

How tactical  
are you?

TO  
THE   **point**

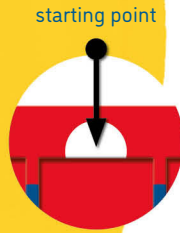
**THE CHALLENGING  
DUEL GAME**

MN  
XY



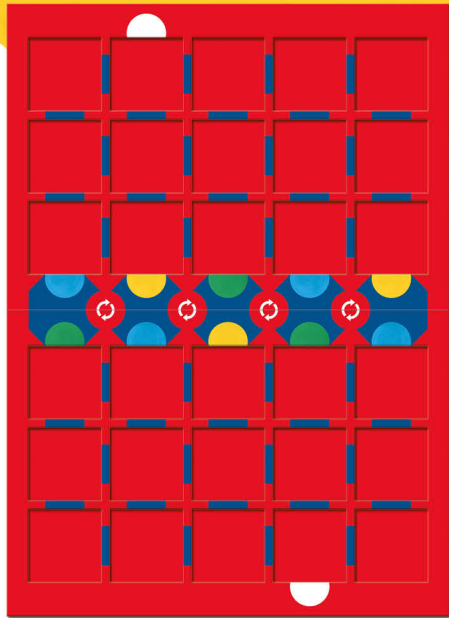
## GOAL OF THE GAME

Battle each other by strategically using the tiles and cards and try to clear a path to the other side of the board. Whoever is the first to reach the starting point of their opponent with their pawn, wins the game!

