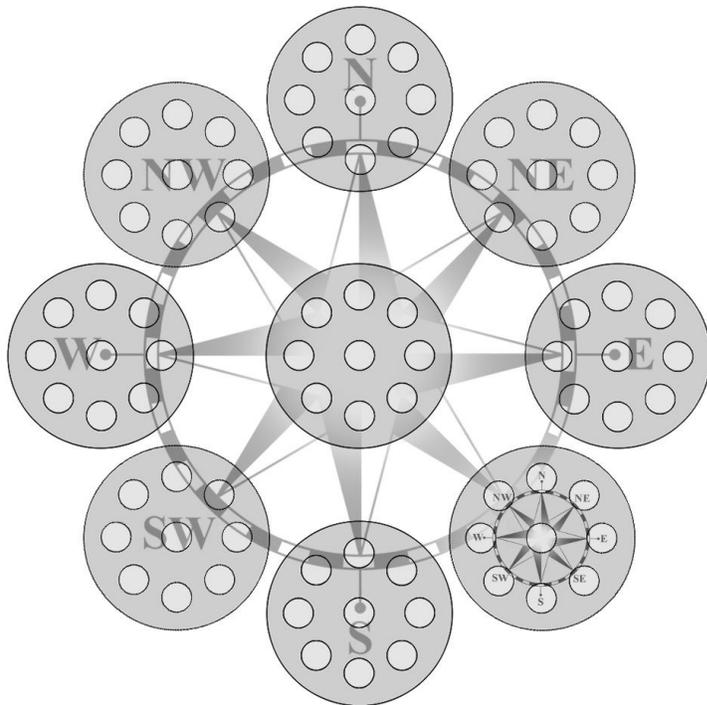
Each player takes a bag of tokens.
Arrange the tiles as shown below:



Randomly place 1 square Special Marker next to each of the 8 perimeter tiles (*not* the center)
Place the waiter pawn on the center space of the center tile.

A Description of the Playing Area

The playing area is comprised of 9 tiles. Each tile has 9 spaces where tokens are played. The tiles in the playing area should be arranged to mimic the layout of the spaces on a tile. In this way, each tile is like a “map” for the overall playing area, with each space corresponding to a tile location. For both setup and play, it may be easiest to picture a compass rose overlaid on the tiles, as shown below:



For the examples included in this document, we will refer to spaces and tiles by their cardinal directions (i.e. N, NE, S, SW, etc, plus the center). For example, the tile above with the **small** compass rose on it would be referred to as the SE tile, and the NE space on that tile would correspond to the NE tile. In fact, the NE space on *every* tile would correspond to the NE tile.

STARTING THE GAME

The player with the black tokens plays first. This player must place the first token on an available space of the center tile (the waiter indicates it is the currently targeted tile). If playing multiple games, the loser of the previous game plays first.

A TURN

On your turn you will 1) place one token, 2) move the waiter accordingly, and possibly 3) trigger a Special Action.

Placing Tokens

Every token's placement is directed as follows: The space on which a token is placed indicates the tile on which the next player will place their token. For example, if John places the first token of the game on the NE space of the center tile, Sarah must place her token on an empty space of the NE tile. She may not direct John to play again on the same tile he was on, and so may not place a stone on the corresponding (center) space. If Sarah places her token on the S space of the NE tile, John must place his next token on the S tile, and so on.

Moving the Waiter

To more easily track where the next player must place their token, the Waiter pawn is moved immediately after a token is placed. Use the following guidelines to correctly place the Waiter:

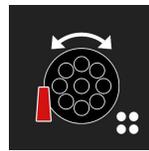
- 1) Place the waiter on the tile on which you have directed the next player to play (e.g. if you placed on token on a NE space, place the Waiter on the NE tile),
- 2) and place it on the space corresponding to the tile on which you just played (e.g. if you placed your token on the center tile, place the Waiter on the center space, covering a stone if there is one already present on the space).

Triggering Special Actions

A Special Marker was assigned randomly to each perimeter tile during setup. These markers describe the special actions that may be taken *immediately* once the requisite number of *matching* tokens have been placed on that tile (e.g. 3, 4, or 5 tokens of the same color). Once the action is taken, the marker is flipped over and will not be used again for the rest of the game. If an action would trigger another action on a different tile, that action also occurs, but multiple special actions are resolved in the order they are triggered. Four of the special actions are taken by the player that placed the triggering token, while the other four are taken by the player whose color is indicated on the marker. Below is a list of the markers and their effects:



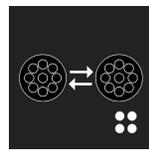
Black player may move one of their tokens from any unclaimed tile to any other unclaimed tile.
Triggered with 3 matching tokens



