Sirtet

*A game of harvest, sacrifice
and colorful tetrominoes!*

2 players, 15 minutes
by Giuliano Polverari

Components

36 tiles: 1 Start tile and 7 groups of 5 tetrominoes in different colors

Goal

Collect the largest number of tiles of the same color

Setup

1. Shuffle the tiles and place them randomly face up on the table, creating a random 6x6 square **Board**.
2. Take away the Start tile and put it on the right of the Board: this is the **Discard zone**.
3. The first player to play is who played more recently in a game with tetrominoes, or who lost the previous match. Each player chooses a single tile surrounding the former Start tile, and places it in front of them: this is their initial **Harvest zone**.
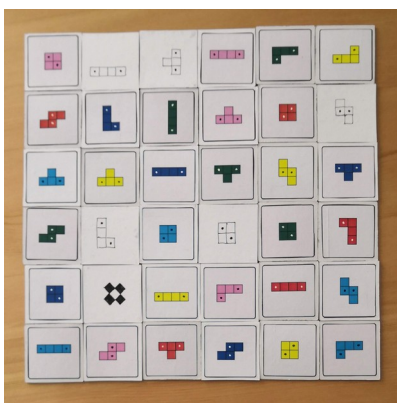
1) Create the random Board
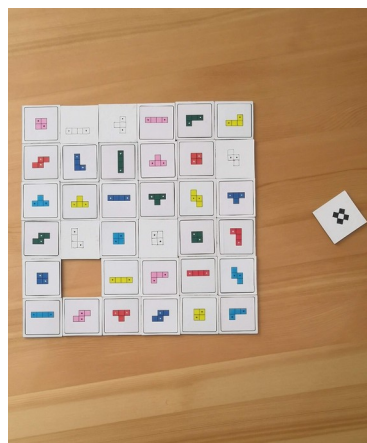
*2) Take away the Start tile
to create the Discard zone*

3) Populate each player's Harvest

Playing the game

The players take turns harvesting the Board.
On their turn, the active player MUST choose and perform one of these 3 actions:
- Double Harvest
- Single Harvest
- Pass

Double Harvest

The player MUST **choose and discard** (places it in the Discard zone) a tile from their Harvest; then MUST **choose and add** to their Harvest **two tiles** from the Board, whose relative positions are like those of the dots on the discarded tile (any symmetry is valid).

Single Harvest

The player MUST **choose and discard** a tile from their Harvest; then MUST **choose and add** to their Harvest **one tile** from the Board. Then, the player CAN optionally **choose and discard** a tile from the Board.

Pass

The player does nothing in this turn.

End of the game

When **there are no more tiles left on the Board**, or when **both players Pass** on two consecutive turns, the game is over.

Now, if one player has harvested more tiles than the other, MUST choose and discard any of their tiles **until equality is achieved**.

The players then group their tiles by color, and order the groups by size.

The winner is the player with the largest group of tiles of the same color!

If the largest groups are of the same size, the players compare their second largest group and so on, until a winner is found or the game is declared a draw.
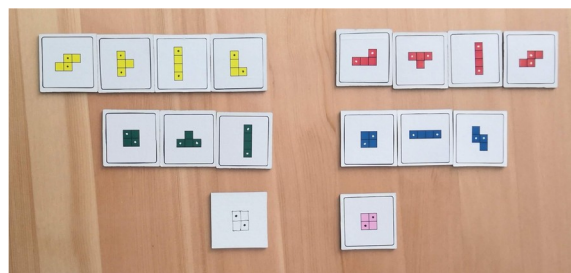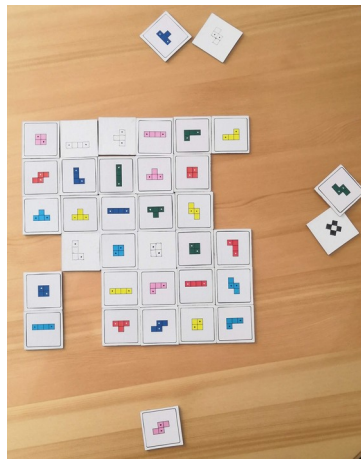

A draw match

Sample game

Game setup done, let's name the players North & South.

Turn 1: Player North makes a Double Harvest.

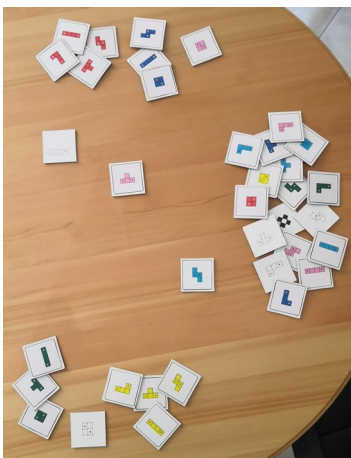Turn 2: Player South makes a Double Harvest.

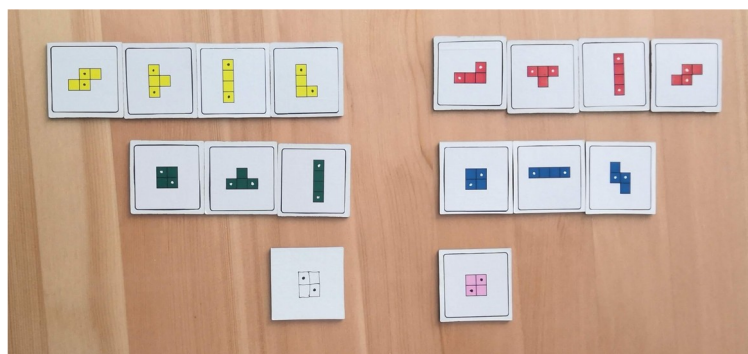Six turns later, middle game.

Other four turns later, the end is approaching.

North discards its cyan L tile, to take cyan O and blue O. South discards its blue L tile, to take the green I and the white O.

Last turns: North makes a Single Harvest, then both Pass.

The game is a draw!