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BAUHAUS - A competitive path building game.
Players: 2
Playtime: ~20 minutes

Objective: Score the most points. Each colored point region on the board is awarded to the player who creates the **shortest valid path** to that region. The player with the most total points wins.

Setup

- Players sit across from each other with a **red triangle in the bottom-right corner**.
- The **green dots** indicate the four starting points for end-game pathways.

Gameplay

- Players alternate turns.
- On your turn, place (sketch) **one tile** from your available tiles onto the board or pass.
- Gameplay ends after a round where both players pass.
- Players then determine the length of the shortest paths to each point region.

Tile Placement - Available player tiles are located immediately in front of each player. The dark blue squares made up of 2x2 smaller grey grid squares outline the valid tile placement slots.

- Players **may not** play each other's tiles and have an **unlimited** number of each tile.
- Tiles **may** be placed on slots with the green dot path start-markers.
- Tiles **may not** be **rotated**, **overlap** or be placed on **occupied** slots, **straddle slots**, or be placed inside **point areas**.

Path Forming - Paths are formed by connecting adjacent smaller squares, starting in the bottom right (green dot) for each player.

- Paths are **blocked by black regions**. Only white regions are traversable.
- Paths **travel through smaller grey grid squares**.
- Distance is added by moving **up, down, left, or right** (no diagonal movement). Each square along the path counts as one. Travel through **half-shaded squares is allowed**.
- Paths may pass through **point regions** as though they were **empty squares**.

Scoring

- For each point region, determine which player has the **shortest valid path** from one of their starting locations (green dot). That player earns the points in that point region.
- After all point regions are evaluated, the player with the highest total score wins.

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