

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 island's 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

- 1 Game board
- 10 Sailor pieces
- 1 Rulebook
- 2 Sirens (1 gold, 1 silver)
- 14 rings (7 gold, 7 silver)
- 1 Wooden Box

Objective

To be the first player to get 4 Sailors to the island corner space that matches your player color

Setup

- Place each Siren on the island of their corresponding color.
- Place 5 Sailors on the dots on the Game board that match your player color.
- Place 1 ring of your player color on each of your Sailors.
- Place 2 rings of your player color on your Siren.

You are now ready to play. Gold goes first.



Gameplay

On a player's turn, you must take two actions. Actions consist of the following:

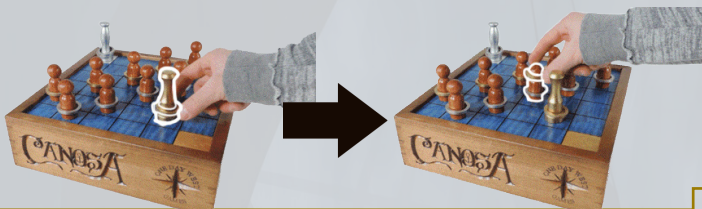
Move your Siren one space at a time to any open adjacent space in any direction.



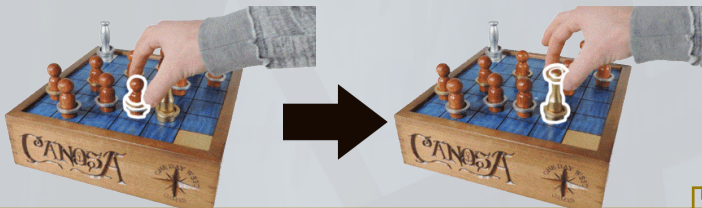
Move a Sailor that you control one space to any unoccupied orthogonally-adjacent space towards your island.



Transfer a ring from your Siren to a Sailor.



Withdraw a ring from a Sailor to your Siren.



You may repeat the same action twice.

Siren

- Can move one space at a time to any open adjacent space in any direction.
- Have the ability to transfer or withdraw a ring to/from a Sailor. In order to do this, the Siren must be adjacent to the Sailor.
- Cannot return to their islands once they've left.
- Cannot enter an opponent's island.
- Cannot jump over a Sailor.
- Cannot place one of their rings on the opponent's Siren.
- Cannot withdraw an opponent's ring from a sailor.
- Can have a maximum of 3 rings at any given time.
- Can still move without any rings.
 - Siren vs Siren
 - A Siren can attack another Siren by moving onto the space they occupy. This can only occur if the attacking Siren has more rings than the defending Siren. With a successful attack, the defeated Siren is pushed to any unoccupied adjacent space surrounding the attacking Siren.
 - Note: You cannot move an opponent's Siren.

Sailor

- Can move one space at a time to any unoccupied orthogonally-adjacent space towards (never away from) the island matching the top ring color.
- Can only be moved by the player controlling that piece with their rings.
- 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. It cannot move until a Siren places a ring on it.
- Sailors can have a maximum of 3 rings at any given time.
- Cannot jump over another sailor.

Note: It is possible to have multiple rings of the same color on top of each other.

- Sailors cannot transfer rings to other sailors.

Scoring

- Players score by moving a Sailor onto the island corner space that matches the top ring color

- 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:

- 1 ring scored - the ring goes back to the scoring player's Siren.
- 2 rings scored (different colors) - 1 ring goes back to each Siren.
- 2 rings scored (same color) - only 1 ring goes back to the scoring player's Siren, the remaining ring is out of the game.
- 3 rings scored (2 same color, 1 different) - 1 ring goes back to each Siren and the remaining ring is out of the game.
- 3 rings scored (same color) - 1 ring goes back to the scoring player's Siren and the remaining rings are out of the game.

- Remember, each Siren can only have a maximum of 3 rings at any given time. If there is no room left, the returning ring(s) would be removed from the game and will never re-enter gameplay.

Endgame

The game ends immediately when the first player successfully scores 4 sailors from the board.

Credits

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