



SISU

Designer: Gilad Yarnitzky



2



8+



20-30

GRAVITIX GAMES

Introduction

Place and move your control tokens on terrain groups or animals groups in order to gain points. But beware, when moving them you might release control of areas to your opponent. Tile placement and creation of groups isn't everything. Timing and destruction of groups can also contribute to the identity of the winner.

Components

54 tile cards
 4 control tokens (2 in each player's color)
 Rule booklet
 Score pad (optional)

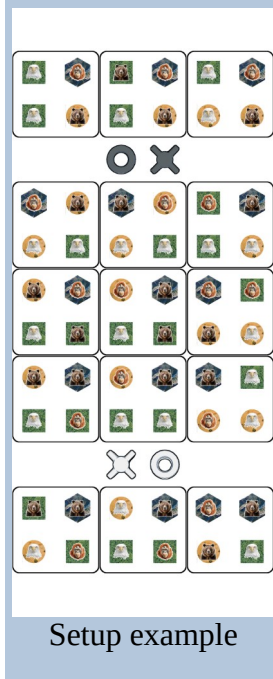
Setup

Shuffle the 54 tile cards and place them face down. Open 9 of them into a 3 by 3 grid. The last player that visited Finland starts.

Each player (starting with the 1st player) takes 3 tile cards from the deck and turns them face up so both players can see them.

Next, each player places his tokens next to their 3 starting tiles. See an example on the right image of a starting layout.

Count 14 cards from the deck (20 for a longer game) and use them as the new deck. Return the rest of the cards to the box.

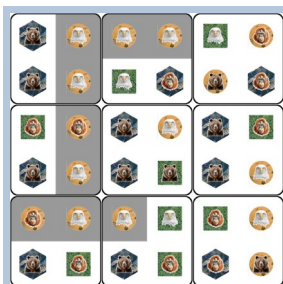


Score Group

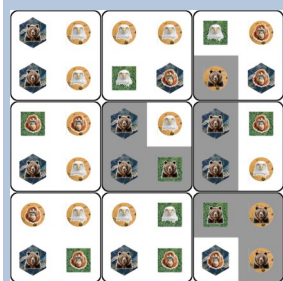
To win the game you must create score groups. A score group is an adjacent (horizontal and vertical but, not diagonal) group of icons with the same inner/outer color and shape.

Scoring examples:

An example of an outer group. Highlighted with gray are 9 outer orange savanna circles.



An example of an inner group. Highlighted with gray are 9 inner bears icons.



Player Tokens

Each player has two scoring tokens.

Inner scoring token : It will score inner icon groups.

Outer scoring token : It will score outer icon groups.

A Turn

On a player's turn, the player must perform 3 actions in order:

- Place a tile from his three tiles.
- Place/Move a control token.
- Score
- Take tile from deck.

Placing a Tile:

The player chooses one of their three tiles and places it in any place on the 3 by 3 grid as long as it:

- The tile is placed in the 3 by 3 region, on top of the existing tiles. It can overlap several tiles.
- Tile can be rotated before placed.
- It is not placed on a scoring token

Tile placement examples:

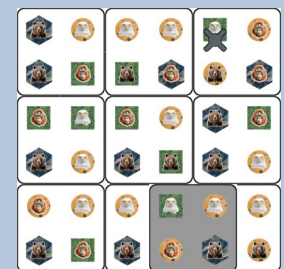


Starting position

Legal placement



Illegal: out of bounds



Illegal: overlap token on board

Place/Move a token:

Place one of your tokens that is not on the board or move one of your tokens that is on the board to any spot on the newly placed tile and score points. The only restrictions are that the group scored

cannot be joined with a group of the opponent token or the previous group the token was moved from.

Token placement examples:

White legally place the outer token on the lower left circle of the placed tile, earning him 9 points for the outer orange savanna group.



White tries illegally to place the inner token on the upper right position of the newly placed tile. It is illegal because it is connected to the group of the black inner token (eagle icon group).



Black tries to illegally move his marker. The new position is connected to the group the marker was moved from (the eagle icon group).



Scoring:

The player will score one point for each icon in the continues group of the same color under the token placed.

Write the score down and add it to your previous score.

Take tile:

The player takes a tile from the top of the deck and places it faces up so both players can see it.

End Game

The game ends after the last tile is taken (7 rounds in a short game, 10 in a long game).

The winner is the player with the most points.

The meaning of Sisu

Sisu is a Finnish concept implying extreme perseverance and determination in the face of adversities, which others may find crazy or even hopeless to undertake.

GRAVITIX GAMES
 Contact: Yaniv.Kahana.games@gmail.com