

# Fire Pai Sho

A game of chance and skill for 2 players.

## INSPIRATION AND CONCEPT

Fire Pai Sho is an attempt to make a game of Pai Sho that is elegant and harmonious, requiring skill, while also having a significant luck element. I also wanted to make a game in which the so-called White Lotus Gambit seen in ATLA is a legitimate and interesting strategy, and generally appears similar to the game as depicted in the White Lotus Gambit scene.

Fire Pai Sho is a variant to Skud Pai Sho, with some twists that make it faster-paced and influenced by chance. Fans of Skud can jump to the end of the rules for a quick summary of the differences from Skud.

## OBJECT OF THE GAME

The object of Fire Pai Sho is to form a *Harmony Ring*, a chain of Harmonies that go around the centre of the board.

## MATERIALS

- standard Pai Sho board
- 36 tiles. Host and guest each have:
  - 2 of each basic flower tile (rose, chrysanthemum, rhododendron, jasmine, lily, white jade)
  - 1 of each accent tile (rock, wheel, boat, knotweed)
  - 1 of each special flower tile (white lotus, orchid)

## HARMONY

A Harmony is created when two of a player's harmonious Flower Tiles (defined in below) are on the same line with no other tiles or Gates between them.



Game design by Adder Oaks.

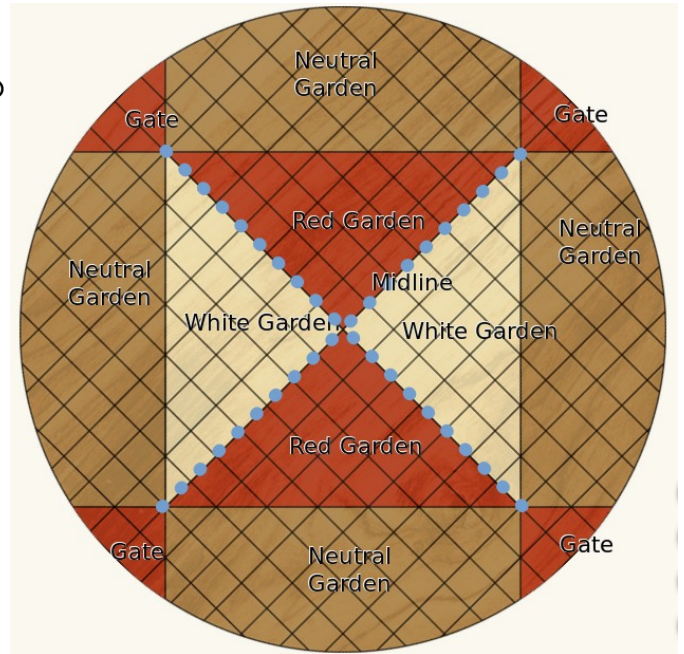
Original Skud Pai Sho game design by [skudpaisho.com](http://skudpaisho.com). Tile designs and game images from [skudpaisho.com](http://skudpaisho.com).

## DISHARMONY

Similarly, a Disharmony is when two clashing Flower Tiles belonging to either player would be lined up, but no tiles on the board are ever allowed to be in Disharmony. One cannot make a move if it would result in Disharmony.

## BOARD

- The board is oriented as the players agree upon. Although it is suggested to be played with each player facing a long red edge (as seen in the White Lotus Gambit scene), players may prefer "Skud" orientation in which players are seated behind the gates.
- The **4 gates** are situated in the triangles on four edges of the board. Tiles may not be placed on the gates nor move onto a gate, and harmonies may not form through gates.
- The **gardens** are different colored areas on the board, and affect where Flower Tiles may be placed and moved.



## SETUP

Players place one of each Basic Flower Tile and both Special Flower Tiles (White Lotus and Orchid) face-up in front of them. These form each player's Library.

The remaining tiles (one of each Basic Flower Tile and one of each Accent Tile for each player) are turned face-down and placed randomly in a stack for each player. These form each player's Reserve.

The guest makes the first move, playing a tile onto any midline point of the board, this is any point that sits on the border between the red and white gardens.

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## PLAYING A TURN

Tiles are played and moved on the intersections of the board lines.

During a turn, a player may either **Arrange** (move a flower tile on the board) or **Plant** (place a new flower tile). Flower Tiles may be planted in any neutral garden but not the midlines or center, except guest's initial center placement.

If the turn player forms a new Harmony between any of their tiles when they Arrange or Plant, they get a **Harmony Bonus** and must immediately place a random tile from their reserve. A Harmony Bonus only occurs once per turn; subsequent Harmonies do not result in a chain of bonuses.

