

# TRYP SYLON<sup>®</sup>

AUF ZU NEUEN UFERN

			
2	10+	5-45 mins	

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

Authors: Robert Witter & Frank Warneke

instructions in additional languages available at:

[wiwa-spiele.com/instructions](http://wiwa-spiele.com/instructions)

## Contents:

Y Game instructions



Y 8 frame elements

Y 36 TRYP SYLON cards

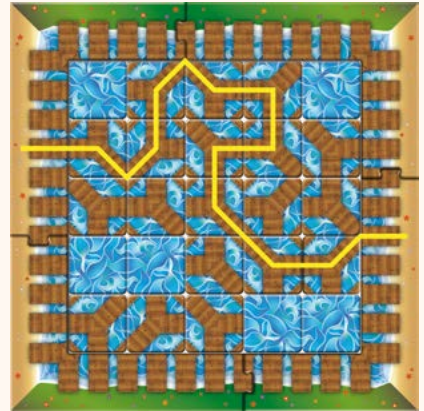


Y 2 target cards



## Objective:

- Y Lay out a pathway from one side of the playing area to the opposite side as quickly as possible.
- Y One player has to connect the two yellow beaches, the other player has to link up the two green meadows.
- Y ...but don't imagine it's going to be easy! At each move, existing pathways are shifted and new ones are created that can quickly help your opponent to victory, too.



## Variations:

The game has two variations:

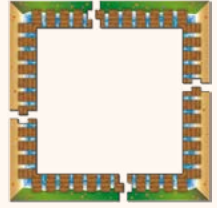
Y **TRYP SYLON** (from page 3)

Y **TRYP SYLON Expert** (for advanced players, from page 11)

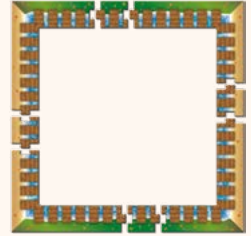
## Preparation:

- Y Set up the frame on a smooth surface that is large enough.

The four corner elements are sufficient to get started. This provides a playing area for 5x5 cards.

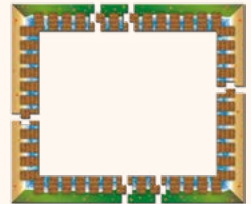


Advanced players additionally use the four border elements, expanding the playing area to 6x6 cards.



To compensate for different skill levels it is possible to only use 2 border elements, creating a rectangular frame for 5x6 cards.

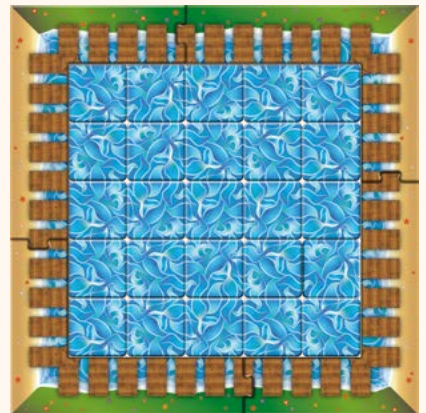
See **Skill level compensation** on page 12.





- Y Now remove as many cards from the box as necessary to completely cover the playing area. The remaining cards are not required.

- Y Place the cards face down inside the frame so that the cards do not overlap and the frame is completely filled.

- Y The players agree on who is to connect the two beaches and who is to connect the two meadows.



They each place the corresponding target card **beach**  or **meadow**  in front of them.

- Y Lots are drawn to decide who starts. If several games are played in series, the loser of the last game always starts the next game.



## How to play TRYPSYLON:

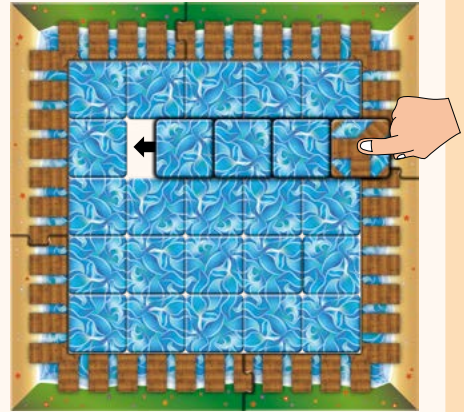
The player whose turn it is can generally always choose between making a **simple move** or an **open move**.

If the opponent has previously made an open move, there is a third option: the **double move** (exception: see Endgame).

The player who starts always begins with a simple move.