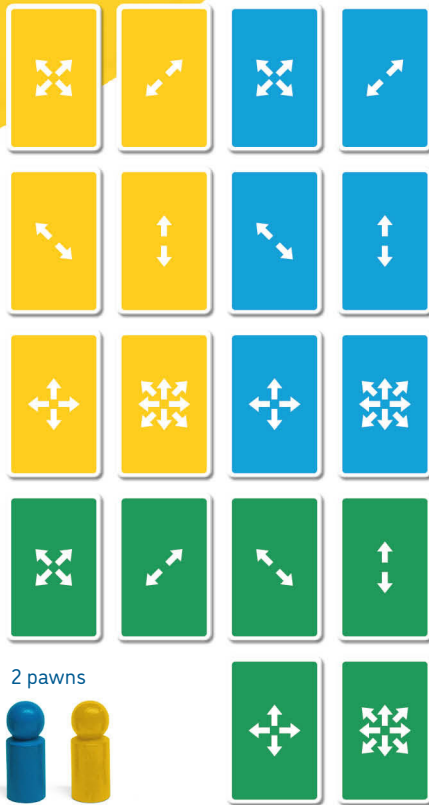


## CONTENTS

1 game board



54 cards



36 tiles

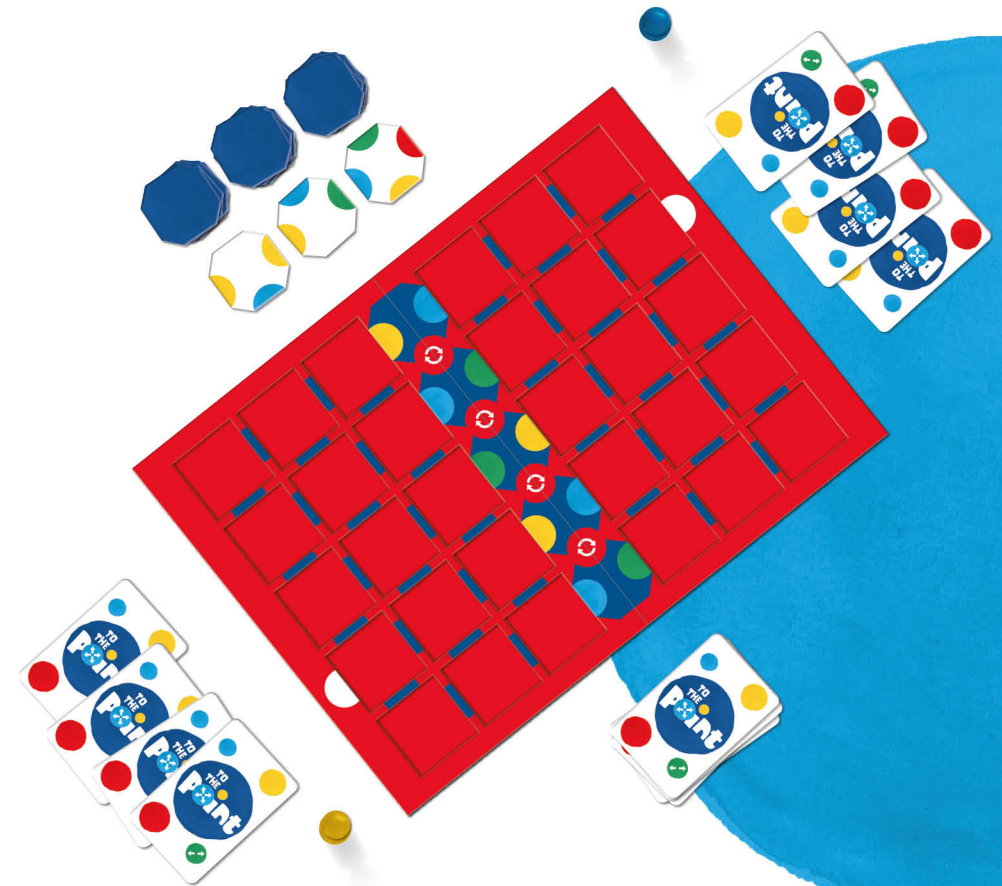


2 pawns



## SETUP

Place the game board in the middle of the table. Shuffle all the tiles and place them face-down next to the game board. Now turn 3 tiles face-up. Shuffle all the cards and place them face-down next to the game board. Both players receive 4 cards. Do not place the pawns on the board yet!



## ACTIONS

On each turn, you can perform 2 actions: play a **tile** and play a **card**. You can perform both of these actions, but you can also choose to perform one of them or even do nothing at all. The order in which you perform these actions is up to you.

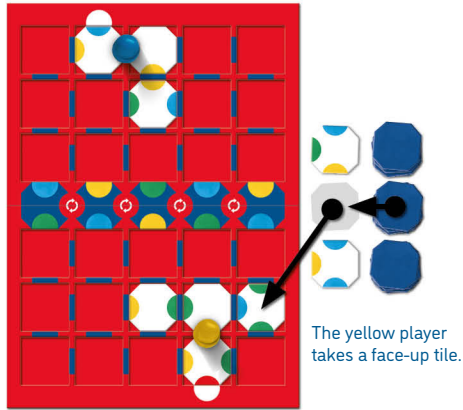


## PLAYING A TILE

When you play a tile, you can choose between 3 different actions:

### Placing a tile

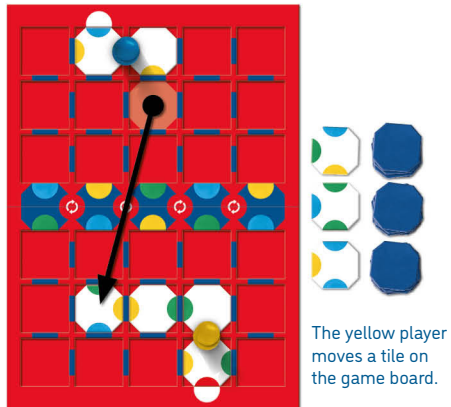
Take 1 of the 3 face-up tiles next to the game board and place it on an empty space on the board. When you have taken a tile, replace it with a new tile from the face-down pile.



OR

### Moving or rotating a tile

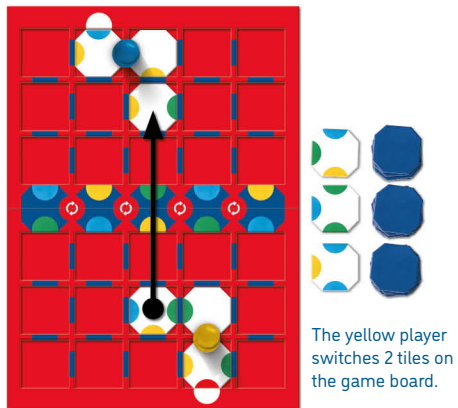
Move or rotate a tile that is already on the game board. When you move a tile, move it to a different empty space on the game board.



