

ISAAC

2 extra games by
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INTRODUCTION

We present 2 more games that you can play with an ISAAC set: **FOUNDATIONS** and **HARI**.

FOUNDATIONS

A game for 2 players.

AIM OF THE GAME

To get rid of the value of your pieces.

RULES

The game begins with an empty board.

Players take turns placing one of their pieces in ascending order of length (of his own colour). If they can't find space for a piece, they must build on the next level in height so that both ends of the piece rest on top of two pieces of their colour. When players are forced to build on new levels, they can begin with a smaller piece, but they must then play again in ascending order of length and they cannot play in lower levels anymore.

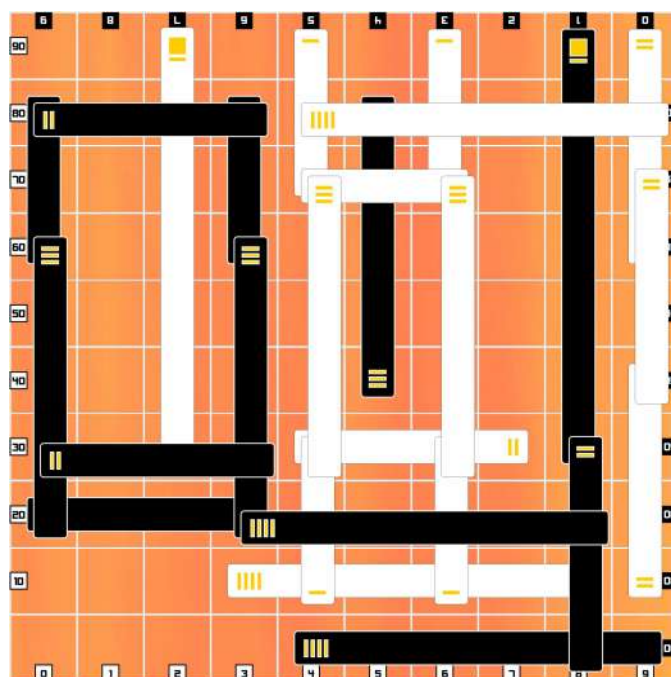
It is not allowed to place pieces underneath other pieces.

The move is compulsory: if they can find place for a piece on their current level they cannot start a new one.

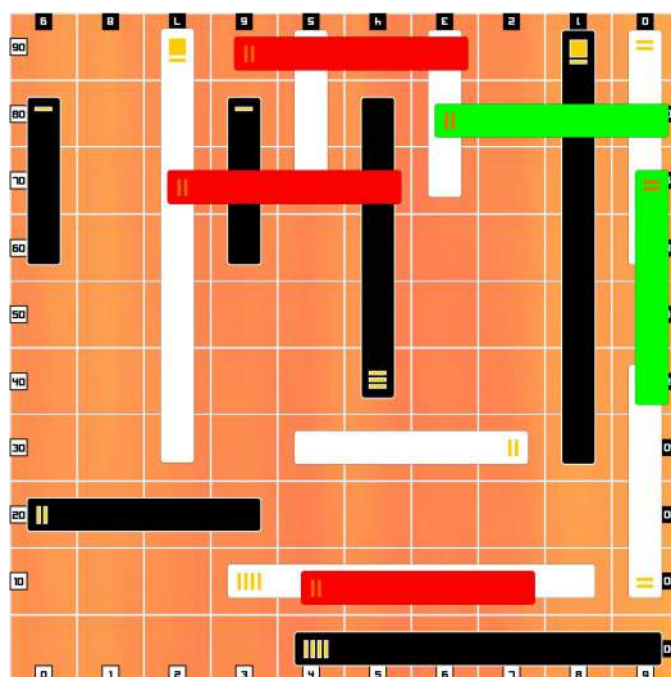
If players can't make a valid move then they pass. If both players pass the game ends.

The player with the lowest sum of points on the sticks still in his hand is the winner.

In case of a tie, the player with less points on the top floor wins. If the tie persists check the next level and so on.



Example 1: Both players have still 3 points in their hands. As a tiebreaker, look at the points on the higher level, the 3rd: both players have 6 points: Black 2 + 4, White 3 + 3. On the second level black has 10 points (2+2+3+3) while White has 9 (1+1+1+2+4) therefore White wins.



