CISTUDE

Cistude is an abstract game for 2 players aged 10 and over, for games lasting from 10 to 30 minutes

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YOU ARE TWO NATURALISTS IN CHARGE OF THE CENSUS OF EUROPEAN CISTUDES, A FRESHWATER TURTLES PROTECTED SPECIES, ON THE MER ROUGE POND, IN THE BRENNE (INDRE). BE THE FIRST TO SPOT A SPECIMEN, OR THE ONE WHO COUNTS THE MOST SPECIMENS ONCE YOU'VE EXPLORED ALL THE BANKS OF THE POND.

AIM OF THE GAME

With on his own color, be the first player to create a *TURTLE* during the laying phase, or have more *TURTLES* than your opponent after the repositioning phase.

COMPONENTS AND GAME SETUP

Components are 32 two-colors *HEXAGONS* recto verso, 8 turtle patterns (named PATTERN in the rules), and in addition 5 egg tokens (referred to as *EGGS* in the rest of the rules), one token *TURTLE*, 2 player aids (Fig. 1). The hexagons have a pictogram in their center to facilitate the construction of turtles (Fig. 2).

DEFINITIONS AND GENERAL PRINCIPLES

TURTLE: a specific shape constructed with *EXACTLY 4 HEXAGONS*, according to the *PATTERN* (Fig. 3). To be valid, a **TURTLE** of one color must be surrounded by empty spaces or sections of *HEXAGONS* of the opposite color (Fig. 4).

CREATING A TURTLE BY PLACING: action that consists of making a turtle appear by placing a hexagon during your turn in the laying phase.

REPOSITIONING: an action that consists of taking a hexagon already placed on the tile and then placing it again as desired by the player (the player can reorient or flip and reorient this hexagon as they see fit):
- Either on its original location if it is a *HEXAGON* in the middle of the tile (i.e., it cannot be removed from the tile by sliding it – Fig. 5),
- Or in its original location or any other location on the edge of the tile if it is a *HEXAGON* on the edge of the tile (i.e., it can be removed from the tile by sliding it – Fig. 5).

After one or more **REPOSITIONINGS**, a **turtle** must appear.
- Any **TURTLE** created by repositioning is marked with a *PATTERN*.
- A **turtle** created by **REPOSITIONING** cannot be altered for the rest of the game. In particular, a *HEXAGON* section of its color can not be attached to a turtle to make it disappear.

SETUP

One player plays white, the other plays black. Each player chooses their color and takes the corresponding game aid. The 32 *HEXAGONS* are placed within reach of the players. One player, chosen at random, starts and takes the *TOTEM*.

GAMEPLAY

A game is played in two phases: the *placement phase* and the *repositioning phase*.

PLACEMENT PHASE: The first player places a *HEXAGON*, choosing which side to display. Then, in turn, each player places a *HEXAGON*, choosing which side to display and which orientation to place it in, provided that it touches at least one side of a *HEXAGON* already in play.

If a player **CREATES A TURTLE BY PLACING** a *HEXAGON*, the player playing the color of the revealed turtle immediately wins the game.

If, by placing a *HEXAGON*, a player enlarges a shape of the opponent's color that already has at least 5 *HEXAGONS* spread across one or more groups, their opponent takes an *EGG* (Fig. 6).

REPOSITIONING PHASE: After the placement phase, each player, starting with the player who did not place the last *HEXAGON* (i.e., the player with the totem), proceeds to the repositioning phase.

Players try to make turtles appear with one or two ***REPOSITIONINGS***.

If a player has received *EGGS*, they can use a number of *EGGS* to reposition the same number of *HEXAGONS*, in addition to their free move of 2 ***REPOSITIONINGS***. The *EGGS* used are discarded.

If a player cannot create a ***TURTLE***, they pass and their opponent tries to create a ***TURTLE***.

END OF THE GAME: the game ends either during the placement phase if a player ***CREATES A TURTLE BY PLACING*** a tile, or at the end of the repositioning phase when no more ***TURTLES*** can be created by ***REPOSITIONING*** (Fig. 7).

