

# Bodsoi

*A Head to Head Strategy Game*



2 or 4  
Players



Ages  
10+



Play Time  
20-30 min

[www.bodsoi.com](http://www.bodsoi.com)

# Bodsoi

*A Head to Head Strategy Game*

## Game Contents

- 1 Instruction booklet
- 1 Game board
- 1 Tile pouch
- 75 Bodsoi game tiles:

50 corner tiles



and 25 straight tiles



## Introduction

Bodsoi is a head-to-head game of symbol matching and path making that requires strategy, luck and skill. You can play your tiles to advance your own paths or to interfere with your opponent. You can put all your effort into one path, or you can hedge your bets by working on multiple paths at once.

Your objective is to create a path the across the board from any edge to the opposite edge.

You can play Bodsoi with two players or with four players. For details on the four player rules, see the Four Player Variation section of the instructions (Page 7).

## Bodsoi Symbols

There are five different Bodsoi symbols.



# Game Play

## Getting Started

1. Place all the Bodsoi game tiles in the tile pouch.
2. Select a color (blue or yellow) for each player.
3. The blue player goes first.

## On Your Turn

On each turn, you will begin by drawing a tile from the tile pouch. You can place that tile on the board immediately, or you can say, “pass” and keep the tile for a later turn.

## Passing Your Turn

If you choose to pass, you will already have a tile at the beginning of your next turn, but you will still draw a tile from the tile pouch. Then you must choose whether to play the new tile, or the saved tile (or to pass again). You are never allowed to place more than one tile on the board in a single turn, but having more than one tile to choose from can be a big advantage.

You are never allowed to have more than five tiles at once. If you already have five tiles at the beginning of a turn, you do not get to draw another one. You must play one of the tiles you already have or pass even if there is no place on the board where your tiles can be played.

## Playing Tiles

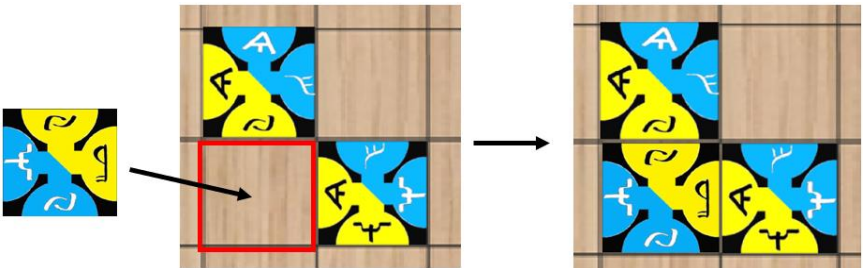
You do **not** have to start building a path at one end of the board and proceed to the other. Tiles may be played in any location at any time. However, when you play a tile next to other tiles that are already on the board, you must match at least one symbol in your own color. You do not have to match the symbols or colors of all the tiles next to your tile; you only have to match one symbol, and it must be in your own color.

You do **not** have to use your tile to advance a path that you have already started. You may start new paths, continue existing paths, or try to interfere with the paths of your opponent. The only restriction is that when you play next to a tile that is already on the board, you must match **one** symbol, and it must be in your own color.

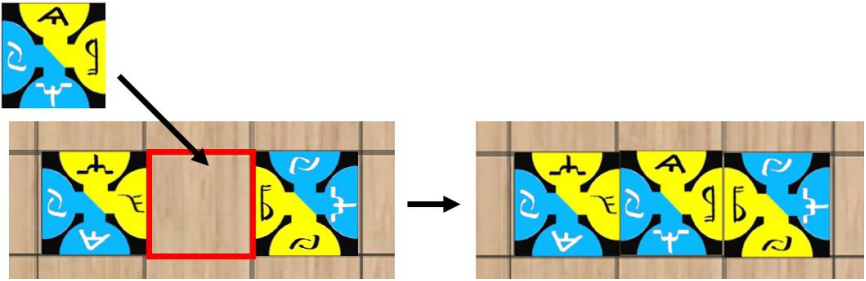
**Examples of plays that are allowed:**



Playing a tile not touching any other tiles is always allowed, regardless of whether it is next to the edge of the board or not next to anything.

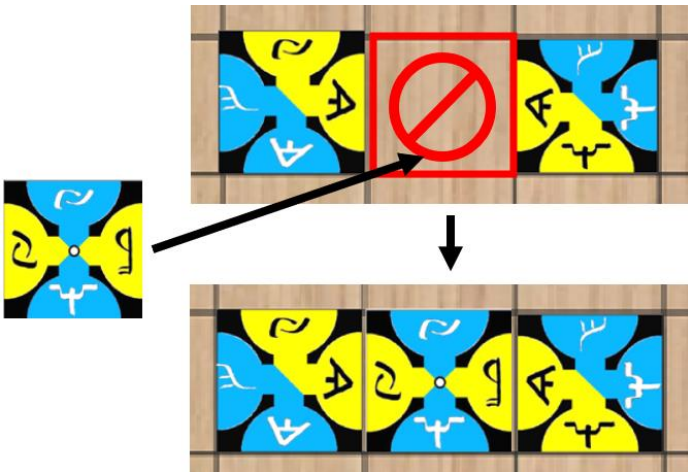


When playing next to other tiles, you must match **one** symbol in your own color. This tile matches the symbol above it, so it is allowed (for yellow). The blue player is not allowed to place this tile here, because the matching symbols are not blue.

