

Siesta

Guido Hoffman's game of casting and claiming shadows for 2-4 players.

Game materials:

The game board is subdivided 12×12 into 144 squares. Into each square may be placed one of the three types of game pieces:

1. Suns (25 in the game). The supply of suns is shared by all players.
2. Shadows (75 in the game). The supply of shadows is shared by all players.
3. Roofs (15 per player). Each player has his own supply of roofs of a particular color.

Additionally, each player has a square marker of his color with which to keep track of his score on the track around the perimeter of the board.

Game start:

Each player places his scoring marker on a different corner of the scoring track.

The first player starts the game by placing one sun, one roof of his color, and one shadow, in that order, next to each other in either a horizontal or vertical row in any direction anywhere on the board so that it looks like the roof is casting a shadow from the sun's light. (The orientation of the roof does not matter.) For example:



This is the simplest form of a *Siesta*. However, a *Siesta* can have any number of suns, roofs, and shadows in a row, but must always be in that order.

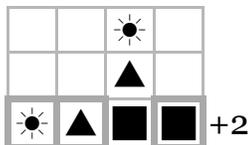
Basic scoring: The Siesta

Each shadow in a *Siesta* scores 1 point. That point is scored by every player who has at least one roof in the *Siesta*. (Having either more than one sun or roof of one color in a *Siesta* does not score more points.)

Adding shadows to an existing *Siesta* scores only for the new shadows. Existing shadows scored in a previous turn are not scored again. For example, if a player adds three shadows to the *Siesta* shown below, he scores 3 points (and not 4).



However, existing shadows are scored again when they become part of a new *Siesta*. For example, if a player adds a sun, roof, and a shadow at a right angle to the existing *Siesta* shown below, he scores 2 points: 1 for the new shadow and 1 for the existing shadow because it becomes part of a new *Siesta* even though it was scored on a previous turn.



A single shadow might eventually be scored four times from all four directions.

Bonus scoring: The Double Siesta

When two *Siestas* are created at opposite ends of a row and scored by only one player, that is a *Double Siesta* and scores a bonus of 2 points. (The bonus is always 2 points no matter how many suns, roofs, or shadows are in the *Double Siesta*.)

For example, if a player adds a shadow, a roof, and a sun to the *Siesta* shown below, he scores 1 point for adding a shadow to the existing *Siesta*, 5 points for *all* the shadows of the *new Siesta*, and 2 points for the bonus of a *Double Siesta* for a total of 8 points.



Game play:

Players take turns in clockwise order. After the first player's turn, every piece must be placed either horizontally or vertically next to at least one piece already on the board.

On his turn, a player must place exactly three pieces. They can be any combination of suns, roofs of his own color, or shadows. They need not be placed next to each other.

Each piece placed must observe the rules for that type of piece:

- A sun must never be placed next to a shadow.
- A roof may be placed next to any type of piece.
- A shadow must never be placed next to a sun. Additionally, a shadow must be placed where it is part of at least one *Siesta*.

A player must score at least 1 point for himself. (Occasionally, he will score points for other players, but this does not fulfill the obligation to score a point for himself.)

After a turn, all players who scored move their scoring markers clockwise around the scoring track one space per point.

Game end:

The game ends immediately when either:

1. The last sun, last shadow, or one player's last roof is placed (even if fewer than three pieces are placed). Points for that placement are still scored.
2. A player is unable to place three pieces and score at least 1 point for himself.

The player who has the most points wins.

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Note: The included English translation of the rules is inaccurate.
This version of the rules by Paul J. Lucas (June 9, 2008).