

RULES OF THE GAME

Buizen Wir-War (Tube tangle)

Objective

Each player represents a worker at Conduterra or DG Kunststofftechnik. Players take turns placing tiles to create a piping system. The goal is to create the longest closed pipe using their designated material, while being hindered or unconsciously helped by the other players.

Types of tiles (with examples)

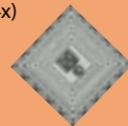
colored tiles
(4x)



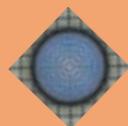
Pump/counter room
(10x)



Road with manhole cover
(4x)



Road with open pit
(4x)



Roads
(10x)



Connection to roads



Connection to pump/counter room

All tiles are double-sided, allowing placement on either side.

Preparation of the game

- 1/ Place all tiles with a pump-counter room in a pile on the table.
- 2/ Make a second pile with all road tiles.
- 3/ Place the four colored tiles with question marks facing up on the table and shuffle them.
- 4/ Gather all remaining tiles in the pouch.
- 5/ Each player randomly takes a colored tile and looks at the back, without the other players being able to see it. The tile shows the type of pipe this person can score points with. Keep the color a secret and place the colored tile with the question marks facing up on the table in front of you.
- 6/ Place a counter-pump room in the middle of the table as the starting tile.
- 7/ Each player takes four tiles from the pouch and keeps them covered for other players.

Beginning of the game

The youngest player starts. They choose a tile from their hand and discard it, if they can. The tile will have to contain a border of the starting tile (on 1, 2 or 3 sides). Place the tile with the border next to the starting tile and take a new tile from the pouch. If they don't have a matching tile, they take a tile from the pouch. Then the turn passes to the next player in a clockwise direction.

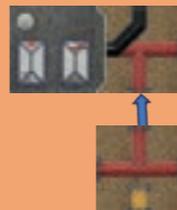


Starting tile

Ex. First tile next to the starting tile.

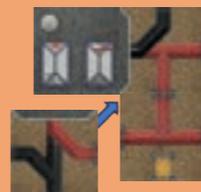
Further course of the game

Each player places one of his tiles next to the set of tiles on the table. Placing tiles is only allowed if the adjacent sides of the new tile and the tile already laid are identical (e.g. fire pipe connects to fire pipe, PP to PP, etc.). After each turn, the player takes a tile from the pouch and the next player proceeds.



Multiple matching sides

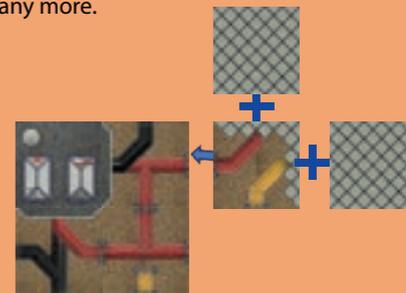
If you place a tile that connects to multiple tiles in the piping system, you can take as many tiles from the pouch as the number of connections. This can add up to three new tiles. (For example, if you place a tile that connects to two tiles of the existing piping system, you may take two tiles from the pouch. If your tile connects to three tiles of the existing piping system, you also take three new tiles from the pouch). As always, all adjacent sides of the tiles must match.



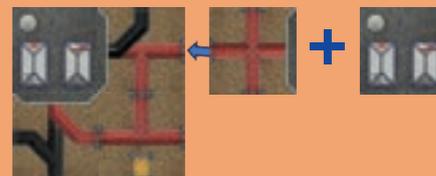
Ex. the tile connect to 2 tiles. The player takes 2 tiles from the pouch.

Pump-meter rooms and roads

If you place a tile with a border of the road on its free side, place a road tile from the pile next to that side. If you place a tile with the border of a pump room on its free side, place a pump room from the pile next to that side. Please note that two borders can never touch each other, even if there are no tiles of roads (or pump room) available any more.



Ex. The used tile has 2 borders of road. Take 2 tiles of road from the pile and place them also on the table next to the tile.



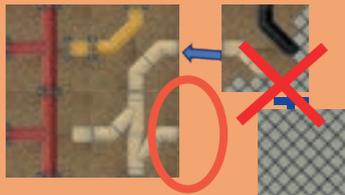
Ex. The used tile has 1 border of a pump room. Take 1 pump room tile out of the pile and place it next to the tile on the table.



Ex 2 tiles with border of roads :
WRONG



Ex 2 tiles with border of pump room :
WRONG



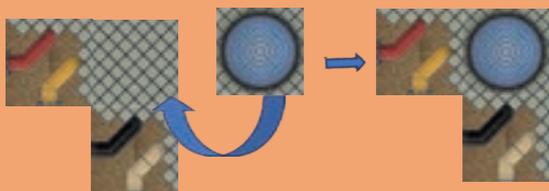
Ex. Played tile has a border with road. It's not possible to lay this tile because the extra road tile doesn't match with the other tiles.

Special tiles

There are two more types of special tiles in the pouch: the road with an open pit and the road with a manhole cover. These tiles can also be placed during a player's turn.

Road with open pit

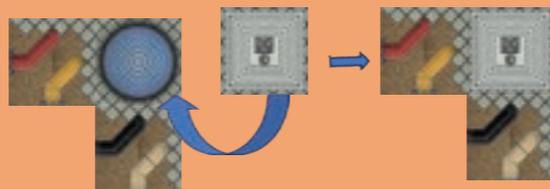
This tile allows you to counteract a fellow player. At the end of the game, only closed pipes count to score points. A pipe that connects to a road is a closed pipe. If a player places the tile with an open pit on top of a road tile, it ensures that all pipes that touch this road tile are open again.



Ex. Player has a tile 'road with open pit' and lays it on the tile 'roads'. Now, the pipes connecting to this pit are back 'open'. So no points for these pipes. In this example : PE(black) and Gas (yellow).

Road with manhole cover

You can undo the previous move by placing another tile with manhole cover on top of the tile with open pit. As a result, all pipes that touch the road tile are closed again. If you want to be sure that your closed pipe adjacent to a road is safe, you can preventively place a tile with a manhole cover on the adjacent road block. A tile with an open pit can never be placed on top of it!



Ex. The player puts his tile 'road with manhole cover' over the tile 'road with open pit'. Now are the 2 'open' pipes are closed again.

End of the game

When the pouch is empty, all players continue playing in order until all tiles have been discarded. If a player runs out of tiles, the game ends for them. The others continue to play.

More info about this game?

If you want more info about this game?
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Scoring

Only fully closed pipes of the player's own color count for scoring. Connections to a pump room are always closed. Connections to the road are also closed, unless there is an open pit (without a cover). Each link to the next tile is worth a point, links to a pump room or road do not count. The player with the most points wins the game.



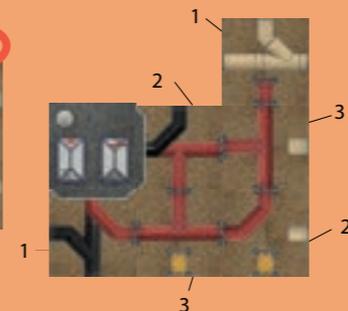
Firepipe is not closed...
No points.



Ex. This tile :
PE = 2 points
Fire = 1 point



Ex. This tile :
PP = 1 point



Firepipe is fully closed
Points: 1+2+3+1+3+2 = 12



Ex. This tile :
PP = 2 points
Fire = 2 points



Ex. This tile :
PE = 1 point
PP = 1 point

