# CANOSA

It's a treacherous time for seagoing vessels that must travel between the islands where two Sirens reside. Their hypnotic voices float across the waves to entrance another ship of inexperienced Sailors passing by. The unwary crew abandons its duties and the ship crashes onto the craggy rocks that border the islands' shore! Patiently, the Sirens wait, gleefully plucking panicked Sailors from the water. Jealousy motivates each Siren to steal the other's prisoners. Whoever captures and brings four Sailors to their island first, shall reign supreme – at least until the next ship passes by and the Sirens' game begins again.
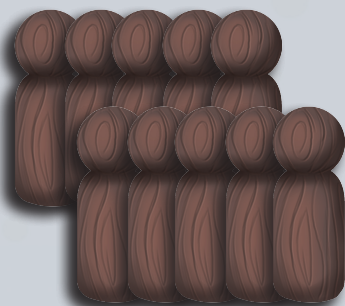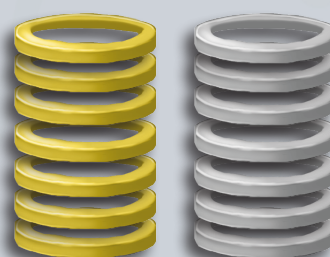
Components

20 Minutes   **8+ Years**   **2 Sirens**
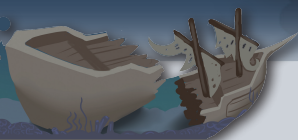
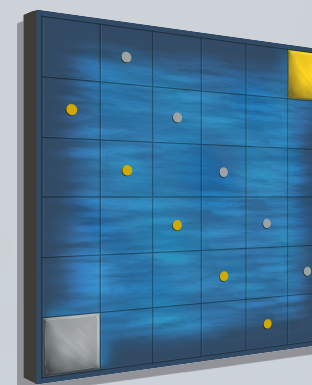**2 x Wooden Sirens (1 Gold, 1 Silver)**
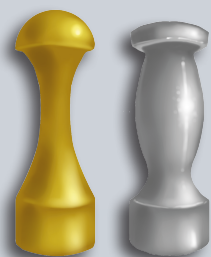
10 x Wooden Sailors

14 x Wooden Rings (7 Gold, 7 Silver)

1 x Game Board

Objective

Players control a Siren and attempt to lure shipwrecked Sailors back to their island. Use rings to capture additional Sailors and be the first player to score 4 Sailors to win the game.

Setup

- Place game board on top of the insert in the box ❶ .
- Place each Siren on the island space of their corresponding color ❷ .
- Place 2 gold rings on the gold Siren ❸ .
- Place 2 silver rings on the silver Siren ❸ .
- Place 1 of the remaining gold and silver rings on each of the 10 Sailors. Then place the Sailors on the board spaces with the gold and silver dots that correspond to their ring color. ❹ & ❺ .
- You are now ready to play. Gold goes first.

Gameplay

On a player's turn, you must take two actions. You can repeat the same action twice. Actions consist of the following:

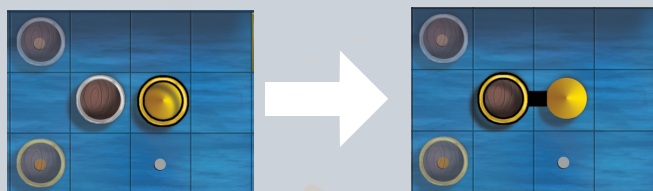## Move your Siren one space at a time to any open adjacent space in any direction.

Cannot move into an island space

Move a Sailor that you control one space to any unoccupied orthogonally-adjacent space towards your island.
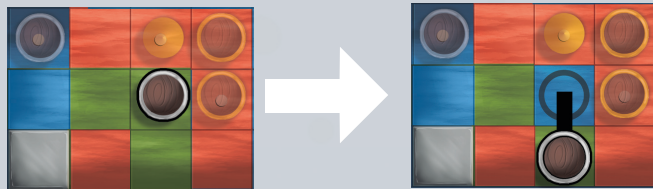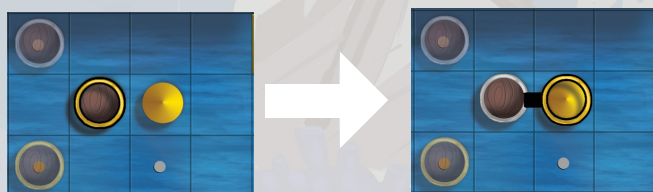
Cannot move backwards or away from your island

Transfer a ring from your Siren to a Sailor.

Must be in an adjacent space when transferring rings

Withdraw a ring from a Sailor to your Siren.

Never withdraw your ring from below an opponent's ring.

