Build a winding path, but don’t run into another player or the edge. The last person left on the board wins!

SETTING UP
1. Place the game board on the table.
2. Players choose coloured markers — place them on the beige marks around the edge.
3. 3+ players: put aside the Dragon tile.
4. Shuffle the Path tiles, deal 3 face-down to each player, and stack the rest.
5. The oldest player plays first.

WINNING THE GAME
The last player left wins. You lose when:
- You reach the edge of the game board
- Two players meet — both players lose

When there are no more Path tiles or everyone left loses at once, the last players win together.

TAKING YOUR TURN
1. Play a Path tile.
   - You must place the tile next to your marker — rotate the tile in any direction.
   - The tile might force other players to move — you can make others lose this way.
   - You cannot place a tile that forces you to lose unless you have no other choice.
   - Move your marker to the end of its path — other players might also move.
   - When players lose, return their Path tiles to the deck.
3. Draw new Path tiles.
   - Draw until you have 3 Path tiles — if there are not enough tiles left, take the Dragon tile.
   - Whoever holds the Dragon tile returns it and draws first — drawing continues clockwise.
4. Play continues clockwise.

TIPS
- Path tiles are unique, so make them count!
- Loop your path to surprise other players.
- Force two players to meet — both will lose!
- Stay safe by avoiding other players, but you must take risks to win!

You can borrow this game from the library! Bring the call number on this page to the front desk. You can borrow board games for one week.