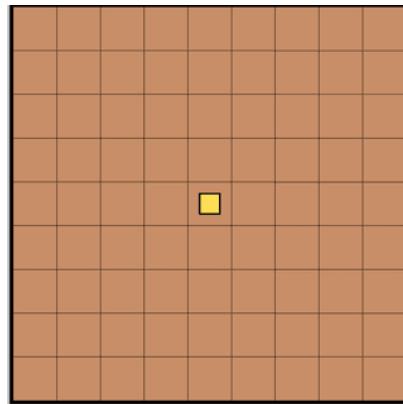


Siemenet

2020, Paco Barter, <https://boardgamegeek.com/thread/2517745>

The components are:

- a 9x9 squares board
- 1 "common" pawn
- 40 white pawns (*)
- 40 black pawns (*)

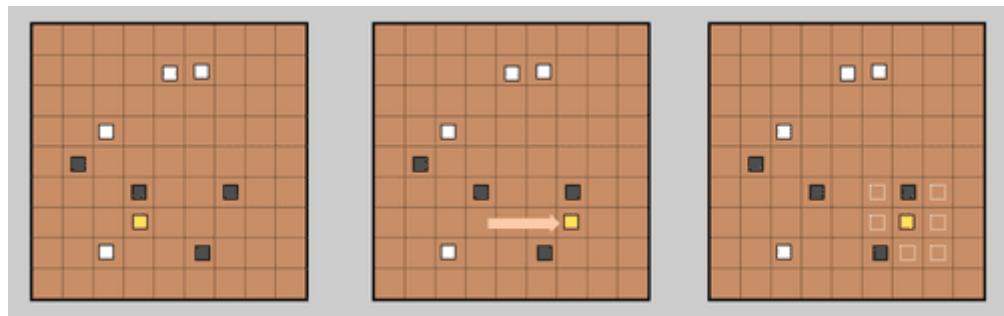


for the setup, only the "common" pawn is placed on the board

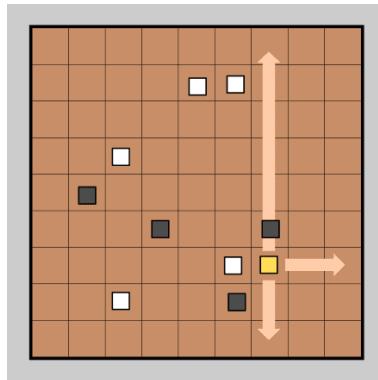
In her turn, a player must perform two actions:

1. Move the common pawn in the same current row/column to an empty square. It can jump over friendly pieces but not over opponent's ones.
2. Place a pawn of her colour in a square that are next to the common pawn, horizontally, vertically or diagonally, if it's empty.

The next image shows white player moving the common pawn and the available squares to place a pawn:



And the next image shows the available moves for black player after white has placed her pawn:



The game is over when a player cannot complete both actions in her turn, then each player scores 1 point for 3-in-a-row or 3-in-a-column and are accumulated (i.e. 4-in-a-row are 2 groups of 3-in-a-row => 2 points; 5-in-a-row => 3 points ...).

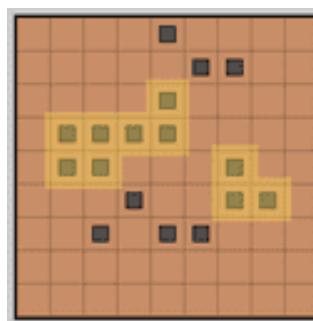
The player with higher scoring is the winner.

==== SIEMENET REVISITED ===

- a 9x9, 11x11 or 13x13 board
- 40 white pawns and 40 black pawns

Basic Rules

- same "movement & placement" rules apply
- the game ends when a player cannot play in her turn, either because cannot complete both actions in her turn or because does not have more pawns
- each player scores 1 point for each of her pawns in a "region" (being a "region" a group of pawns connected vertically and/or horizontally with 3 or more, as in the figure)



Extended rules

- When a player cannot move&place in her turn, instead of declaring a game over, she may decide to take a piece of her color off the board and place it aside. Each of those pieces placed aside, grant each player a point in the scoring phase.