

# Sisimizi

Alex Randolph, 1996, <https://boardgamegeek.com/boardgame/540>



*The board represents a terrain with nine territories, each differentiated by its background color*

Each player has 60 ants and seven anthills

Goal. Place your seven anthills in seven different territories and connect them with uninterrupted columns of ants. Five territories must be in the center, and the two last territories should be diagonally opposite ones.

On each turn (except the first), each player must:

1. Place three pieces on the board (but no more than one anthill).
2. Move up to three pieces already on the board (but no more than one anthill).

Ants may be placed on any empty space that is not marked with a black dot.

Anthills may be placed only on spaces marked with a black dot, and never more than one anthill of the same color in the same territory.

The First Turn. To compensate for the advantage of going first, during the first turn the second player may place one more piece than the first player.

Crossings. Once per game a player may cross, that is, pass over, an opponent's column of ants: simply place a friendly ant on top of an opponent's ant in their column (this does not break the opponent's line). This special move counts as an entire turn (so, when using it, the player cannot place or move any other piece that turn).