### Simple move

- Y Take any card lying **face down**  from the playing area and push it **face up**  back into the playing area from the edge, ensuring it is pointing in the desired direction.
- Y Then **using this card**, push another card positioned at the edge (i.e. possibly including adjacent cards) inwards in such a way that the vacant space is filled again.
- Y At least one other card **must** be moved with the card that is inserted!
- Y The inserted card becomes the new edge card. When inserting the card, pay attention to the direction in which it is pointing, too! The direction in which the card is inserted determines how it comes to rest at the edge.
- Y For examples, see **Pushing mechanism**.
- Y This ends the move: it is now the other player's turn to make a **simple move** or an **open move**.



## Open move

**Note:** After one player makes an open move, the other player may perform a double move!

Y Take any **face-up** card  from the playing area and push it **face-up**  back into the playing area from the edge, ensuring it is pointing in the desired direction.

**Exception:** The last card inserted (by the previous player) must not be taken!

Y Then **using this card**, push another card positioned at the edge (i.e. possibly including adjacent cards) inwards in such a way that the vacant space is filled again.

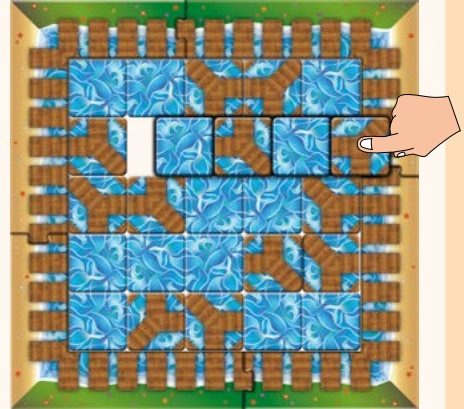
Y At least one other card **must** be moved with the card that is inserted!

Y The inserted card becomes the new edge card. When inserting the card, pay attention to the direction in which it is pointing, too! The direction in which the card is inserted determines how it comes to rest at the edge.

Y For examples, see **Pushing mechanism**.



Y This ends the move: it is now the other player's turn to make a **simple move**, an **open move** or a **double move**.

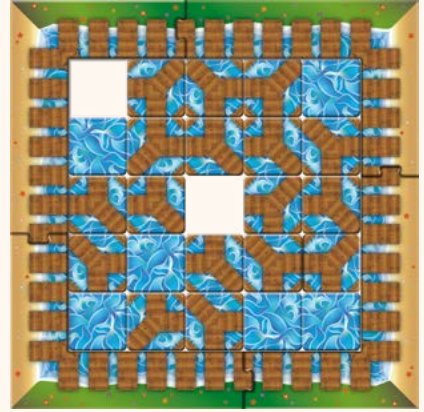
**Exception:** Once the endgame has begun, double moves are no longer permitted.



## Double move

**Note:** A double move is only possible after the other player has previously performed an open move!

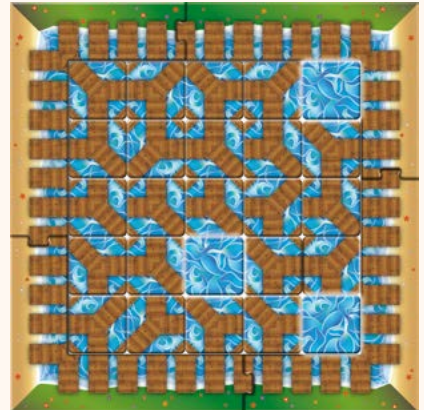
- Y First of all, take **two** cards from the playing area that are **face down** .
- Y Then push these two cards back in, one after the other, face up  (see **Pushing mechanism**).
- Y After the second card has been inserted, the move is over and it is the other player's turn to make a **simple move** or an **open move**.
- Y A player does not have to make a double move: it is possible to make a simple move or an open move instead.



If an open move is taken, the other player can subsequently take a double move in the usual way if they wish.

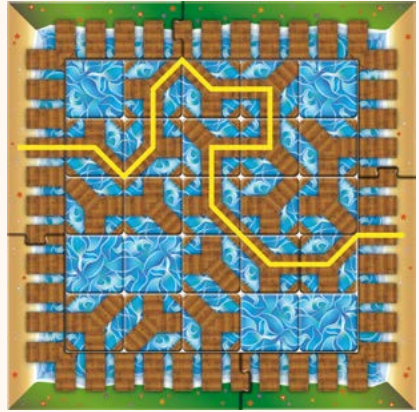
## Endgame

The endgame begins when there are only three or fewer face-down cards left in the playing area. In the endgame, a **face-down** or a **face-up** card may be taken at any time without the other player being allowed to make a double move afterwards.

