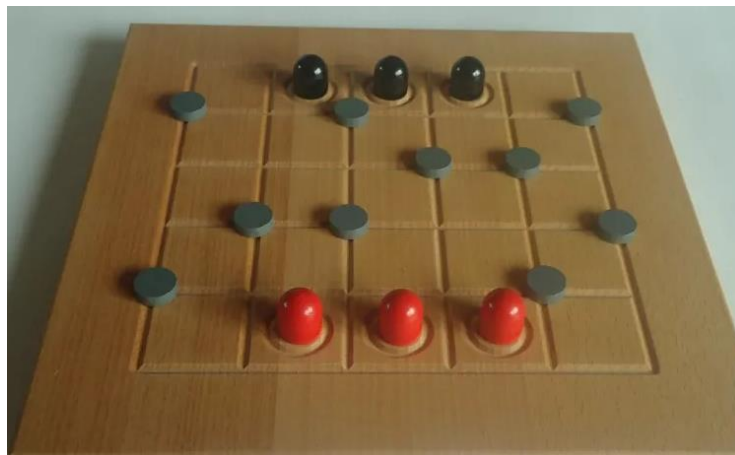


**Sia Doble**, by Oliver Schaudt, Hendrik Simon



Each player chooses one side of the board featuring 5x5 squares, takes seven buoys and places his three markers on the three middle squares of the first row on his side of the board. Then you place a minimum of 5 buoys on the crossings of the grid in your half of the board, but not on the corner points!

You alternate turns and have only one possible move: you move a marker on a free adjacent square, but only if one crossing of the separation line is occupied by a buoy; after you move the marker you relocate the buoy to the second crossing of the separation line. You cannot reverse a move in your next turn and you must make a move if you can make one. You win when you can place two markers on the starting line of your opponent or when a player gives up or when players decide on a draw.

If you want to play a tournament, you can either in League Play award three points to the winner of a game and one point to each player for a draw, and each player must play against every other player or play a “best-of-five” Knockout Tournament, a win is worth one point and a draw  $\frac{1}{2}$  point, you must reach three points to win.

Sia Doble is a development of Sia Sola, which is a solitaire game, in which you must switch positions of two big markers using a given number of buoys in given starting positions. Sia Doble is the same challenge for two players, the seemingly unimposing buoys are the key to the game as the open and close separation lines for moves, but they themselves can only be relocated by moving a marker. Intensive planning ahead and spatial thinking are necessary, already when placing buoys at the start! [\[ref\]](#)


# SIA DOBLE

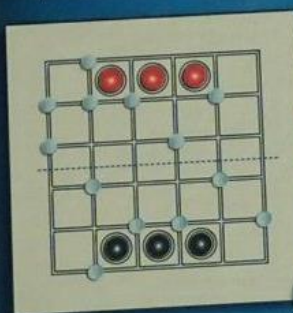
## Zug für Zug




Hergestellt in Deutschland


1.


 Platzieren Sie zu Beginn des Spiels Ihre Schlüsselsteine („Bojen“) auf Kreuzungspunkte Ihrer Spielfeldhälfte.



 Place your key pieces („Buoys“) at the beginning of the game on any intersection on your side of the gameboard.

2.


 Ziehen Sie eine Ihrer Spielfiguren immer so, dass hinterher eine Boje auf einen gegenüberliegenden Kreuzungspunkt wechseln kann. Ein Spielzug darf nicht im nächsten eigenen Zug rückgängig gemacht werden.


 Move one of your playing pieces, so, after that, a buoy can change to the other end of the line. A move may not be reversed in the next own move.

### Inhalt / Content:

1 Spielbrett / 1 gameboard  
2 x 3 Spielfiguren in 2 Farben / 2 x 3 playing pieces in 2 colors  
14 Holzscheiben / 14 wooden discs  
1 Baumwollbeutel / 1 bag  
1 Anleitung / 1 instruction sheet

3.

 Sie gewinnen, wenn sie zwei Ihrer Spielfiguren gleichzeitig auf der gegnerischen Startlinie stehen haben.

 You win if you have two of your playing pieces at the same time in the opposing base line.