## BASIC FLOWER TILES

Players have one of each basic flower tile in their Library and one of each basic flower tile in their reserve. Each Basic Flower Tile has a color and harmony number.

The **color** of a Basic Flower Tile is either Red or White. Red tiles may not enter the White Gardens, and White Tiles may not enter the Red Gardens. Color is also used to determine Harmonies and Clashes.

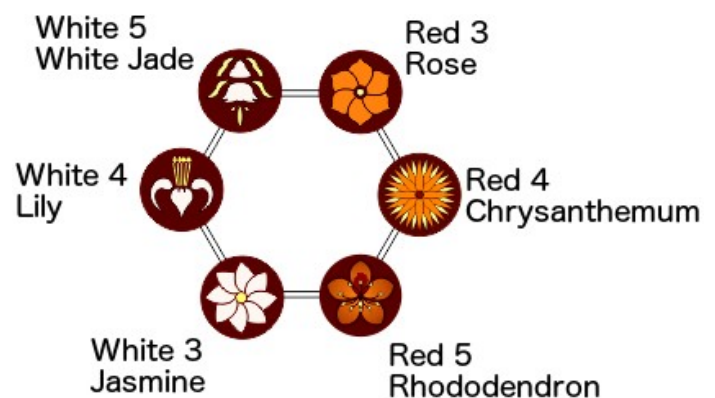
The **harmony number** of a Basic Flower Tile is either 3, 4, or 5. When arranging, tiles may move a number of spaces equal to their harmony number. Harmony numbers are also used to determine Harmonies and Clashes.

Basic Flower Tiles form harmony with same-colored tiles whose harmony number is one higher or lower than theirs, with the exception that the 3 of one color forms harmony with the 5 of the opposite color.

Basic Flower Tiles clash with tiles that are of the opposite color and the same harmony number.

In other words, Basic Flower Tiles form harmony with adjacent tiles in the harmony chart and clash with tiles opposite them in the harmony chart.

## HARMONY CHART

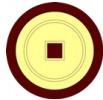


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## ACCENT TILES

Players have one of each Accent Tile in their Reserve. Accent Tiles may not be placed in a way that moves a Basic Flower Tile into an illegal position (into an opposite-colored garden, onto a gate, off the board, or into clashing position).



**Rock** - Played on an open intersection. Creates Harmonies between all same-player tiles on horizontal and vertical lines it lies on.



**Wheel** - Played on an open intersection. Rotates all surrounding tiles one space clockwise.



**Knotweed** - Played on an open intersection. All surrounding tiles forms harmony with all other same-player 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 FLOWER TILES

Players have 1 of each Special Flower Tile in their Library.



### White Lotus

- Moves up to 2 spaces.
- May move into any Garden.
- Forms Harmony with all Flower Tiles of either player except the White Lotus (the Harmony belongs to the player who owns the Basic Flower Tile).



### Orchid

- Moves up to 6 spaces.
- May move into any Garden.
- Forms no natural harmonies, but may form harmonies according to special effects (from Rock, Knotweed, and White Lotus).

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## END OF GAME

The game ends when:

- A Harmony Ring is formed. A Harmony Ring is a chain of Harmonies of one player that goes around the center point of the board. The player who achieves the Harmony Ring is the winner. The player to whom the ring belongs is the winner.
- A player places the last tile from their Reserve. The player with the most midline-crossing harmonies wins.

## DIFFERENCES FROM SKUD PAI SHO

- Players have two of each basic flower tile and one of each special tile (accents and special flowers). One copy of each basic flower and one copy of each accent tile are placed in the random reserve.
- Flower tiles are not placed in the gates, but rather anywhere outside of the Red and White Gardens (outside borders are okay).
- Harmony bonuses result in playing a tile from the random reserve, not a tile of one's choice.
- There is no capturing!
- The Rock and Knotweed have their effects inverted relative to Skud. The Rock makes any same-color tiles on its lines harmonize, and the knotweed makes any surrounding tiles harmonize with all other same-color tiles.
- The White Lotus also forms harmonies with the Orchid.
- The Orchid has neither its trapping or capturing power. It may, however, form harmonies based on the powers of White Lotus, Rock, and Knotweed.

## GAME OPTIONS

Players may employ one or both of the optional rules below.

### Ethereal Accent Tiles

Accent tiles do not disrupt harmonies; harmony lines pass through them. This usually makes the game more offensive and end quickly.

### Double Accent Tiles

Players begin with two of each accent tile. This decreases the likelihood of playing new flower tiles on harmony bonuses, but increases the ability to manipulate existing tiles with the effects of accents.

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