

Isis & Osiris

Goldsieber, 2001
designed by Michael Schacht
for 2-4 players from 7 years

Game material

1 gameboard
22 Isis tiles (2 x +1, 6 x +2, 2 x +3, 1 x +4,
2 x -1, 6 x -2, 2 x -3, 1 x -4)
32 game stones (8 each in the 4 player colors)
4 scoring stones (in the 4 player colors)
4 +/- 20 markers
1 rules booklet

Before the first game, the Isis & Osiris tiles and the +/- 20 markers must be carefully punched out of the frames.

Set-up

- Place the gameboard in the middle of the table in easy reach of all players. It shows the 6x6 playing area in the middle, along with two scoring strips at the sides, blue for positive points and red for penalty points.
- The +/- 20 markers are placed next to the scoring strips. Each player chooses a color and places the corresponding scoring stone in front of himself.
- The 22 Isis & Osiris tiles are mixed together face-down. The tiles show either blue, positive points, or red, negative points, on the front. The back of the tiles shows an eye.
- Each player now gets game stones in his color and face-down tiles in accordance with the number of players:
 - ? 2 players: 8 game stones and 11 tiles
 - ? 3 players: 6 game stones and 7 tiles
 - ? 4 players: 5 game stones and 5 tiles

Note: Players may not look at their tiles but must set them in front of themselves as a face-down reserve.

The remaining tiles and unused game stones are removed from the game and put back in the box. Players may not look at the front of these tiles.

Goal of the game

At the end of the game, each game stone has a value based on the neighboring Isis & Osiris tiles. Each player tries to score the best result through skillful placement of his game stones and tiles.

Course of the game

The players decide who will begin. The active player must execute one of the two following actions:

1. Place one of his game stones on an any free space on the board.
2. Take a face-down tile from his reserve and turn it face-up so that all players can see its value. Then he turns it face-down again and places it on any free space on the board. Note: the eye on the back of the tiles must always point in the same direction!

The next player in clockwise order then takes his turn.

Game stones and tiles may only be placed on free spaces. That is, only on spaces which are not already occupied by another game stone or tile.

Once a player has turned over a tile, he must play it. He cannot decide to play a game stone instead. When a player has no more tiles, he must place a game stone on his turn. Of course, if he has no more game stones, he must place a tile.

End of the game

The game ends as soon as a player places a game stone or tile in the last free space on the board. All unplayed tiles and game stones still in front of the players are returned to the box.

Scoring

Now all the tiles are turned over so that everyone one can see their values. One by one, the game stones of each color are scored. Add the values of all tiles that are immediately adjacent (horizontally or vertically, not diagonally) to each game stone. The net value of a game stone can be negative.

Each player adds the values of all of his game stones and marks the sum with his scoring stone on the corresponding scoring strip. Positive points are recorded on the blue scoring strip, negative points on the red scoring strip. If a player's score exceeds more than 20 points plus or minus, he takes one of the +/- 20 markers and places it with the appropriate side face-up in front of himself. Thereafter, he only marks the points in excess of 20 on the appropriate scoring strip. [Trans. note: presumably, if your score later goes below 20 points plus or minus, you give back the +/- 20 marker - PC]

Once they have been scored, game stones are removed from the board in order to make further scoring easier to see.

Example:

The green player scores with stone A:
 $-1 -2 = -3$ points

and with stone B:
 $+4 -1 -2 = +1$ points.

Altogether the player has thus scored
 -3 (stone A) $+1$ (stone B) = -2 points

The violet player scores
 $+1 +2 = +3$ points.

The player with the most points wins. If all players have a negative score, the player with the lowest negative score wins.

Game variant

All the normal rules still apply.

During set-up, only the game stones are distributed according to the number of players. The Isis & Osiris tiles are mixed up face-down and placed as a group in a common reserve next to the gameboard.

If a player wants to play an Isis & Osiris tile, he takes it from the common face-down reserve. He turns it face-up in front of him so that all players can see the value. He then turns it face-down again and places it on any free space.

When the common reserve of Isis & Osiris tiles is depleted, players may only play their game stones.