

Pisi 2 players

An adaptation of Isi by Corné van Moorsel

Adapted by Roger Meertens

“Isi is a colorful abstract strategy game played on two levels. On a basic level, each player is moving a pawn around the island of Isi, picking up tokens - there's a little strategy here, because which tokens you pick up are important, and one player's pawn can interfere with the other's. But on another level, players are spending those tokens to build 'trade routes' between cities on the same island. Cities grow as they become connected by trade routes, and at the end of the game whichever city's grown the most becomes the capital city; whoever is connected the most to the capital wins the game.”

You need two different piecepack sets.

Take:

- All null tiles
- Tiles ace-5 from five suits
- Pawns in the same five suits
- Two more pawns
- Five random tiles
- All dice
- All coins
- Two more counters

Setup:

Mix the null tiles with the 25 ace-5 tiles suit side down. Place them in a 6x7 grid with the restriction that each tile must be orthogonally adjacent to at least two other tiles. Once the grid is formed, turn over the tiles. Take out the five null tiles that correspond with the suits on the ace-5 tiles. Give one player these five tiles and the other player the corresponding five pawns. Place them in front of the players. Turn over the remaining three null tiles (suit side down) and replace the five removed tiles with the five random tiles (suit side down). Once this is done snug up the tiles, so no gaps are showing. Place two coins on all tiles (number side up), except for the face down tiles. Place the coins on top of each other and in the centre of the tiles. For the two coins you lack, use any counters you can get your hands on (cents, beads, etc.). Place the dice next to the board. Each player takes one more pawn, that will move around the board.

Meaning of the components:

- The face down tiles are the cities.
- The five suits on the board are the five different terrains from Isi.
- The coins on the centre of the tiles are goods with which to build the roads.
- When building the roads, the goods are “transformed” into roads.
- The dice represent the houses.
- Since a piecepack set only has six coins for each suit (and not the ten needed for this game), you need a way to tell what type of goods you really have. That's what the five personal tiles and pawns are for: if you pick up a coin from a tile, place it on/next to the corresponding personal tile/pawn.

The first player places his pawn anywhere on the board, and collects a coin if he started on a terrain space (recommended). Look at the suit on the tile from which it came and place it on the personal tile of the same suit or next to the personal pawn of the same suit. Then the second player does the same, after which the players begin taking their turns.

On a turn, a player may do two things:

A) Move his pawn one space (mandatory). Pawns move orthogonally only (no diagonal movement allowed). If you land on a space with one or two coins, you may collect one. You may not land on the space your opponent occupies, but you may jump over him.

B) Build a road (optional). This requires coins of the correct suit: you must have a coin of the suit of the tile you are building to, one coin per road piece laid. You have to build a road between cities in one go (you can't stop where you like/if you do not have enough coins). You can also build to or from an existing road. To build a road just place the coin you need to spend over the edge of two adjacent tiles (on the centre of the edge). One player uses the suit side the other one the number side. There can only be one road over each tile edge.

Connecting cities:

When a city is first connected to another city, put a house in each city. You do this by placing a die on the city tile. Starting with the ace side up. When the city grows (each time it is connected to a new city), turn up the number. This way you can keep track of the number of houses in the city. Null=6. If the city should grow to 7, just place a counter on top of the die (or the last pawn).

The end:

The game continues until all coins of one suit are off the board. The player that took this last coin is allowed to build one more road, if he is able to do so (following the normal road building rules).

Winning:

The city with the most houses at the end of the game is the Capital. The player with the most connections leaving the Capital is the winner (all other cities are irrelevant).

If two cities are of the same (largest) size there are three tiebreakers:

Tiebreaker 1: the most "central" city becomes Capital. If there is still no difference then...

Tiebreaker 2: the player who has the most connections leaving the two candidates for Capital will win. If there is still no difference then...

Tiebreaker 3: the player who has traderoutes to the most cities overall won.