Bridge to Penglai

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A competitive strategy game in which treasure hunters match pieces to build a bridge to Spirit Isle.

Ages 10+
3-5 Players

Story
Legends state that every 100 years on the mythical isle of Penglai, the spirits of the temple offer up immortality for the first mortal to arrive at the island. A team of treasure hunters from around the globe must work together to build a bridge across the magical waters to reach the island, but at the same time, compete to be the first one to reach Penglai and win the gift of immortality.

Objective
To get to the other side (from the starting point to Penglai) before the other hunters arrive.
How to Play

RULES:
1. Place all the game tiles in the game box and shuffle.
2. Next players pick three tiles (must be numbers) and arrange them randomly on the 3 tiles that enclose the starting corner of the board. (These 3 tiles cannot be removed at any point in the game. Also note that the starting corner and ending corner are both null and don’t require the player to place a tile on them.)

Figure 1. The First Tiles

3. All players draw 5 tiles each, and roll to see who starts. The play starts with the player with the highest roll, and continues clockwise.
4. On each turn, the player has a building phase and a moving phase, which can occur in either order, but not together. In the building phase, the players place cards on the field. See the following.

THE BUILDING PHASE:
- Players place a tile on the field. Tiles must be placed adjacent (not diagonal) to any other tile on the field.
- Tiles must be either the same number or same color as all adjacent tiles.
- If the tile placed is the same color as an adjacent tile and the number is one less, one greater than, or equal to the number of said tile, the player may place another tile during their turn. Players may do this multiple times to make a combo and place more tiles during their building phase. See rule cards for examples of combos.
- Once the player is finished, or runs out of tiles, the building phase is over. The player may replenish the 5 tiles in his hands by drawing new ones. The player may also choose to discard all cards currently in his/her possession to draw 5 new cards. Cards may only be drawn at the end of the turn.

Figure 2. Building Phase – Legal Moves
THE MOVING PHASE

- The player rolls the die. This is the maximum amount of spaces the player may move on his/her turn.
- The player can move on any grid that has a tile on it.
- At the end of his/her turn, the player must be on a different tile that he/she started one.

5. There are also a few special cards:
   **Bomb**: Remove any adjacent (not diagonal) tiles as well as itself when placed on the board. If a player is on any of the tiles that are to be removed, see rule #6. Add all removed tiles back into the pile and re-shuffle.

   ![Figure 3. Bomb](image)

**Tsunami**: Remove all the tiles in either the horizontal or vertical direction from the tile as well as itself. If a player is on any of the tiles that are to be removed, see rule #6. Add all removed tiles back into the pile and re-shuffle.

   ![Figure 4. Tsunami](image)

6. To bomb a tile with a player standing on it, the bomber must roll a number equal to or greater than the number of the tile the player is on. For instance, if the player being bombed is on a ‘4’, the bomber must roll a ‘4’ or above to affect them; otherwise nothing happens. If the bomber is successful, the tile is removed and the bombed player moves to the beginning. The ‘bombed’ player then gets to roll immediately to move forward, before the original player’s turn ends.

7. Get to the other side! Strategies include, bombing other players back to the start, purposely stopping your roll at higher number tiles, moving backwards, etc.

**Spirit (Yin-Yang) Tiles**: Can be placed in any adjacent position next to any tile regardless of color or number. Spirit tiles are not affected by bombs! They stay on the board until the game ends.

   ![Figure 5. Spirit Tiles](image)