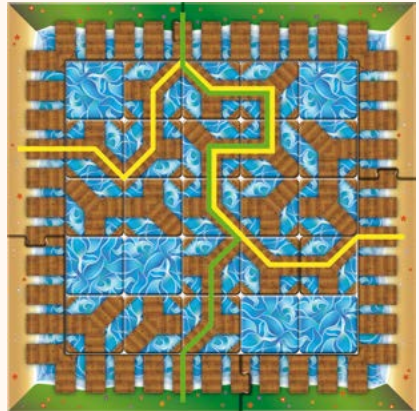


## Game over:

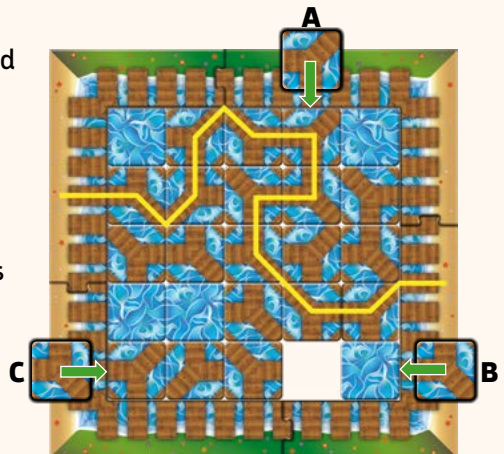
Y As soon as (after the completed move) two opposite sides are completely connected (see **Valid pathways**), the player with the complete pathway wins.



Y When both the beaches and the meadows are completely connected, the player whose turn it was is the winner, i.e. the player who completed the pathways.

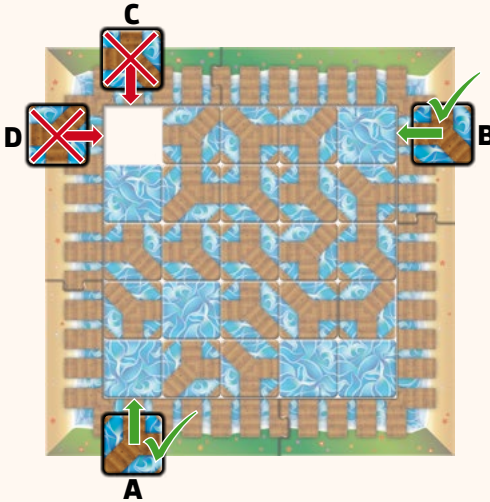


Y **Special case:** If a pathway is completed using the first card in a double move, this does not yet count as a win. The game is only over when one or both pathways are complete after insertion of the second card. So in the example on the right, yellow's victory could still be prevented by means of move A.



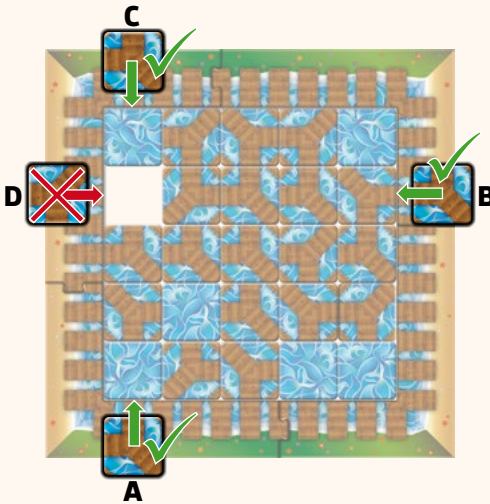
## Pushing mechanism:

A card that is removed must always be pushed in **from the edge** in such a way that at least one other card is moved and the vacant space is filled again (or in the case of a double move, one of the two vacant spaces). To do this, simply use the card that has been removed to push the edge card into the vacant space. Also note the direction of rotation of the card to be inserted!



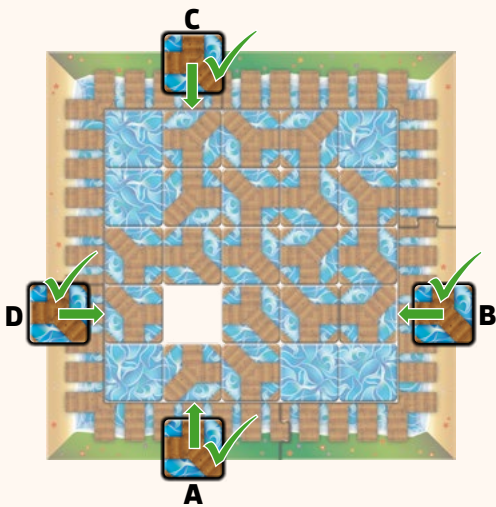
If the card is removed from a corner space, this gives rise to two possible moves with 4 directions of rotation.

