





ISIS & OSIRIS



FOR 2-4 PLAYERS AGES 7 AND UP

GAME COMPONENTS

- 1 Game board
- 22 Isis & Osiris tiles

- 32 Playing pieces
8 in each of 4 player colours

- 4 Score markers in the player colours

- 4 +/- 20 markers (double-sided)

- 1 rules


Before playing for the first time, carefully remove the Isis & Osiris tiles along with the +/- 20 markers from their frames.


GAME SETUP

- Each player chooses a colour and places the corresponding score marker in front of himself.
- Turn the 22 Isis & Osiris tiles face down and shuffle them well. The tiles have either blue (positive) or red (negative) numbers on their fronts as well as an eye on their backs.
- Depending on the number of players, each player now receives certain numbers of playing pieces in his colour as well as Isis & Osiris tiles:
 - 2 players: 8 playing pieces and 11 tiles
 - 3 players: 6 playing pieces and 7 tiles
 - 4 players: 5 playing pieces and 5 tiles

Important: Players may **not look at their tiles**; they must keep them as a face-down supply in front of themselves.

Any remaining tiles are removed from the game and returned to the game box, without letting the players see which numbers are on them. Unused playing pieces are also returned to the box.

 Place the game board in the middle of the table, such that it is easily accessible to all players. The board includes the playing area, comprised of a 6 x 6 grid of spaces, along with a pair of scoring tracks on either side - one with blue numbers for plus points and one with red numbers for minus points.

 Set the +/- 20 markers aside, next to one of the scoring tracks.

OBJECT OF THE GAME

By the end of the game, each playing piece will have a value determined by the values of the Isis & Osiris tiles next to it. Each player tries, by cleverly placing their pieces along with their tiles, to have the most valuable pieces at the end of the game.

GAMEPLAY

The players agree on a start player. On a player's turn, he must carry out one of the two following actions:

1. Place one of his playing pieces onto an empty space of his choice

or

2. Take a face-down tile from his supply and turn it face up so that all players can see its value. He then turns the tile face-down again and places it onto an empty space of his choice.

Important: The eyes on the backs of the tiles must always all be oriented the same way!

The turn then passes to the next player on the left.

Playing pieces and tiles may only ever be placed onto empty spaces - that is, spaces onto which neither a playing piece nor a tile has yet been placed.

Once a player has revealed a tile's value, he must place it. He may not then choose to place a playing piece instead of the tile.

Once a player is out of tiles, he must place a playing piece on his turn. The opposite is also true: once a player is out of playing pieces, he must reveal and place a tile on his turn.

GAME END

The game ends when a player covers the last empty space on the board with either a playing piece or a tile. Any pieces and tiles that remain unplayed in front of the players are returned to the box.

SCORING

Now, all tiles are turned face-up so that their values are visible.

The playing pieces in each colour are then scored, one after the other. Each playing piece's value is the sum of the values of all tiles located directly vertically or horizontally adjacent to the piece. A playing piece's overall value may be negative.

Each player adds up the values of all his playing pieces and indicates his total score on the appropriate scoring track with his score marker. Positive scores are recorded on the blue scoring track; negative scores are recorded on the red scoring track. If a player exceeds 20 points, he receives a +/- 20 marker and places it, with the appropriate plus or minus side up, in front of himself. He then scores only that portion of his total score that exceeds 20 points on the appropriate scoring track.

To make keeping track of the scoring easier, remove playing pieces from the board once they have been scored.

Example:

Green's piece A

scores -3 points (-1 -2)

and piece B

scores +1 point (4 -1 -2).

Green's total score

is thus -2 points (1 -3).

Purple scores

+3 points (1 + 2).



The winner is the player with the most points. Should all players have negative scores, then the winner is the player with the fewest negative points.

GAME VARIANT I

Players can agree to play multiple games, one after the other. The point totals from one game are carried over to the next game. The winner is the player with the most points at the end of the last game.

GAME VARIANT II

Gameplay is the same as with the base rules.

During setup, only the playing pieces are distributed to the various players. Shuffle all Isis & Osiris tiles together, face down, and leave them as a common supply for all players next to the game board.

When a player would like to place an Isis & Osiris tile, he takes it out of the common supply and turns it face up so that all players can see its value. He then turns the tile face-down again and places it onto an empty space of his choice.

Once the common supply of Isis & Osiris tiles runs out, then players must place their playing pieces.

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