

Sirtet Solo



A solo variant for the game of harvest, sacrifice and colorful tetrominoes!

1 player, 15 minutes

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Components

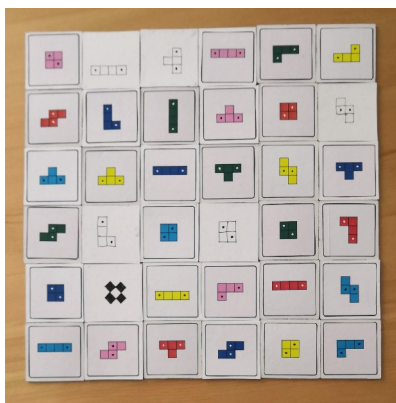
36 tiles: 1 Start tile and 7 groups of 5 tetrominoes in different colors

Goal

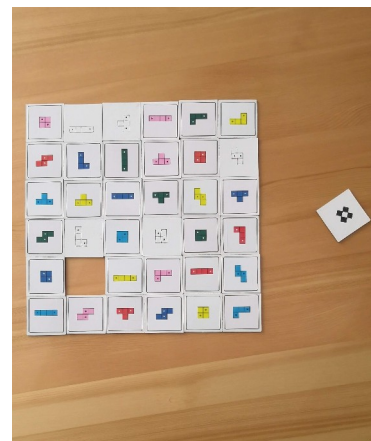
Collect 3 complete group of tiles of the same color, leaving on the board as few tiles as possible

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. Choose **TWO** tiles surrounding the former Start tile, and place them in front of you: this is your initial **Harvest zone**.



1) Create the random Board



2) Take away the Start tile to create the Discard zone

Playing the game

You play a sequence of turns, harvesting the Board.
The turn consist of a mandatory Solo Harvest action.

Solo Harvest action

- 1) You MUST **choose and discard** (place it in the Discard zone) a tile from your most recent Harvest (so, from the two tiles you harvested on your previous turn).
- 2) Then you MUST **choose and add** to your Harvest **two tiles** from the Board, whose relative positions are like those of the dots on the discarded tile (any symmetry is valid).

End of the game

When you cannot perform a Solo Harvest, the game is over.

Group your tiles by color.

A tile group is “complete” if you collected all its 5 tiles (different forms, same color).

If you collected 3 complete groups of tiles, you win!

Now count the tiles left on the board:

- If there is just one, your win is perfect!
- If there are two, your win is fine :)
- If there are more, ok you still won. Try again to score a perfect win!