OR

### Switching tiles

Switch 2 tiles with each other. These tiles can both already be on the game board, but you can also switch a tile on the board with a tile that is face-up next to the board.



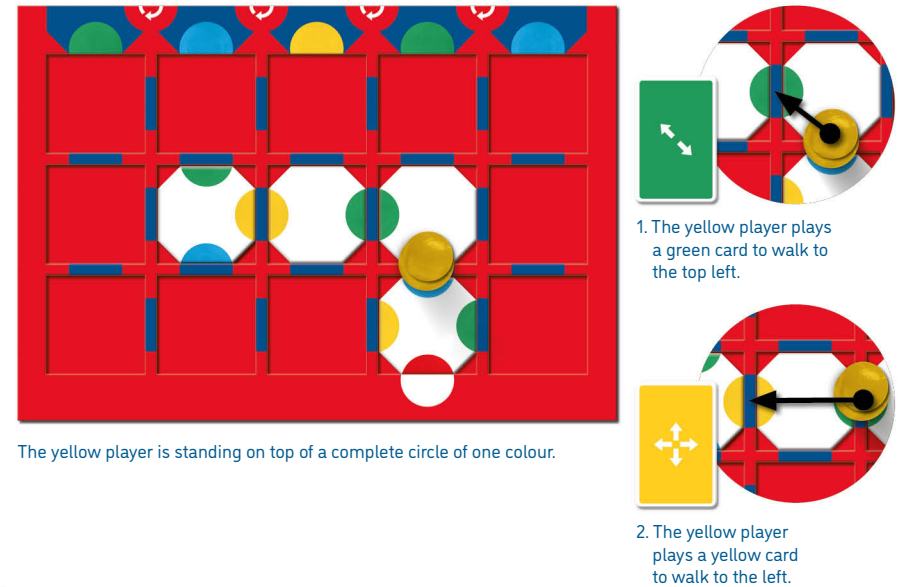
## PLAYING A CARD

When you play a card, you can choose between 2 different actions:

### Playing a card

Play a card from your hand and then walk with either your own or your opponent's pawn. Then draw a new card from the pile.

Examples of walking actions:

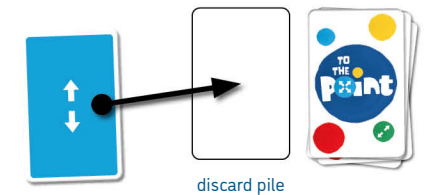


The yellow player is standing on top of a complete circle of one colour.

OR

### Switching a card

Switch a card from your hand with a card from the pile. Place your card on the discard pile before you draw a new one.



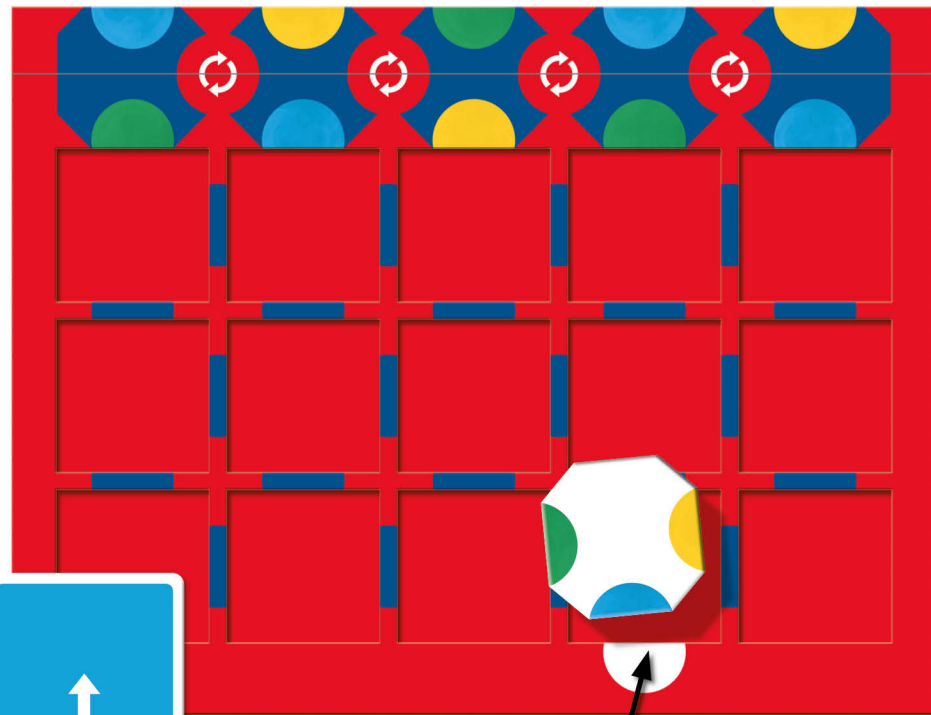
**PLEASE NOTE! You should always have 4 cards in your hand at the end of your turn.**

