Giant’s Causeway

# Introduction

Players take on the role of mythical giants, taking turns to move and leap around the causeway, adding stones and building towers. The first player to build 3 towers of their own wins the game.

# Components

40 stones:  
— 4 Giants (2 white, 2 black)  
— 6 Spellstones (3 white, 3 black)  
— 30 blank stones (15 white, 15 black)

# Setup

Place the 4 Giant stones and 6 blank stones in the arrangement shown.

Give the 3 white Spellstones to one player, and the 3 black Spellstones to the other. Place all the other blank stones beside the play area to form a common supply.

# How to play

The white player goes first. Players then take alternating turns.

On your turn, you must choose one of your Giants and either **Step** or **Leap**:

### 1. Step

Take a blank stone of your colour from the supply and place it under your Giant. Then place the Giant in **any other position** adjacent to at least one stone in the Causeway.

If your Giant is **trapped**, you can only step to a new position adjacent to the new blank stone you just placed.

#### Trapping your opponent

If you place your Giant so that it is adjacent to an opponent’s Giant and not adjacent to any other stone in the Causeway, you have trapped the opponent’s Giant.

### 2. Leap

Jump your Giant in a straight path over any number of connected stones or stacks of stones and place it in the first empty space it reaches.

You **cannot** leap over your opponent’s Giants or one of their Spellstones (see *Completing Towers*).

#### Dropping stones and building Towers

When you leap, you must drop 1 or 2 stones of your own colour, taken from the supply, onto 1 or 2 of the stones you leap over. When you drop a stone onto another, you create a Tower.

You cannot choose to drop 0 stones or more than 2 stones. If you drop 2 stones, you must drop them onto separate Towers.

You cannot drop stones onto a Giant belonging to either player, onto one of your own Spellstones, or onto a Tower that already has 3 stones in it.

#### Completing Towers

If you drop a third stone onto a Tower you have completed it:

If the other two stones in the Tower belong to your opponent, remove the stone you just dropped and replace it with one of your **Spellstones**. You have blocked your opponent from claiming the Tower for themself. If you have already placed all three of your Spellstones, you **must** move one of them from another Tower.

If at least one of the other two stones in the Tower is yours, you have **won the Tower**. Leave all the stones in it in place.

## End of the game

The first player to win three Towers wins the game.