

# SYZYGY

**Number of players:**

2.

**Age:**

8 years and up.

**Duration of the game:**

Approximately 15 minutes.

**Game concept:**

Olaf Pieters.

**Contents:**

16 planets.

1 asteroid.

1 instruction sheet.

**Description:**

Try to get three connected planets of the same colour on one straight line, without being surprised by a Zygyzy of your opponent.

**Point value of the planets:**

Red planets have a point value of 4 each.

Blue planets have a point value of 3 each.

Green planets have a point value of 2 each.

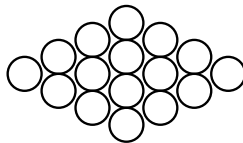
Yellow planets have a point value of 1 each.

**Aim of the game:**

The player who succeeds in placing three connected planets of the same colour on one straight line, wins the game.

**Preparation:**

De 16 planets are placed in the following starting position:



Take care that all planets are connected and that no planets of the same colour are laying next to each other.

One of the two players begins and the game is played clockwise.

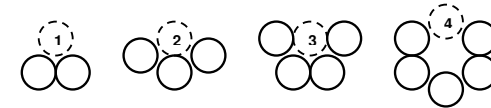
**Moving:**

A player is obliged to move a planet during his turn

Moving a planet is always done along the outer sides of the other planets and the moving planet must at all times be connected with the planets it's being moved along.

The end of a "step" is marked by a halt in movement of the planet that's being moved (because the planet entered a gap between two or more other planets).

The four different types of gaps are:



The amount of steps a planet can move depends on the point value of one of the planets it is connected with at the beginning of a turn.

If a player decides to move the planet 4 steps to the left or 4 steps to the right (because the planet is connected to a red planet with a point value of 4), then the 4 steps must be fully completed.

If a player decides to move the planet 3 steps to the left or 3 steps to the right (because the planet is connected to a blue planet with a point value of 3), then the 3 steps must be fully completed.

If a player decides to move the planet 2 steps to the left or 2 steps to the right (because the planet is connected to a green planet with a point value of 2), then the 2 steps must be fully completed.

A planet that is moved to the left may not be moved to the right during the same movement (and vice versa).

At the end of a turn the asteroid must be placed next to the planet that has just been moved, so that the other player can clearly see which planet has been moved last.

**Not moving:**

You cannot move a planet of the same colour as the planet that has been moved during the previous turn (the colour of the planet where the asteroid is laying next to).

You cannot move a planet if that move (temporally) divides the planet field.

You cannot move a planet that is surrounded by other planets (note: a planet is considered surrounded if it must force other planets to move from their positions in order to get away).

Have fun!

Olaf Pieters