Moves C and D are crossed out in the example: these are not allowed here because at least one more card would have to be moved.



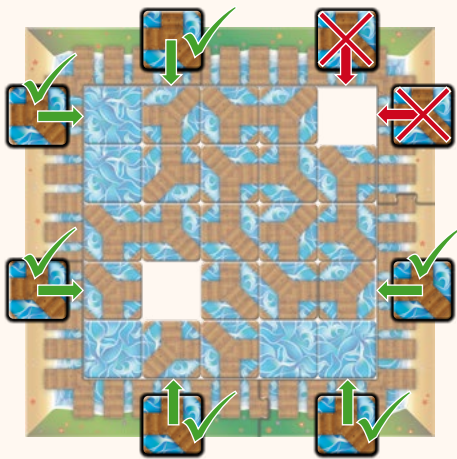
If the card is removed from a space at the edge, this gives rise to three possible moves with 4 directions of rotation.

Move D is crossed out in the example: this is not allowed here because at least one more card would have to be moved.



If the card is removed from the centre, this gives rise to four possible moves with 4 directions of rotation.

In the example: moves A, B, C and D.



In the case of a **double move**, **two** cards are removed first. As a result, the insertion of the first of the two cards offers more possibilities.

But here too, insertion is only permitted where there is still a card at the edge.

For the second card, the rules of a simple move described above apply accordingly.

The following applies **in general**: a card that has been removed must never just be replaced (or pushed back) in a vacant space.

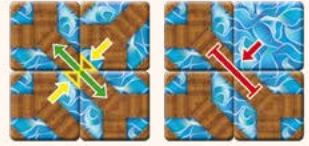


## Valid pathways:

Y A pathway is only valid if the sections are directly connected.



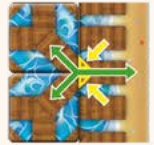
Y In the case of diagonals, the **two** adjacent corners (marked yellow here) must also be occupied by a face-up card. If one of the two corners is missing, the pathway is invalid (marked red here).



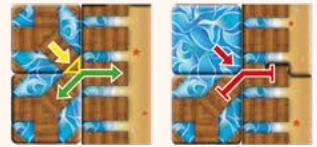
Y Diagonals also apply “around the corner” providing both adjacent corners are occupied by face-up cards. Junctions of three or even four pathways are possible.



Y At the edge the corners are automatically occupied, so when a branching-off diagonal runs past the edge, both corners are already occupied.



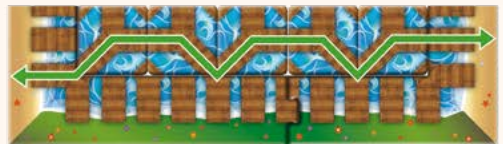
Y However, a diagonal that runs to the edge is only valid if the missing corner is occupied.