Example 2: white move

White placed his 6-piece on the first level, and must go on to the second level. White wants to place a 2-piece: green are some of the possible moves, red are wrong moves:

- sides not on white pieces
- sides on the same white piece
- one side on a black piece

HARI

A game for 2 players.

AIM OF THE GAME

To end up with the most points on the board.

RULES

The game begins with an empty board.

Players take turns **moving** zero or more of their pieces already on the board (if any), and then playing one of their pieces from their hands either **placing** it on the board or **discarding** it (so it is not used anymore during the game).

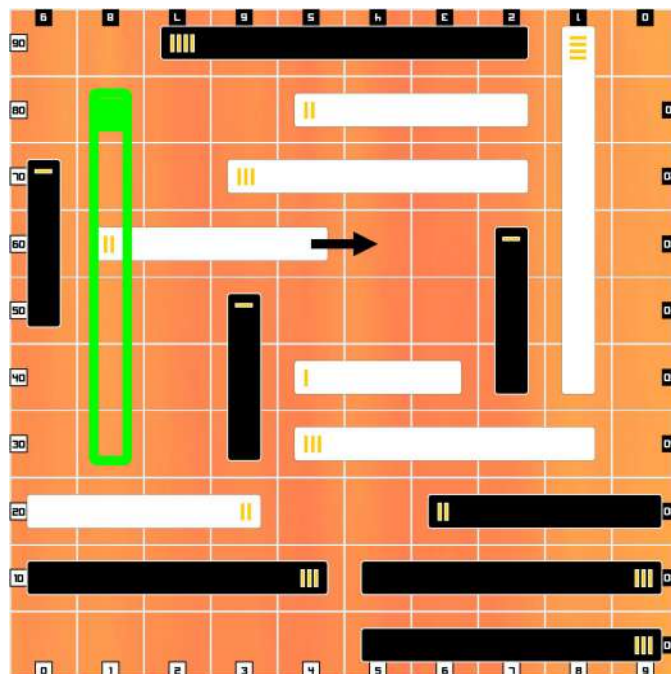
A piece is moved by sliding it along its length. By sliding, pieces cannot hit other pieces. It's possible to slide pieces completely out of the board and discard them.

Pieces must be played (placed or discarded) in ascending order of length. Example: if a player plays a 3-piece, from now on he can only play pieces of value 3 or more.

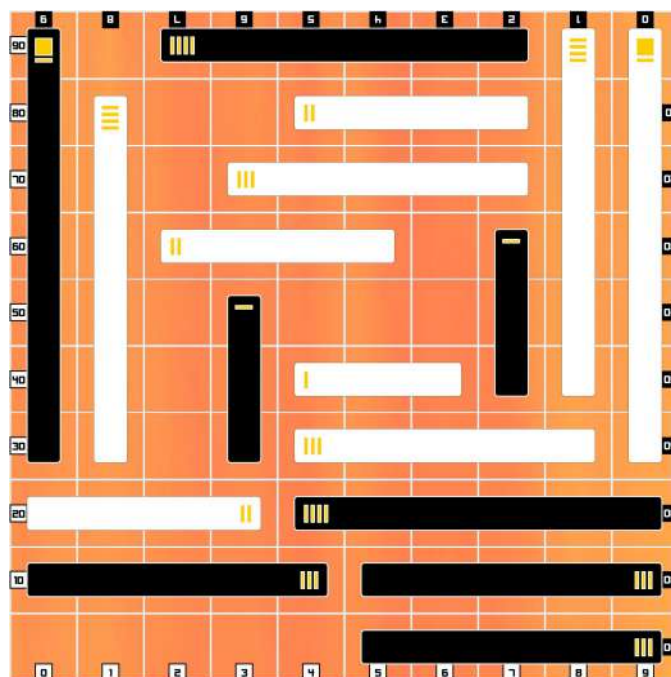
The played piece must have a value of at least equal to the sum of the values of the moved pieces. Example: if a player moves a 2-piece and a 1-piece, he can then place or discard a piece of value $2+1 = 3$ or more.

If players can't make a valid move then they pass. If both players pass the game ends.

The player with the highest total sum on the board is the winner.



Example 1: White moves the 2-piece to leave room for the 4-piece.



Example 2: Endgame. White wins 27 to 25.