Ksar

2018, Philippe Proux, https://boardgamegeek.com/boardgame/279864
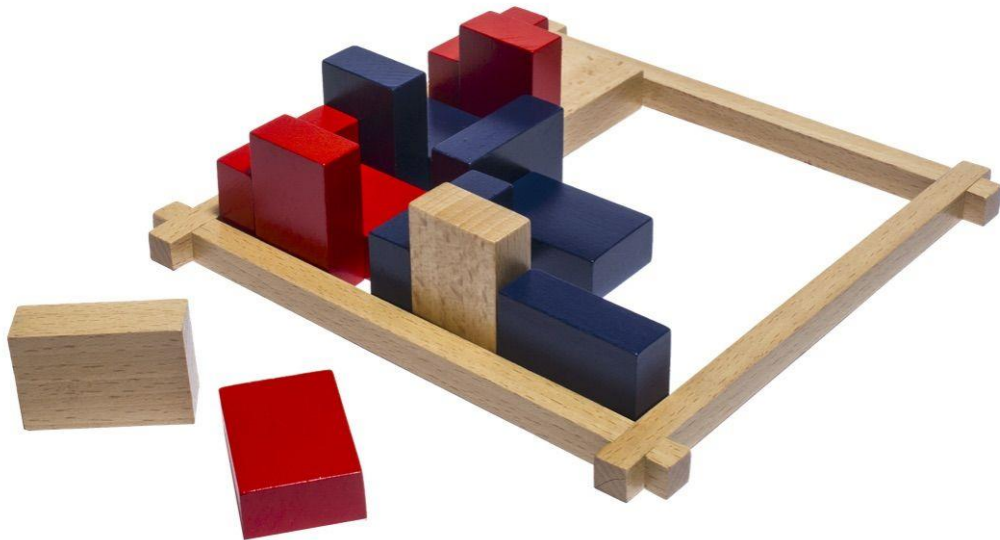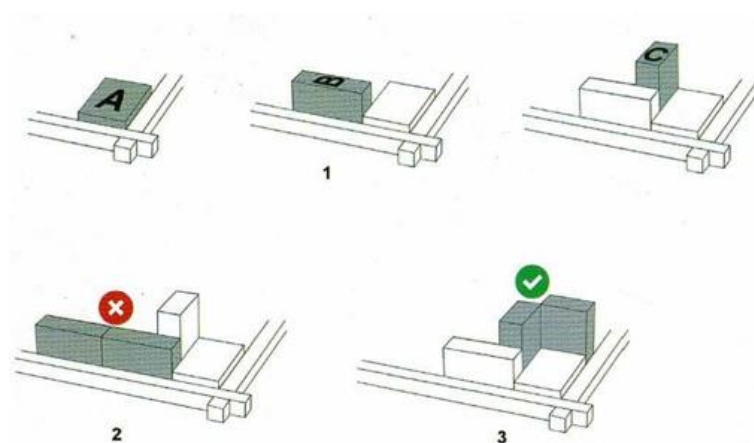
The game is played inside a wooden border:

Each player has twelve pieces. There are six more neutral pieces (the white ones), and each player takes three. The pieces are rectangular cuboids of size 1×2×3.

On their turn, players must place one of their pieces inside the frame, either flat, on its side (edge), or vertically.
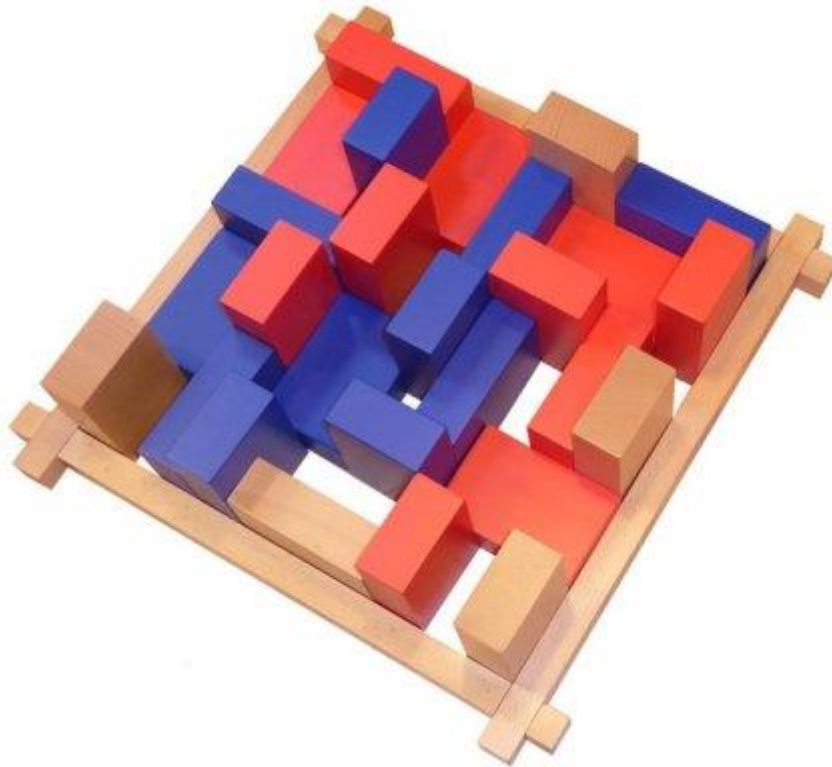
The placed piece:

- must be in contact, by at least 2 of its adjacent faces, with the frame and/or other pieces (see diagrams 1 A B C).
- must not be in face-to-face contact with a piece of the same height (diagram 2). Edge contact is allowed (diagram 3).
- may not be placed on top of another piece.

As soon as a player can no longer move, the game ends.

- Players count their longest chain of connected pieces (their color + uncolored pieces), connected by faces; edge contacts do not count.
- They subtract one point for each uncolored piece they have left.
- The player with the highest score wins.
- In case of a tie, the player who played last wins.

In the example above, Blue has connected 13 pieces (11 blue and 2 neutral) while Red has connected 14 pieces (10 red and 4 neutral). But a neutral piece has not been laid, which will cost its owner a point. If it is Blue that has not put down his neutral piece, Red wins 14 to 12. But if it's Red, then there's equality, 13-13. The winner is, in this case, the player who put a piece last!

[ref: https://escaleajeux.fr/jeu/ksarr.0.0]