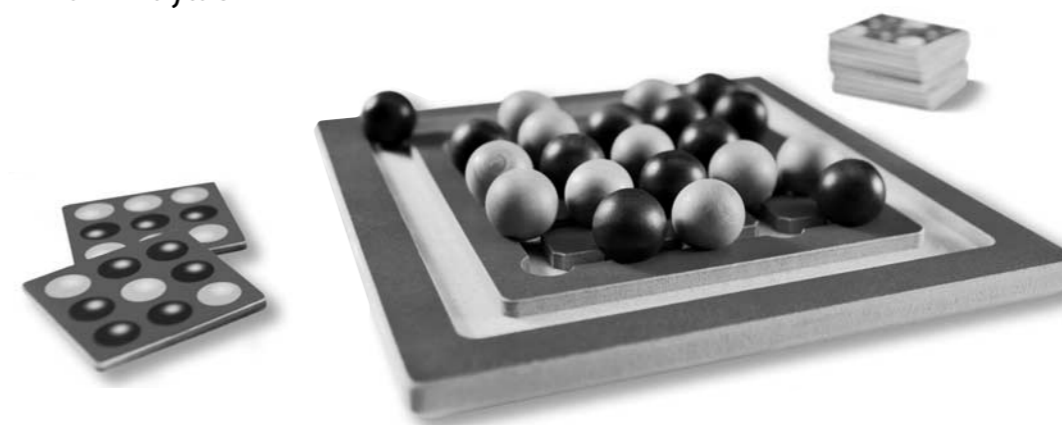


# Tomoko

Convoluting ball rolling for 2-4 sophisticated tacticians.

The fun increases ball for ball: 3 times 3 balls form an ideal combination. The player who thinks ahead before moving and who can quickly change their mind when they see the right pattern forming, will be the winner.

- Players:** 2 to 4 players  
**Contents:** 1 game board, 30 wooden balls (15 dark and 15 light),  
36 pattern cards, 1 cotton bag, large print instructions  
**Author:** Tom Wuytack



## Aim of the game

Each player receives two pattern cards both of which show a pattern of 9 balls. The players try to achieve their patterns by shoving balls onto the game board. The cards are laid on the table by the player each time they successfully place a pattern. The game ends when one player has been able to collect 10 (5 or 3) pattern cards.

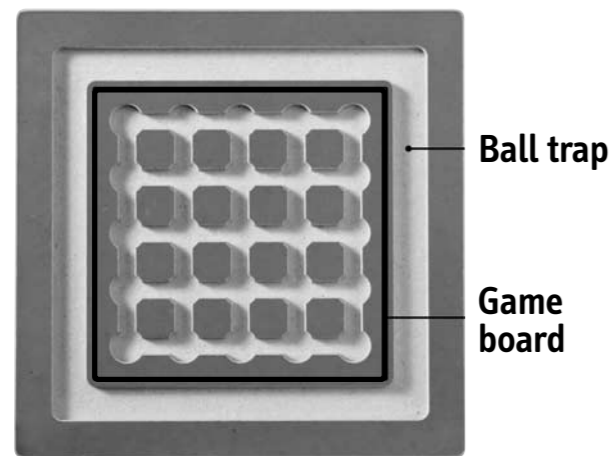
## Preparation

All the balls are placed in readiness next to the board in the cotton bag.

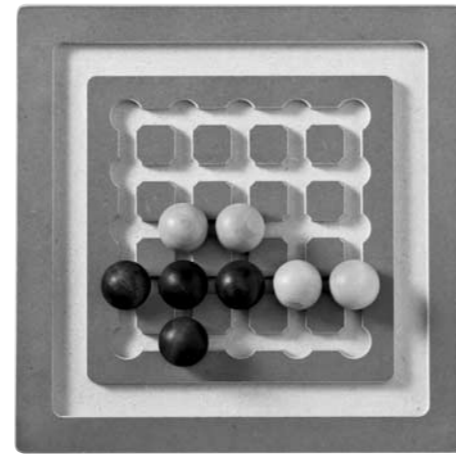
At the start of the game, each player receives **two pattern cards**, which they hold **concealed** in their hand. Each pattern card shows a unique combination of nine balls. All other cards are placed face down next to the game board.