## THE GAME

Play rock, paper, scissors to decide which player begins. On the first turn, you must place a tile before you can place your pawn on the game board. Place a tile against the white half circle (any colour can be paired with it) and play a card with the same colour as the half circle which has been placed against the white half circle. In this case, it does not matter what else is on the card. After playing the card, the pawn can be placed on the circle.

**TIP 1** Place a tile that will allow you to walk in as many directions as possible on the next turn.

**TIP 2** Use a card you can get rid of for the first card.

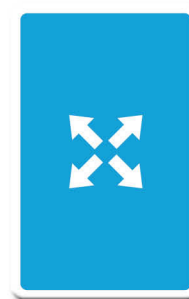


The blue player has taken 1 tile from the 3 face-up tiles on the table. Next, he plays a blue card from his hand to place the pawn on the first circle.

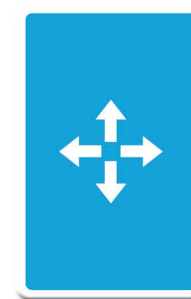
## WALKING ON THE GAME BOARD

You can move your pawn across the board by playing tiles and cards. This is how you keep getting closer to your goal: the starting point of your opponent. If you want to cross your opponent, you can also choose to walk with their pawn. In that case, it is not possible to also walk with your own pawn on that turn.

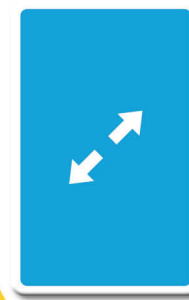
The card you play dictates the step you can take. The following walking directions are indicated on the cards:



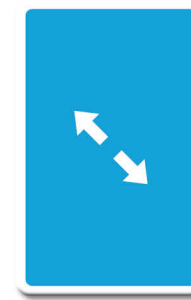
You can walk in all diagonal directions.



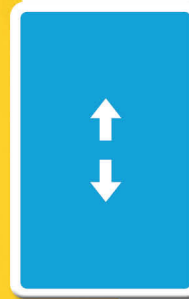
You can walk in 4 directions, but not diagonally.



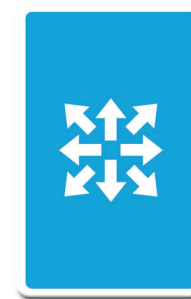
You can walk diagonally to the top right and diagonally to the bottom left.



You can walk diagonally to the top left and diagonally to the bottom right.



You can walk straight forwards or straight backwards.

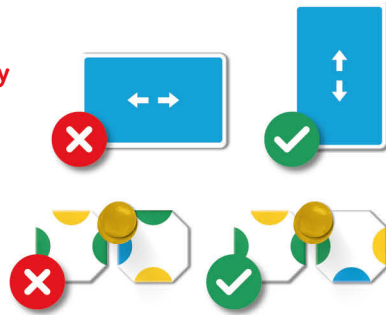


You can walk in all directions.

**PLEASE NOTE! Always hold the cards vertically when you read the walking direction.**

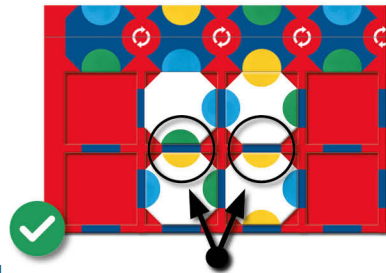
You can only stand on a circle with your pawn if:

- the circle is complete;
- the circle consists of one colour;
- the colour of the circle is the same as the colour of your played card.