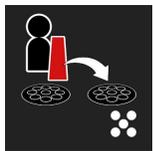
(x2) Triggering player may rotate the targeted tile to any orientation (the waiter rotates with the tile)
Triggered with 4 matching tokens



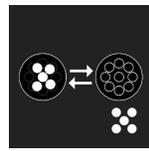
Green player may move one of their tokens from any unclaimed tile to any other unclaimed tile.
Triggered with 3 matching tokens



Triggering player may swap the position of any two unclaimed tiles (without changing their orientation). If waiter is present, he moves too.
Triggered with 4 matching tokens



Black player may move the Waiter from its current space to the same space on a different tile (changing the target tile for the next player)
Triggered with 5 matching tokens

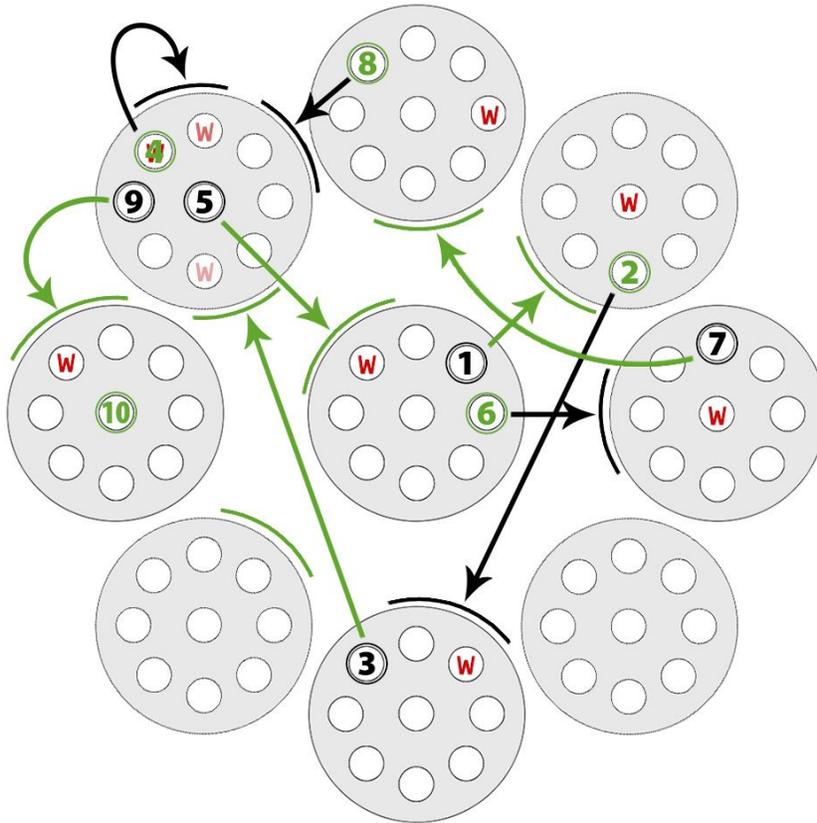


Triggering player may swap the position of any claimed tile with any unclaimed tile (keep orientation). If waiter is present, he moves too..
Triggered with 5 matching tokens



Green player may move the Waiter from its current space to the same space on a different tile (changing the target tile for the next player)
Triggered with 5 matching tokens

The diagram below shows the first 10 moves (5 for each player) of an example game:



1. **Black** plays on NE space of center tile & places **Waiter** on center space of NE tile.
2. **Green** plays on S space of NE tile & places **Waiter** on NE space of S tile.
3. **Black** plays on NW space of S tile & places **Waiter** on S space of NW tile.
4. **Green** plays on NW space of NW tile & places **Waiter** on top of his token.
5. **Black** plays on center space of NW tile & places **Waiter** on NW space of center tile.
6. **Green** plays on E space of center tile & places **Waiter** on center space of E tile.
7. **Black** plays on N space of E tile & places **Waiter** on E space of N tile.
8. **Green** plays on NW space of N tile & places **Waiter** on N space of NW tile.
9. **Black** plays on W space of NW tile & places **Waiter** on NW space of W tile.
10. **Green** plays on center space on W tile & will place the **Waiter** on W space of center tile.

CLAIMING A TILE

Once a player has 5 tokens of their color on a tile, they have claimed majority of that tile. The tile remains in play, though once all empty spaces have been filled with tokens, it is considered complete. If any play (including special actions) would require a player to place their token on a completed tile, they instead choose any space on any other incomplete tile to place their token (it is generally a poor strategic move to direct your opponent to a completed tile).

END OF THE GAME

Once a player has claimed majority on 5 tiles, they immediately win the game. It is not necessary to fill every space on the tiles to complete the game.