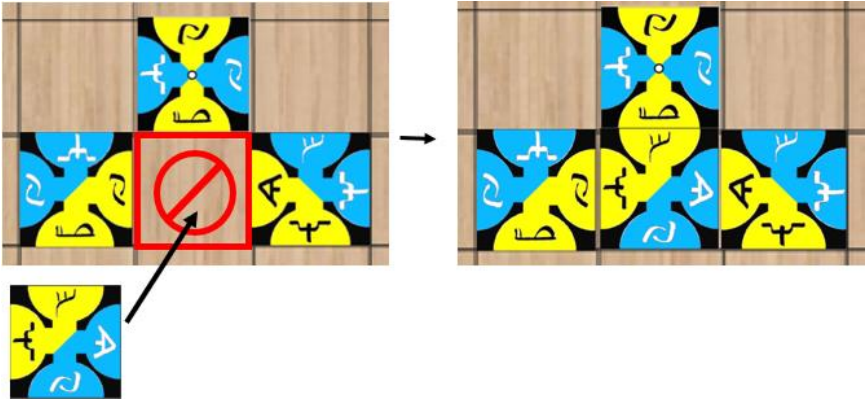


This play is allowed (for yellow) because the yellow player has matched **one** symbol. The other sides of the tile do **not** have to match the symbol or the color. This is one way to block your opponent's path.

**Examples of plays that are not allowed:**



This move is **not** allowed, because there are adjacent tiles, but no matching symbols



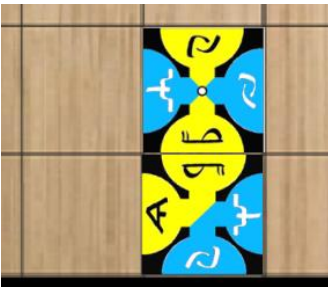
This move is **not** allowed, because the matching symbols do not have matching colors.

## Winning The Game

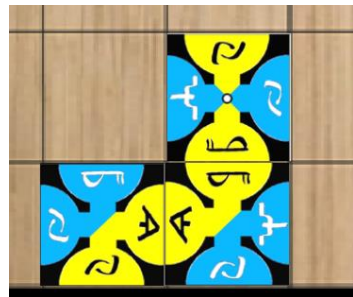
### Winning by a Bodsoi

If you complete a path in your own color that is anchored at both ends and reaches the whole way across the board, you win immediately. This is called a Bodsoi.

A path is anchored when it runs into the edge of the board. It is not anchored just by reaching the final row of the board.



Yellow path **NOT** anchored



Yellow path anchored

If you place a tile that completes a Bodsoi in your opponent's color, your opponent wins immediately. If playing one tile completes a Bodsoi for both players at the same time, the player who placed the tile wins.

## Winning by Score

If nobody completes a Bodsoi, the game ends when all squares on the board are full or when both players have five tiles on their rack and neither player is able or willing to play a tile. At the end of the game, if you are only able to play a tile that will help your opponent, you do not have to play it. You may pass until your opponent is also not able or willing to play any more tiles.

When the game ends without anybody completing a Bodsoi, the winner is determined by the best scoring path. The best path is one that is anchored at any edge and ends as close as possible to the opposite edge.

The score for a best path depends on what row the last tile is in. A path that starts on one end of the board and ends in the fourth row (counting from the side where it starts) is worth four points. If a path starts at one end of the board goes as far as the seventh row, but then it comes back to the fifth row, it is only worth five points. The rows are numbered at the edges of the board to make it easier to tell the row where a path ends.

A path that is not anchored to either edge of the board is not worth any points, regardless of how long the path is or where it ends. To count as a best path, it must be anchored to one edge of the board.

If the best path of both players is of equal score, the winner is the player whose second best path has the highest score. If the second best paths of both players are also equal, then the third best path will decide the winner, and so on...

## Four Player Variation

Although Bodsoi is a head to head game, it may be played two on two instead of one on one. In a four player game, gameplay proceeds clockwise beginning with the first blue player, then the first yellow player, then the second blue player, then the second yellow player.

Teammates may not communicate with each other about what tiles they have or where they should place tiles.

All other rules remain the same.

## Tips and Tactics

Pay attention to your opponent's paths. Sometimes you can benefit more from blocking an opponent's path than you can from making additions to your own path.

Work on multiple paths at once. If you commit everything to one path and it gets blocked, you may fall behind.

Remember that you do not have to start building your path at the edge of the board. Sometimes it works best to start in the middle or to connect several broken paths.

Use the tiles your opponent places. Every tile has a blue portion and a yellow portion. Often, when your opponent plays a tile, it can be used as part of a path in your color also.

The straight tiles get you across the board in fewer turns, but they also create a place where your opponent can cross your path. The corner tiles do not allow your opponent to cross your path, so they can be better for defensive plays.

Think about what your strategy will be for passing or playing tiles. You might prefer to pass several times early in the game so that you will always have more than one tile to choose from. Or you might want to avoid falling behind by never giving up a chance to place a tile on the board.



**For comments, questions, and inquiries visit:  
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