The yellow player can only stand on a circle that consists of one colour.

When playing a tile, half circles are allowed to be paired with a different colour, but no pawns can be placed on those circles. This action can be chosen if you want to block your opponent, for instance.



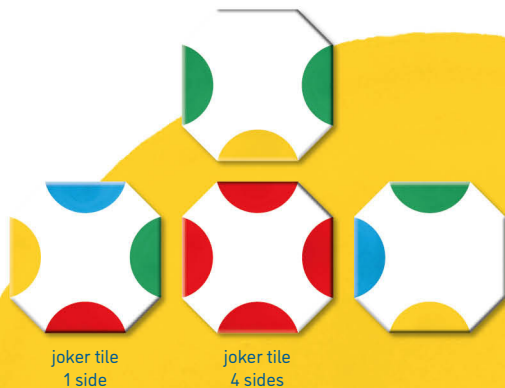
Tiles can still be placed if they do not match with the adjoining tiles.

Once you are standing on a circle, the tiles that make up the circle cannot be moved. By placing tiles, you can create a path for yourself to reach the other side of the board.

**PLEASE NOTE! Players are not allowed to stand on the same circle at the same time.**

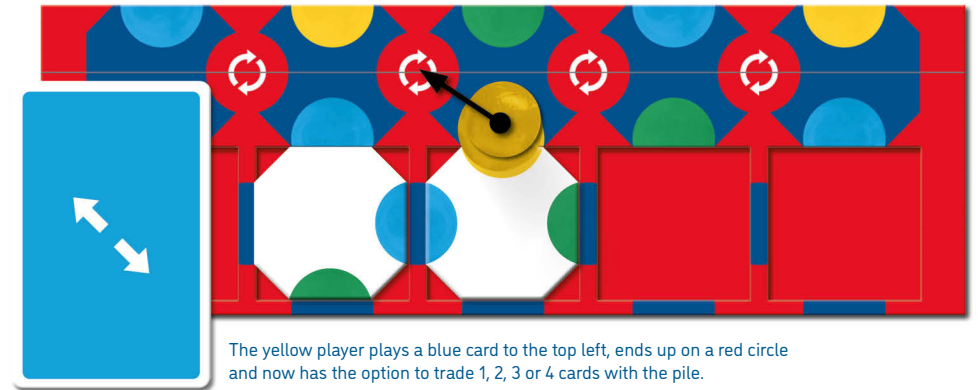
### JOKER TILES

There are joker tiles in the game. These are tiles with a red half circle. These jokers can be placed anywhere. The red colour takes on the colour of the half circle that it is paired with. Example: if the red half circle is paired with a yellow half circle, that counts as a complete yellow circle.



### TRADING ALL OF YOUR CARDS

In the middle of the playing board, 4 red circles with arrows are depicted. In order to stand on these, it does not matter which colour card you play. You do have to play a card with the correct direction to end up on the red circles. If you stand on one of these circles, you can trade 1, 2, 3 or 4 cards from your hand with the pile. First discard the amount of cards you want to trade on the discard pile and then draw new cards from the pile. As soon as you end up on a red circle and choose to trade cards, the trading of cards should take place immediately.

