

# SINODA

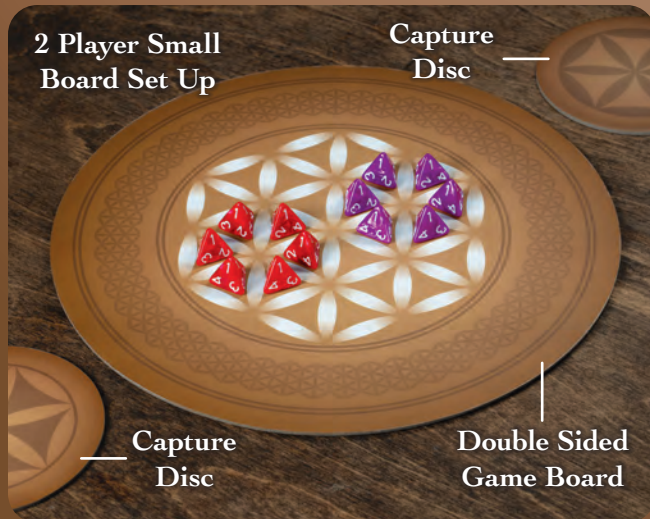
RULES Designed by: Bill Murphy and Scott Kelly

## Introduction

Sinoda is an abstract strategy game in which players move their pyramid-like pieces around the board to capture opposing pieces. They may alter the movement value of their pieces, but by doing so, they might make them more valuable to their opponent if they are captured!

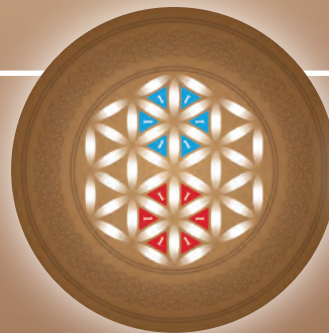
## Set Up

Place your six pieces in the triangle spaces that make up your “flower” starting position opposite your opponent’s. Make sure that the “1” is at the top of each of your pieces. In 4-player games, randomly determine which player gets each starting position, as they are slightly different. See the setup diagrams to the right.

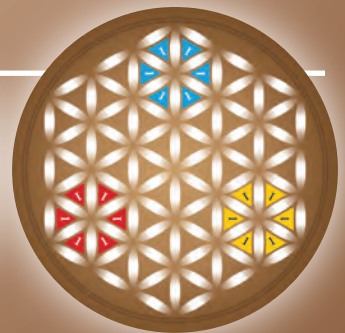


## Objective

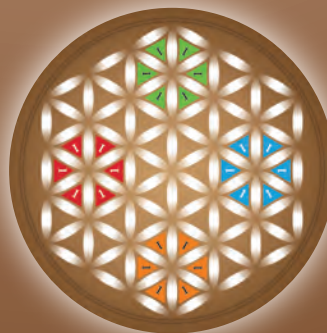
The objective of Sinoda is to capture more points worth of your opponent’s pieces than they do of yours. Remember to sacrifice, guard, and capture while executing your grand plan.



2 Player  
Small Board



3 Player  
Large Board



4 Player  
Large Board



6 Player  
Large Board

## Game Play

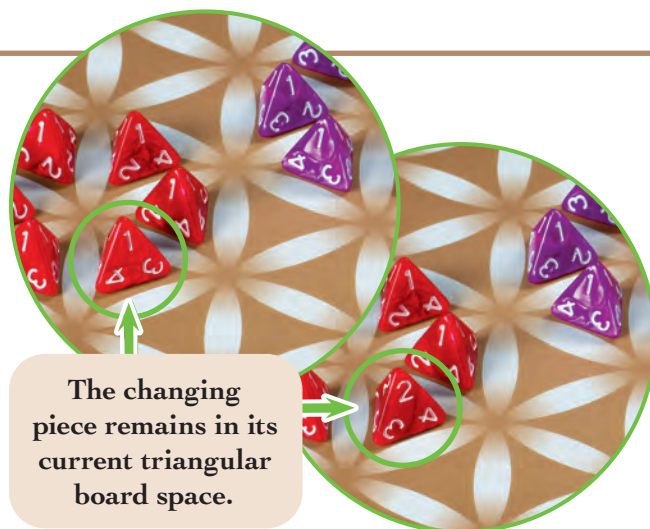
Randomly determine who goes first. You can do this by rolling one of your pieces and the player with the higher number showing at the top will go first. Continue turns in clockwise order.

