Skud Pai Sho

Play online, join the Discord, see full comprehensive rules, and more at The Garden Gate: **SkudPaiSho.com**

Objective

The objective of Skud Pai Sho is to be the first player to create a *Harmony Ring*, a chain of Harmonies that surrounds the center point of the board without touching it.

Harmonies

A *Harmony* is created when two of a player's harmonious Flower Tiles are on the same line with no other tiles or Gates between them, and both tiles are not on Gates.

Similarly, a *Clash* is when two clashing Flower Tiles belonging to either player would be lined up, but no tiles on the board are ever allowed to Clash. So, you cannot make a move if it would result in any tiles Clashing.
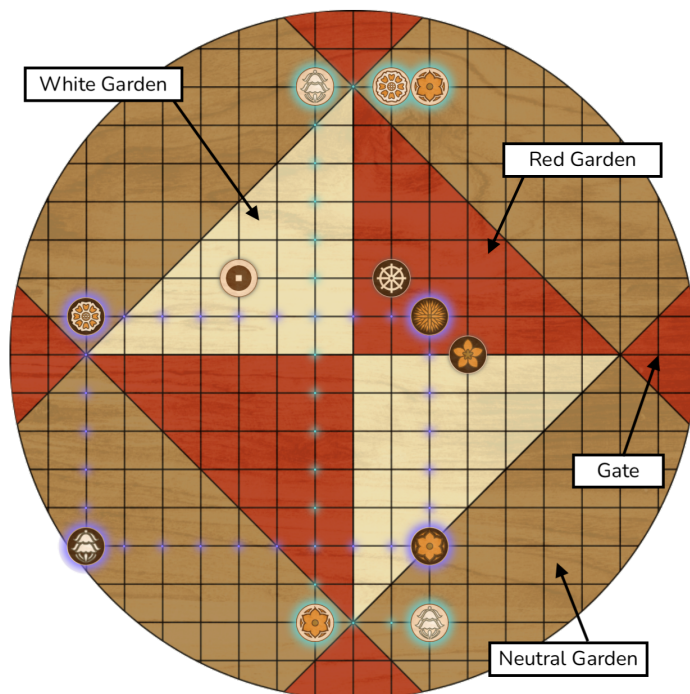
Board

- Tiles are played on the intersections
- **Gates**: There are 4 Gates. Flower Tiles are placed here when played onto the board. Tiles already on the board can never be moved onto a Gate.
- **Gardens**: The different colored areas on the board affect where Basic Flower Tiles can be moved (see *Basic Flower Tiles)*.
- **Blooming and Growing**: Flower Tiles are called *Growing* when they are in a Gate and *Blooming* when they are elsewhere on the board.


Game Setup

Before the first move:

- Players each choose 4 Accent Tiles to play with during the game.
- The *Guest* (first player) chooses a Basic Flower Tile. Each player starts with one of these tiles in opposite Gates.

Then, the Guest makes the first move of the game.

Playing A Turn

During a turn, you either *Arrange* (move a Flower Tile on the board) or *Plant* (place a new Basic Flower Tile in an open Gate).

If you form a new Harmony between any of your tiles when you Arrange, you get a *Harmony Bonus* and may do one of the following:

- Place an Accent Tile on the board
- Plant a Special Flower Tile

- If you have no Growing Flowers (Flower Tiles in Gates), Plant a Basic Flower Tile

Basic Flower Tiles

Players have 3 of each Basic Flower Tile. They...

- Move up to as many spaces as the number in their name
- Form Harmony with adjacent tiles in the circle
- Clash with opposite colored same-numbered tiles
- Capture Clashing tiles by landing on them
- Cannot end their turn completely inside an opposite-colored Garden (though tiles may move through any empty space)
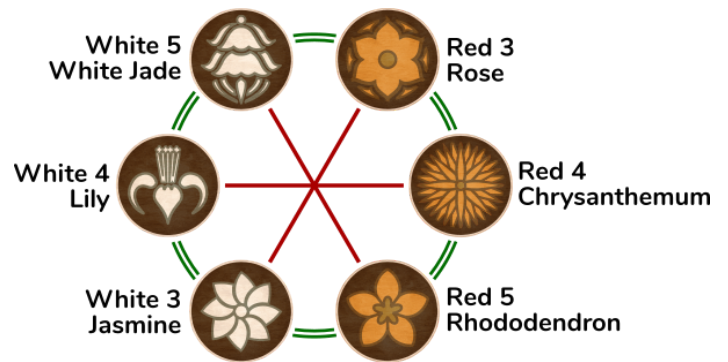
Accent Tiles

Players have 2 of each Accent Tile (but discard 4 before the game). *Accent Tiles cannot be placed in a Gate, be played in a way that moves a Basic Flower Tile into an opposite-colored Garden, or causes tiles to Clash.*

Rock – Played on an open intersection. Cancels Harmonies on horizontal and vertical lines it lies on and cannot be moved by a Wheel.

Wheel – Played on an open intersection. Rotates all surrounding tiles one space clockwise (as long as it does not move tiles off the board or onto or off of a Gate).

Knotweed – Played on an open intersection. Cancels Harmonies formed by surrounding tiles.

Boat – Played on a Flower Tile or Accent Tile. Moves a Flower Tile to a surrounding space (the Boat takes the original place of the Flower Tile) or removes an Accent Tile from the board (remove the Accent and Boat tiles from the game)

Special Flowers

Players have 1 of each Special Flower Tile.

White Lotus – Moves up to 2 spaces. Forms Harmony with all Basic Flower Tiles of either player (the Harmony belongs to the player who owns the Basic Flower Tile)

Orchid – Moves up to 6 spaces. Traps opponent's surrounding Flower Tiles so they cannot be moved except by an Accent Tile. If you have a Blooming White Lotus (meaning, it has moved out of its Gate), your Orchid...

- Can be captured by any Flower Tile
- Can capture Flower Tiles

Ending The Game

The game ends when a player forms a *Harmony Ring* and wins.

The game will also end when a player plays his or her last Basic Flower Tile. When this happens, the player with the most midline-crossing Harmonies on the board when the game ends wins.