DETERMINING THE WINNER

The winner is the player who plays the color of the ***TURTLE CREATED BY PLACING*** it, or, failing that, the player who has the most ***TURTLES*** on the tile at the end of the ***REPOSITIONING PHASE***. If both players have the same number of ***TURTLES*** after the ***REPOSITIONING PHASE***, the player who has the *TOTEM* wins.
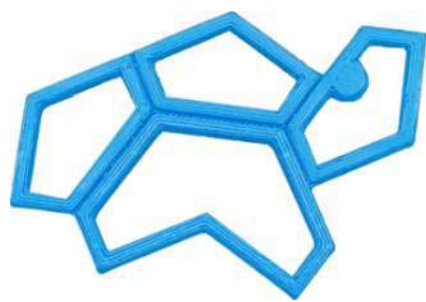
Figure 1 : game components

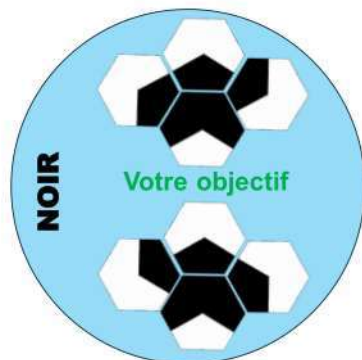

Hexagon recto   x 32

Hexagon verso

Pattern x 8

Egg x 5

Totem x1

Player aids x 2

Figure 2: use of the pictogram to assist in the construction of turtles

The pictogram represents the corners of the small 1/3 areas to be attached to the 2/3 area to create a turtle.
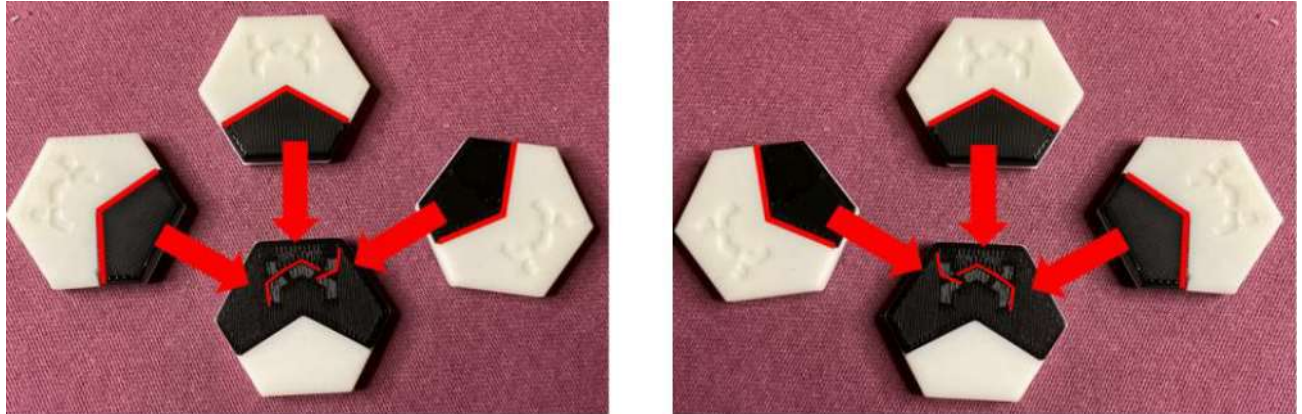

Figure 3: possible shapes of turtles

Tortue blanche

Tortue noire

Here are the four possible shapes of turtles in black and white.

A turtle always consists of a 2/3 shape (the body), two 1/3 shapes that make up the shell, and a raised 1/3 shape that makes up the head.

A turtle is composed of four hexagons.

Figure 4: turtles valid or invalid
Figure 4a: valid turtle

This is a turtle
The shapes in this line are turtles: they are composed of a surface area of 4 hexagons: one 2/3 surface area and three 1/3 surface areas arranged correctly.

# Figure 4b: shapes that are not turtles

This is not a turtle!
The shapes in this line are not turtles: the black and white areas are made up of pieces of five different hexagons (compared to exactly four for a turtle).

Figure 5: hexagons at the edge of the tiling and hexagons in the middle of the tiling

On this form at the end of the laying phase, the hexagons marked with a red dot are the hexagons at the edge of the paving. All other hexagons are hexagons in the middle of the paving.