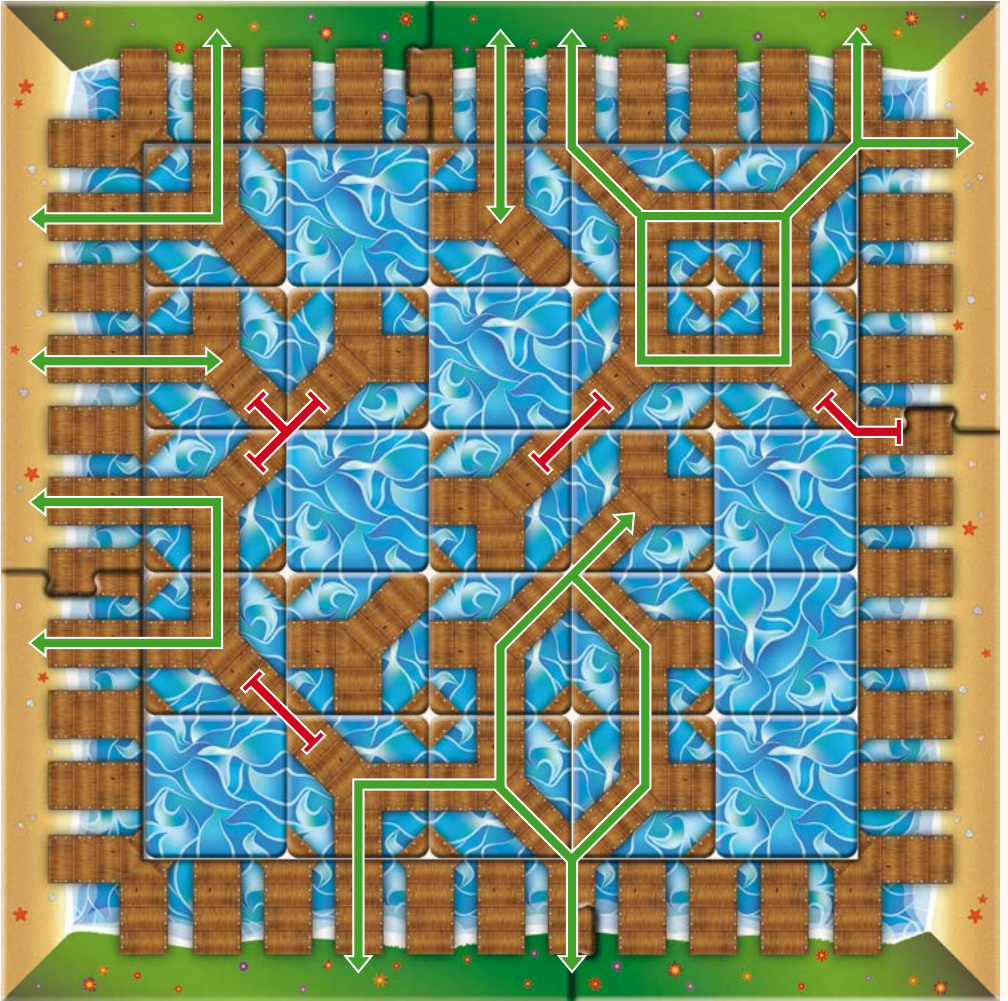
Y If a diagonal points exactly into the corner, both corners are already occupied by the edge, so the pathway is always valid. This also consistently applies to both players.



Y As such, the easiest way to win is by building a pathway along the edge.



In this example, all valid pathways are shown in green, while the pathways that are invalid due to missing corners are shown in red.





## Game variation: TRYPYLON Expert

As an alternative, experienced players can play the significantly more difficult variation **TRYPYLON Expert**. The same rules apply as in **TRYPYLON**, but the simple move (except the first turn of the starter) is omitted.

If several games are played in series, the players take it in turns to start.

### Starting player





Y **For once, the player who starts begins with a simple move**

Y To do this, the starting player takes **any** card  from the playing area and pushes it **face up**  from the edge back into the playing area (see **Pushing mechanism**).



Y This ends the move, and the other player now continues with a **double move** or an **open move**.

Y **From now on there is only the double and the open move.**



### Double move

Y The player takes **any** two cards lying **face down**   from the playing area and then pushes them back into the playing area, one after the other, **face up**   (see **Pushing mechanism**).

Y This ends the move, and the other player now continues with a **double move** or an **open move**.

Y **Special case:** If there is only one card left **face down**  in the playing area, only this one face-down card may be removed for the double move and inserted again **face up** .

### Open move

Y The player takes **any** card lying **face up**  from the playing area and pushes it **face up**  back into the playing area.

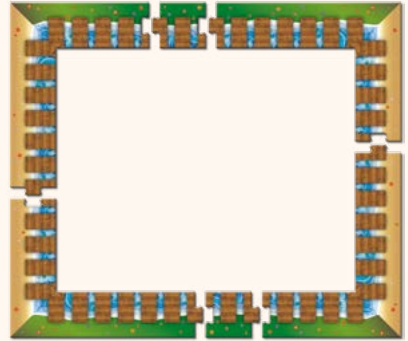
Y This ends the move: it is now the other player's turn to make a **simple move** or an **open move**.

Y **Exception:** The last card inserted (by the previous player) must **not** be taken!

## Skill level compensation: (optional)

In order to compensate for different skill levels, the playing area can be made rectangular so that one of the two pathways to be formed is shorter than the other.

The player with the higher skill level then has to connect the two sides that are further apart.



## Touch-move:

Unless otherwise agreed, the touch-move rule applies.

As soon as a card in the playing area has been touched by the player whose turn it is, that player must then pick this card up (assuming the move is in compliance with the rules) and push it back into the playing area.

The card can be revolved at will to point in the direction of the desired position.

However, if the player touches one of the edge cards in the playing area with the card to be inserted, they must then go ahead with this move (assuming the move is in compliance with the rules).



# WiWa Spiele

Hochwertige Spiele zum *um die Ecke*

denken

**WiWa Spiele UG**

(haftungsbeschränkt)

Schlehdornstraße 7 B

D-82031 Grünwald

info@wiwa-spiele.com

**wiwa-spiele.com**