



TOKYO WASHI GAME

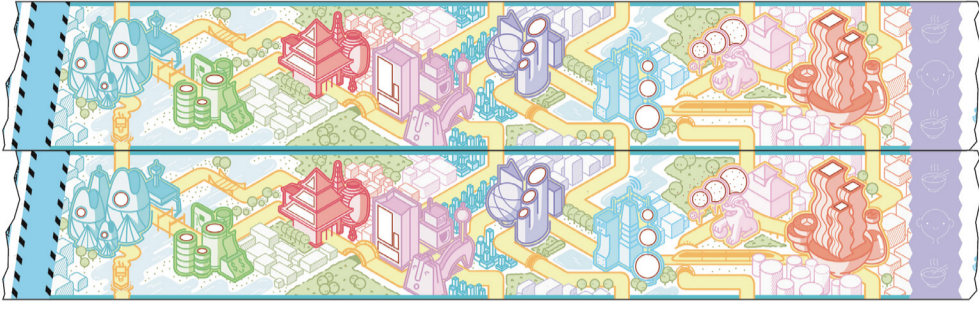
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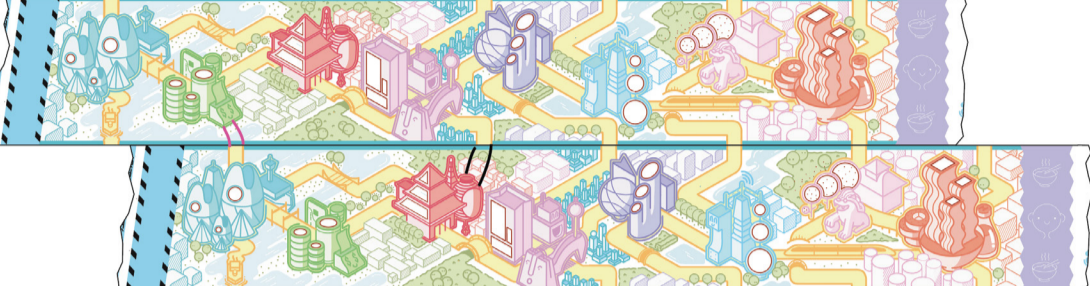
DESIGN BY: Jordan Draper
ILLUSTRATIONS BY: Steve Bachmayer
EDITING BY: Travis D. Hill

ADDITIONAL ITEMS REQUIRED: One unique color of writing instrument per player.

SETUP: Rip off one full segment of tape per player and align the tops and paths together on a surface of your choice as shown.

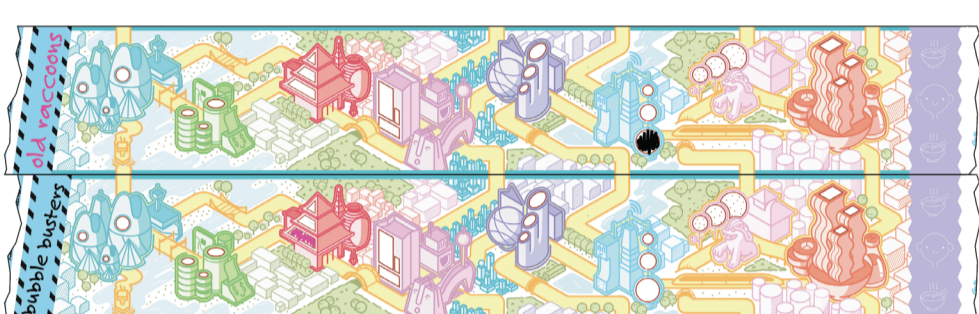


It is also possible to set up the map with the paths offset, in which case you will need to complete any paths that do not share a connection to an available crime location by drawing new roads as shown below:



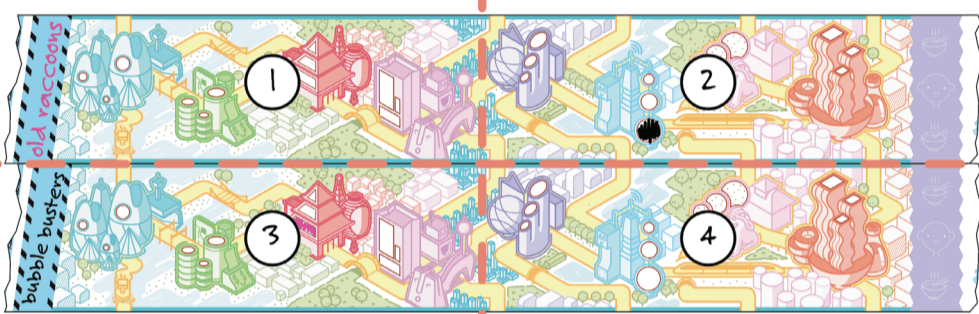
NAME YOUR COP SQUAD: The first thing a good cop squad needs is a name! Write the name of your cop squad on one of the left blue sections.