## Course of the game

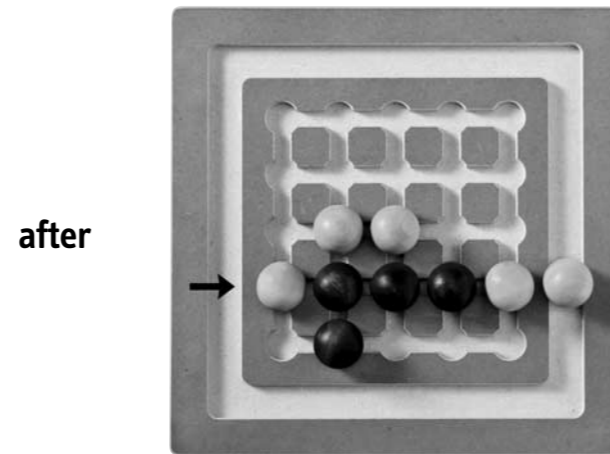
The game is played in a clockwise direction and the tallest player begins. The player whose turn it is takes any ball from the cloth bag and rolls it onto the board from the side. The following rules apply:



- The balls are only allowed to be rolled into the game **from the edge of the board**. Placing the balls into the middle of the board is not allowed.
- New balls should always be rolled from the edge onto the board. Balls already on the board will then be shoved further along the row on the board.
- A new ball may be rolled onto the board from any side.
- When a ball from the end of a row is pushed off the board and into the ball trap by the placing of a new ball (see photo), it is put back in the cotton bag.



before



after

- The move of the previous player may not be reversed immediately.

The next player then begins their turn.

### Tip:

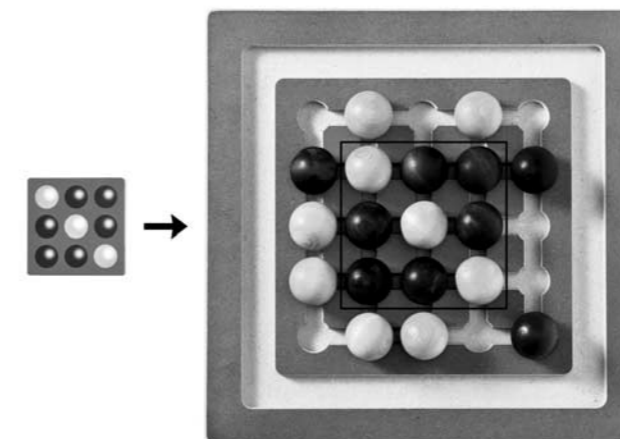
It is sometimes helpful to turn the pattern cards around in order to see a different eye-view of the pattern.

## The laying of pattern cards

The player who succeeds in **producing the pattern** on their card by the positioning of their last ball, lays the card with the pattern on the table in front of them. Should the pattern on cards from other players also be formed by this move, they may also place their card in front of them even though it **wasn't** their move that formed the pattern.

As soon as a card is laid, the player may take a new card from the pile. This new card may be compared immediately to the patterns on the board.

The next player takes their turn. They do not have to wait until all comparisons have been made by their opponents. The quickest player has the advantage.



## End of the game

The game ends when, in a game with **2 players**, one player has laid **10 pattern cards**, in a game with **3 players**, **5 cards**, and in a game with **4 players**, **3 cards**. This player is the winner. Of course, the others can always continue playing. There will be more than one winner in the case of more players laying their last cards at the same time.

### Tip:

The players can shorten the game by randomly **filling the game board** with balls **at the beginning** of the game. They then receive their cards and can begin looking for their patterns. This will shorten the game by 10–15 minutes.

## Variation for 4 players

A game with 4 players can be played **in teams**. Each team has two players and the team members **may not** move directly after each other.

Each team receives two pattern cards and must use teamwork to try to form the patterns. They should not verbally discuss their modus operandi with their partner otherwise the opposing team will try to hinder the forming of their pattern. The team members may swap their cards at any time during the game.

### **Tip:**

The players should hand the team's cards to their partner as soon as they have taken their turn so that they can prepare their next move.

The first team to lay 5 pattern cards in front of them, is the winner.

## Variation – Play with open cards

Each player receives 3 instead of 2 cards at the beginning of the game, which they lay on the table in front of them, **face side up**. In this variation it is possible for a player with foresight to hinder their opponents forming their patterns. The first player to lay 5 cards is the winner.