On your turn, **you must do** one of two options: **Change a Piece or Move a Piece.** These two options are explained on the next page.

## On your turn, choose one of these two options:

### ► This Option: Change a Piece

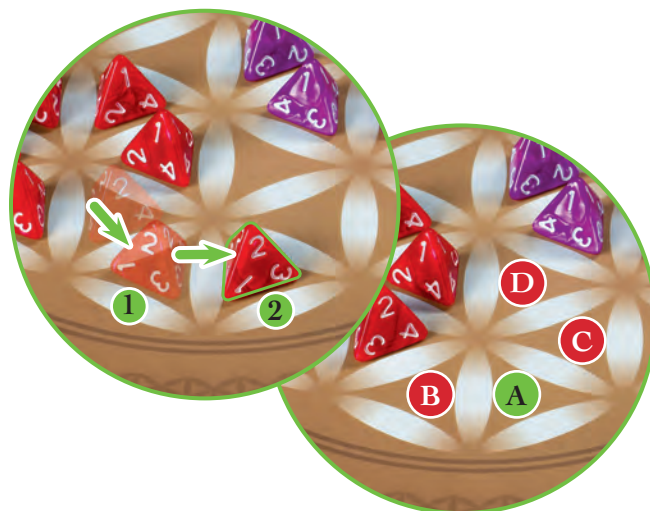
Choose one of your pieces and turn it so that the top value (number) is either 1 value **higher** or **lower**. You may only ever increase or decrease the value by 1 per turn. The values do not “wrap around”, so you cannot change a 1 to make a 4, nor can you change a 4 to make a 1. The changing piece remains in its current triangular board space. The value of a piece indicates its movement and points value.



### ► This Option: Move a Piece

Choose one of your pieces and move it the amount of triangular spaces equal to the value (amount) shown on the top point of that piece.

You must move the piece exactly the value on top, no fewer. For example, a “2” may not move only one space, but must move two spaces. Each step of the move must be into an adjacent space. An adjacent space is one that is connected by **crossing a single white line at the side of the triangle space, not through the point of the triangle**. The path from your starting space to your final space must be clear; **you may not move over your own or opponent’s pieces. You may not “backtrack” and move to a space you have already moved through on this turn.** If the final step of your piece’s movement puts it on a space that contains an opponent’s piece, you capture it (See “Capturing Pieces”).



#### Movement Summary

- A piece **must** move the full distance equal to its value
- A piece **must** move through the white line into an adjacent space, **not** through the point of the space
- A piece **cannot** move over or “jump” any other pieces
- A piece **cannot** move back to a space it was already in this turn

- A** Is the 2 piece’s only legal move, moving to B, then A.
- B** Is an illegal move for the 2 piece, because it is only 1 space away and a piece must move the full amount indicated by the value on top.
- C** Is an illegal move for the 2 piece, because it is 3 spaces away, moving B, then A, then C.
- D** Is an illegal move for the 2 piece, because it is 4 spaces away. The 2 cannot move there by moving over the adjacent 1 piece. Pieces cannot move through a space occupied by friendly pieces or opponents’ pieces.

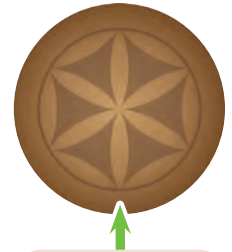
## Capturing Pieces



Capture  
Disc  
One Side

If you move a piece and its move **ends** on a space occupied by an opponent's piece, the opponent's piece is captured. Place the opponent's piece on your capture disc. **Make sure the top number stays the same**, because this is the point value of the captured piece. Your score is the total value of all the pieces on your capture disc, adding the top values together.

Remember that any value piece can capture another; the ability to capture is not dependent on the value of the piece, other than having the correct movement to land on the opposing piece. The captured pieces do not all need to be from the same opponent, and you may not capture your own pieces.



Capture  
Disc  
Other Side

## Ending & Winning the Game

### The game ends immediately when:

- All players have only one piece on the board,  
**or...**
- A player has lost their last piece on the board,  
**or...**
- A player has captured 6 opposing pieces

### Winning

After the game ends, add up the points value of your captured pieces, and whoever has **the most points wins**. If there is a tie, the player with the most pieces on the board wins. If still a tie, share the victory and play again. If at any point it is realized that it would be impossible to overtake the leading player, there is no need to continue the game to an inevitable conclusion. This is a **Win by Sinoda**, the special alternate win condition.