PICK A STARTING LOCATION: After naming your squad, starting with the most mischievous player, pick a starting location by filling in the largest of the three areas in one location.



OBJECTIVE: To be the first to collect the evidence necessary to solve two crimes.

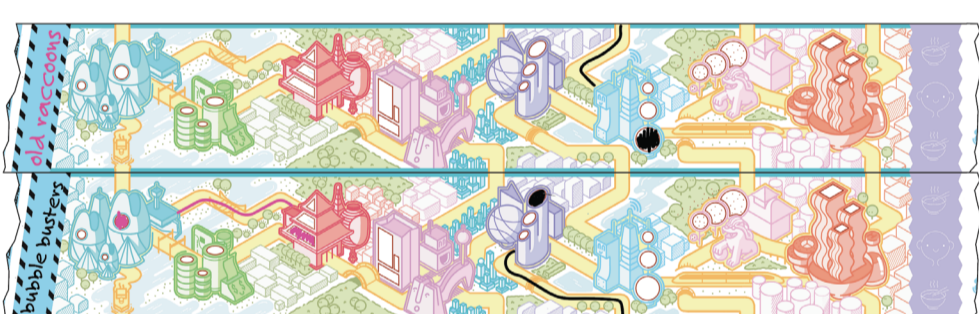
MAP ZONES: Each strip of tape holds two zones in it, in which crimes can be solved. The blue grave stones and tape edges show the separation of these areas, which have four locations each.



ON YOUR TURN: On your turn you will move by using a path from any location you have already visited. You are allowed to move from any location in which you have a filled in area, however you will only move on a single path once. Draw your movement along the path.
*You may only use each path one time.

When you reach the next location, you will fill in the largest remaining area left.

IMPORTANT You may not fill in both the largest and middle sized area of a single location in your color, thus you cannot move into a location that only has your color in the largest area.

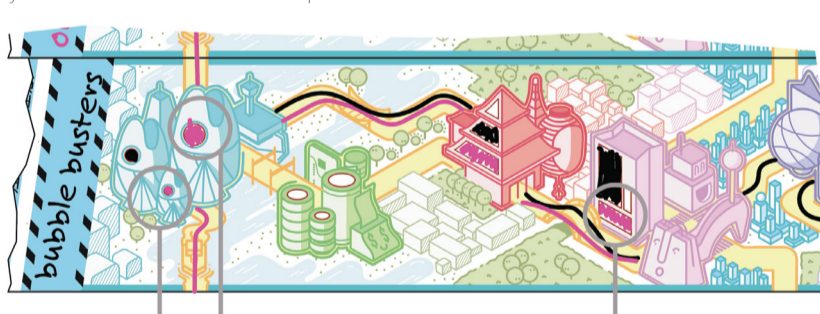


Example: The old raccoons take their first turn by moving to the fish location, thus filling in the largest area there and drawing on the path they chose to take. The bubble busters then take the path leading up from the phone building, which connects to the bottom of the map and takes them to the purple location.

*All paths that align with another path at the very top or bottom of the map may be taken as a continuation to one another.

*If a location has all areas filled in already, you cannot move to that location.

SOLVING A CRIME: In order to solve a crime, you must collect three types of evidence in a single area: One largest spot, one middle spot, and one smallest spot. As soon as this is achieved, you will draw what the culprit looked like!



Once a crime has been solved in a map zone, no other crimes can be solved in that zone; however it is still possible to move through this zone following the normal rules.

EATING RAMEN: Instead of taking a normal turn, you can choose to eat a bowl of ramen instead and get souped up! You will use this SOUPER POWER in one of two ways:

NOODLE LEGS!: Following the normal movement rules, you will visit two consecutive locations and collect evidence at both! Once you move to the first location, you must continue on from that same location to the next.

MISO SQUIRLY!: With this squirly power, you will draw a new path from any location to any other location; however you may not cross any existing yellow paths with your paths or go off of the map (including from the bottom to the top). You will not move on this path immediately, but all players may take it one time on a future turn.



Each squad can eat ramen twice per match, and must cross off one of their ramen spots every time they do so.

GAME END: As soon as one squad has solved their second crime, they are declared the best investigators in Tokyo!



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