

Itsy

Start with Go, distill it down to its essence using the Symple protocol, and you have Itsy.

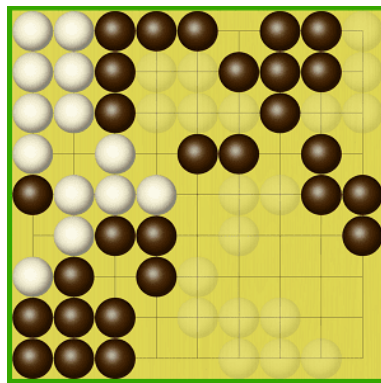
The rules are very short:

A group is a maximal set of orthogonally adjacent pieces of a single colour. Groups can never merge.

Each turn, in order:

- Grow: Add a piece adjacent to each of your existing groups
- Spawn: Add a piece to the board, forming a new group.

If you cannot complete your turn (usually because a group is surrounded), you lose.



[BGG description, Stephen Tavener, 2020]