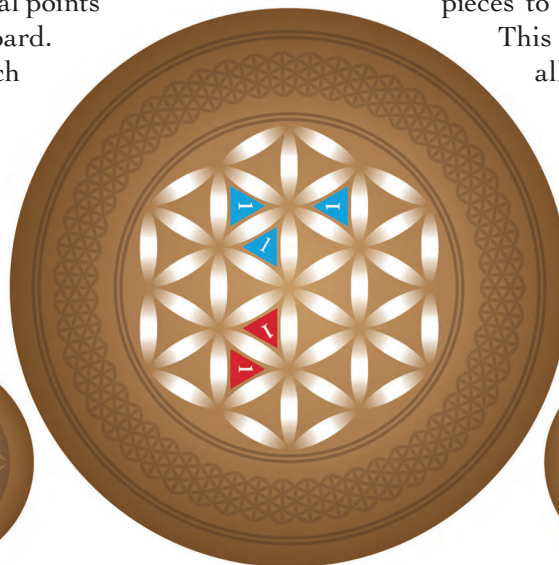
## Special Win Condition

### Win by Sinoda

In two player games, it is possible that the difference between the players' points might be greater than the total amount of potential points the leading player has on the board. The losing player could not catch up, even if they captured the leading player's remaining pieces. In this case, the player who has captured the higher point value would win automatically.

### Win by Sinoda Example

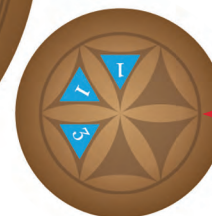
Blue has three pieces on the board. If Blue manages to reduce the value of their remaining three pieces to "1", they would Win by Sinoda. This is because even if Red captured all 3 "1s", they would then have only 8 points captured. This is fewer than Blue's 9 points. Blue could choose to never increase their pieces, therefore Red could never win.



Blue Player's  
Capture Disc  
Total 9  
Points  
Captured



Red Player's  
Capture Disc  
Total 5  
Points  
Captured





## Team Games

All normal Sinoda rules apply, with some extra rules for scoring and set up. Team organization will have different options depending on the number of players.

4 Players	2 Teams of 2 Players
6 Players	2 Teams of 3 Players
6 Players	3 Teams of 2 Players

Players on the same team must be positioned on the board opposite each other. Randomly determining the first player, play should alternate between teams progressing clockwise for each player's turn.

## Thank You

To everyone who put in the time to test and enjoy our development of Sinoda, we sincerely thank you. This includes the many game cafés at which enthusiastic customers played and tested this game.

Special thanks to all the customers at Dicey Business in Mississauga, Ontario, Canada, where we spent many evenings playing Sinoda and other games together.

## Credits

**Game Design:** Bill Murphy and Scott Kelly

**Illustration and Graphic Design:** Bill Murphy

**Photography:** Gianfranc Pipitone



Bill Murphy

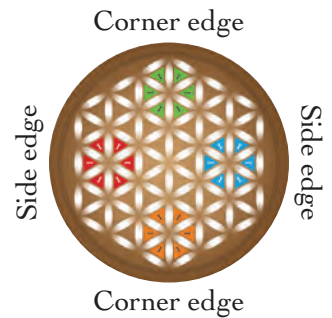


Scott Kelly

In 4 player games randomly determine if a team starts on side edges or the corner edges.

You **cannot** move or change the number on your teammate's pieces. You **cannot** capture your teammate's pieces.

Ending the game and scoring is the same as regular Sinoda. When the game ends, **do not add the teammate's scores together**. If any teammate has the highest total, then that team wins.



A lot of invaluable playtesting, feedback, and advice was shared with us by people at various game prototyping events. These include Protospiel North, Protospiel Online, UnPub, Breakout Con, and ProtoTO. There are too many people to name individually, but we thank you all.

BSGames cannot thank you enough.

## Info

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**Online:** Visit [bsgames.ca](http://bsgames.ca) for more Sinoda! There you will find a how to play video, FAQs, news, updates and more. Also, check out BSGames' other offerings and works in progress.



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**Note:** Components may not be exactly as shown.