Sayu is a 2 player tile placing abstract strategy game.

The winner is the player with the most tiles flipped to their side after all 49 tiles are placed on the table. There are no draws. The tiles are layed 7 across by 7 down on the table,

The game starts with the Starting Tile already placed in center of the table. Players take turns placing one tile adjacent to other tiles already placed. Each player will place 24 tiles each. The tiles a 2 sided with one side black for player 1 and the other side red for player 2. The Starting Tile is placed red side up. The tiles are octagon shaped and each player is trying flip (Convert) opponent's tile next to one of it's 8 sides. There may be one, two or three tiles that can flip, but only one is chosen. If there are more than one tile that can flip, the player chooses the tile.

All 49 tiles are 2 sided and each tile is uniquely different which shares similarities. The center of the tile has a large white arrow which can point in one of 8 directions. The tiles also contain 3 small arrows pointing to neighboring tiles. These arrows are significant to the group of the tiles and their rotation when placed on the table,

The requirements for flipping a neighboring tile is as follows:
1 - The neighboring tile must be opponent's tile.
2 – The White directional arrow must not be pointing in the sane direction as the neighboring tile.
3 – The small arrow on the tile being placed must be pointing to the neighboring tile to be flipped.
4 – The neighboring tile small arrow must not be pointing back to the placed tile.

The tile being flipped will be flipped to the same color as the player's color placing the tile. The tile will also be rotated so the direction of the white arrow matches the direction of the white arrow of the placed tile, If this rotated tile meets the requirements to flip a neighboring tile, that tile will also flip and can cause a chain reaction. The placed tile will be highlighted in gold and the tile which can be flipped will be highlighted it white,

All of the tiles are placed on the table so each player can choose the tile they wish to play. The actual game comes with a pouch to store the tiles. I came up with the option to draw a random tile from the bag.

Not having enough room to display 48 tiles on the screen at one time, the player chooses the tile pattern, then the direction of the white arrow, then how the tile will be rotated, and finally the location to be placed on the table. I know, a lot of steps. If at any time, you want to choose a different pattern, direction or rotation before placing the tile on table, the player can undo each choice by clicking on the single tile selected for each question. When a tile or tile pattern has played, those tiles and patterns will be displayed in gray to indicate that tile or pattern is no longer available.

Game Controls:
<Y> and <N> keyboard input to answer "Random Tiles" and "Play Again" questions.
<ENTER> keyboard input to acknowledge each flip that's about to take place.
Mouse Left Button to select tiles to play and board locations.