POLYSSIMO *challenge*

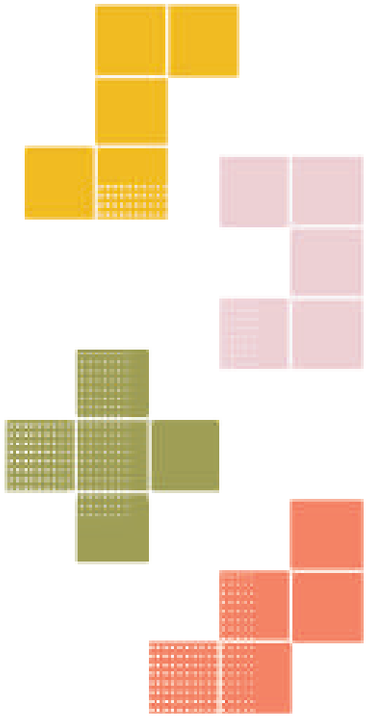


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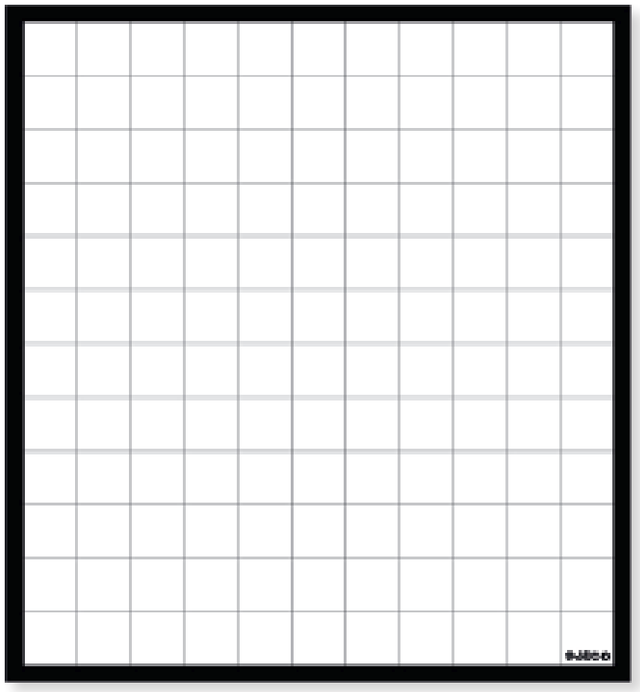
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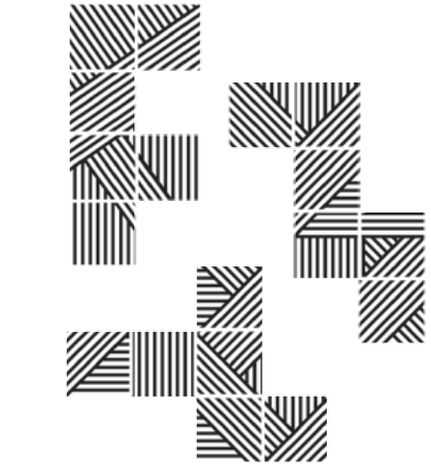
DJECO

POLYSSIMO *challenge*



x12







x12

GB **A game of patience**

POLYSSIMO challenge


7-99 years


2 to 4 players


24 pieces (12 coloured pieces comprising 5 squares, 12 black and white pieces comprising 6 squares), 1 board

Object: To place as many of your pieces as possible on the game board.

Preparing to play:
Place the wooden pieces in the centre of the table so that everyone can see them. You can separate the coloured pieces from the black and white ones to make choosing the pieces easier.

How to play:
The game involves 2 phases: choosing the pieces, then placing them on the board. The youngest player starts.

1.Choosing the pieces (in turn in a clockwise direction):

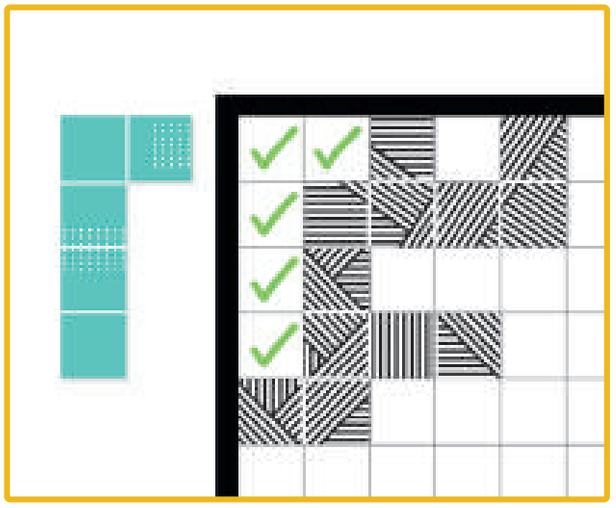
The first player chooses a piece from the centre and places it in front of him. Then it is the next player's turn to choose a piece and place it in front of him. And so on, until there are no pieces left in the centre.

2.Placing the pieces (in turn in an anticlockwise direction):

Once all the pieces have been chosen by the players, place the board in the centre of the table. The last player to have chosen a piece begins this second phase of play.
She takes a piece from her hand and places it on the board so that it does not overhang the board.

Then, the next player places one of his pieces, making sure that it does not overhang the board or overlap with a piece already placed on the board.
And so on, with players playing in turn.
As soon as a player can no longer place a piece, she stops playing.

Strategic advice: In order to place more pieces than your opponents, it is useful to create “footprints” for the 5-square pieces in your hand. In the example below, the player holding the blue piece has created a footprint of 5 squares (in green); his is the only piece that will fit the space, and he should place it at the end of the game, once the rest of the board is already full.



Winning:
When no one can place another piece on the board, players all count the number of squares on the wooden pieces left in front of them. Whoever has the fewest squares wins the game.
In case of a tie, the last player to have placed a piece on the board wins the game.

NB: Black and white pieces are more difficult to place on the board than coloured pieces. In games involving players of different levels, you may decide that players must choose different combinations of pieces to make each player’s chances of winning more even.
The most experienced players will take more black and white pieces than coloured pieces. (At least 7 or 8 pieces with 2 players, 5 to 6 pieces with 3 players, 4 to 5 pieces with 4 players.)

A game by Alain Brobecker