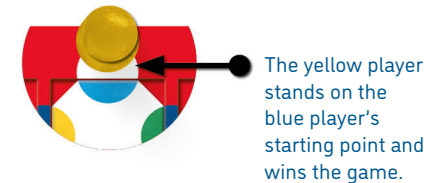


### GAME VARIANT

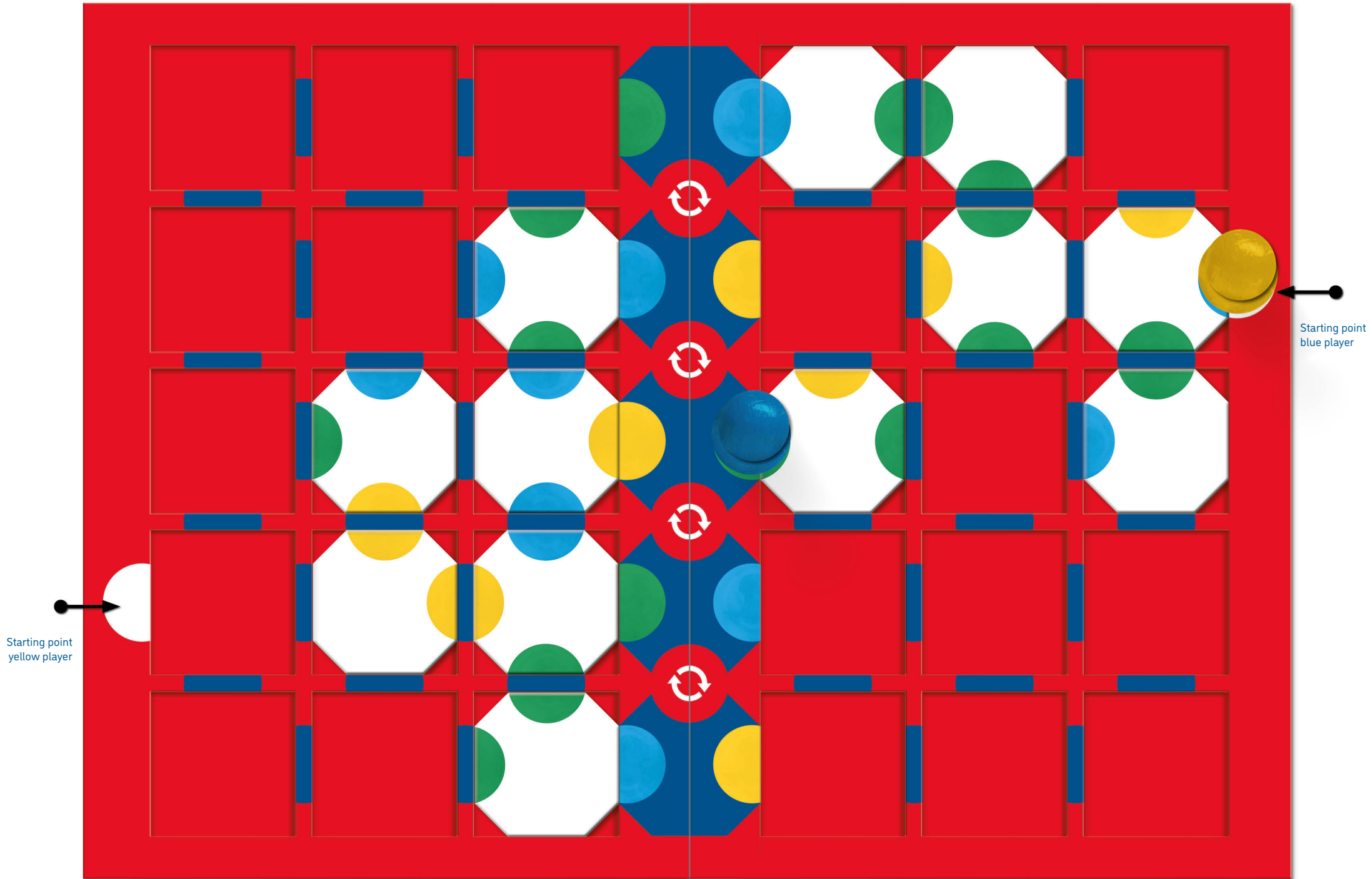
You can also agree to only move your own pawn during the game and never move your opponent's pawn. Apart from that, the same rules apply to this game variant.

### END OF THE GAME

The player who reaches their opponent's starting point first, wins the game!



Example of a finished game of To the Point:



# TO THE point

**Development:** MNKY Entertainment  
**Design:** MNKY Entertainment

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ENTERTAINMENT

 8-99  2  30

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Leidsevaart 123 | 2211 VS  
Noordwijkerhout | The Netherlands  
[www.mnkyentertainment.com](http://www.mnkyentertainment.com)



**WARNING!**  
Choking hazard. Not suitable for children under 3 years. Contains small parts. The items in this game may vary from the images in the rulebook.