■ - *valid space*   ■ - *Invalid space*

Siren

- Can move one space at a time to any open adjacent space in any direction.
- Can move without any rings.
- Cannot move into their island once they've left.
- Cannot move into an opponent's island.
- Cannot jump over a Sailor.
- Can transfer or withdraw a ring to/from a Sailor. In order to do this, the Siren must be adjacent to the Sailor. This includes diagonal ring transfers.
- Cannot place one of their rings on the opponent's Siren.
- Cannot withdraw an opponent's ring from a Sailor.
- Cannot remove one of their rings from below an opponent's ring on a Sailor.
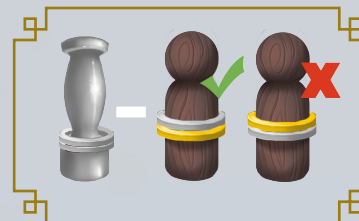
- Can have a maximum of 3 rings at any given time.

Siren vs Siren

- A Siren carrying more rings than the opposing Siren may attack its opponent by moving onto the space they occupy. When this happens, the attacking Siren's player will move the defeated Siren to any unoccupied adjacent space.
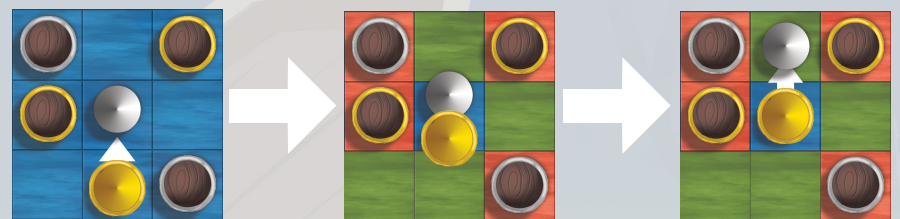
Example: The gold Siren attacks the silver Siren. It has 2 rings compared to the silver Siren which has no rings. This would be a successful attack and the gold Siren will take over the silver Siren's space. The silver Siren is then moved to an open adjacent space surrounding the gold Siren.

Sailor

- Can only move with a ring on it.
- The top ring will define which player has control of a Sailor.
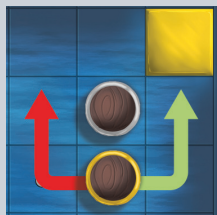
The silver ring is on top of the stack; therefore the silver player has control of that Sailor.

A Sailor without any rings is considered neutral and cannot move until a Siren places a ring on it.

- Can move one space at a time to any unoccupied orthogonally-adjacent space towards (never away from) their island. This excludes diagonal movements.

Example: Gold wants to spend two actions to move their Sailor two spaces. The Sailor will move towards the gold island in the only available movement.

- Cannot jump over another Sailor.
- Can have a maximum of 3 rings at any given time.
- Can have multiple rings of the same color on top of each other.
- Cannot transfer rings to other Sailors.

Scoring

- Players score by moving a Sailor they control onto their island space.
- Once the Sailor reaches the island, they are immediately removed from the board. The rings are then distributed back to the Sirens under the following conditions:
  - A maximum of 1 ring is returned to each Siren.
  - All remaining rings are removed from the game.
- It does not cost an additional action to remove the Sailor from the island space once scored.
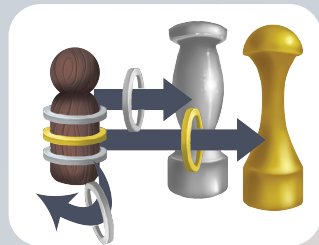
The silver Sailor moves onto the silver island space to score.
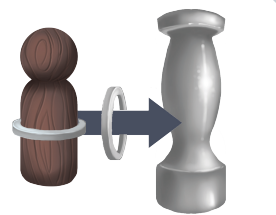
Example: If Sailor has 1 ring - Return one ring to the silver Siren.
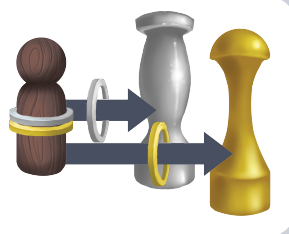
Example: If Sailor has 2 rings - Return one ring to the silver Siren; Return one ring to the gold Siren.

Example: If Sailor has 3 rings - Return one ring to the silver Siren; Return one ring to the gold Siren; Remove one silver ring from the game.

- Remember, each Siren can only have a maximum of 3 rings at any given time. If there is no room left on the Siren, the returning ring(s) would be removed from the game.

Endgame

The game ends immediately when the first player successfully scores 4 Sailors from the board. This player is declared the winner.

Credits

Designer: Bob Craig & Ryan Craig

Artwork (Box Cover / Rulebook Contents): Michael McElwee

Artwork (Box Bottom / Rulebook Contents): Alisha Volkman

Graphic Design: Alisha Volkman

Warning: Choking Hazard. Not for use by children under 3 years of age.

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