Figure 6: expansion of an area of 5 or more hexagons belonging to the opponent
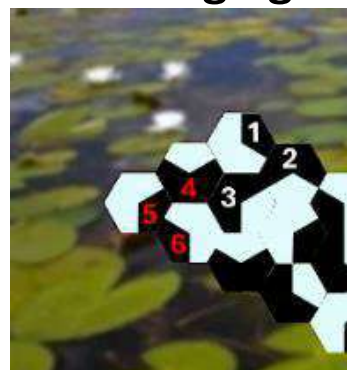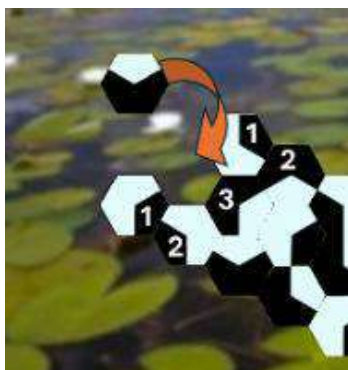
White plays.

He creates a black zone consisting of more than 5 hexagons (here by combining 2 zones for a total area of 6).
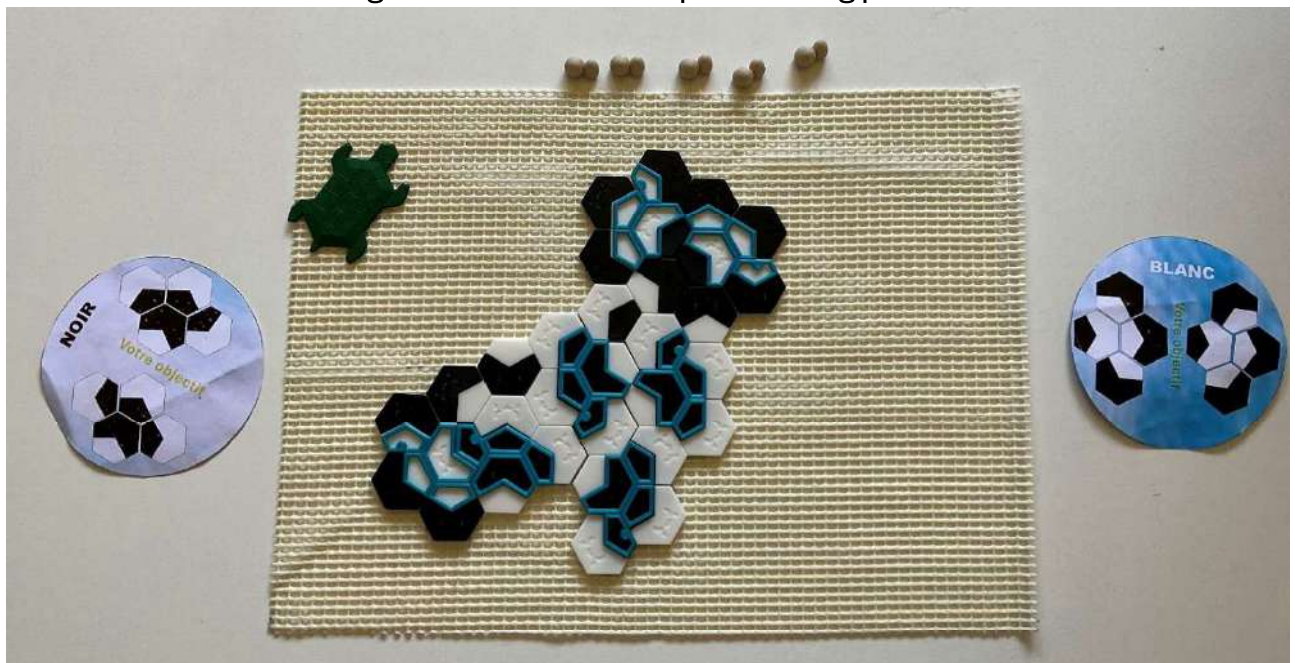
The black player wins an egg.

Figure 7: example of endgame

Figure 7a: before the repositioning phase

Figure 7b: after the repositioning phase

Black wins 4 turtles to 3.