STEINPLATZ V: 1.0

By Shaun R. Mather

Players: 2

Age: 8 and up

Playing time: 10-30 minutes

OBJECTIVE

To win, you must have an unbroken line of "Stones" of your color extend from one Quarry Zone to the other, when viewed from above the game board.

IDEA OF THE GAME

Using "stone" cut into different shapes and sizes, alternate placing them across the board. Block and cut-off the path of your opponent, stack stones over and above each other to join both sides of the board. Force your opponent to use up the more valuable "stones" to counter your moves. Make strategic defensive moves while staying prepared to switch over to the attack when the time is right.

THE "STONES"

Each player has 25 "stones". All are clearly marked with a side that is to be played 'up', while 3 types of stones (Step, Arch and Bridge) can be played 2 ways*.

3 BLOCKS   4 BRICKS   4 BEAMS

1 SPAN   3 POSTS   2 PILLARS

1 CORNER   1 STEP*

3 ARCHES*   3 BRIDGES*

THE GAME BOARD

The board is 10 spaces wide and 9 spaces across, with a Quarry area of 2 spaces on each end. Underneath the board is a block to allow you to rotate the board to help view all sides of the board.
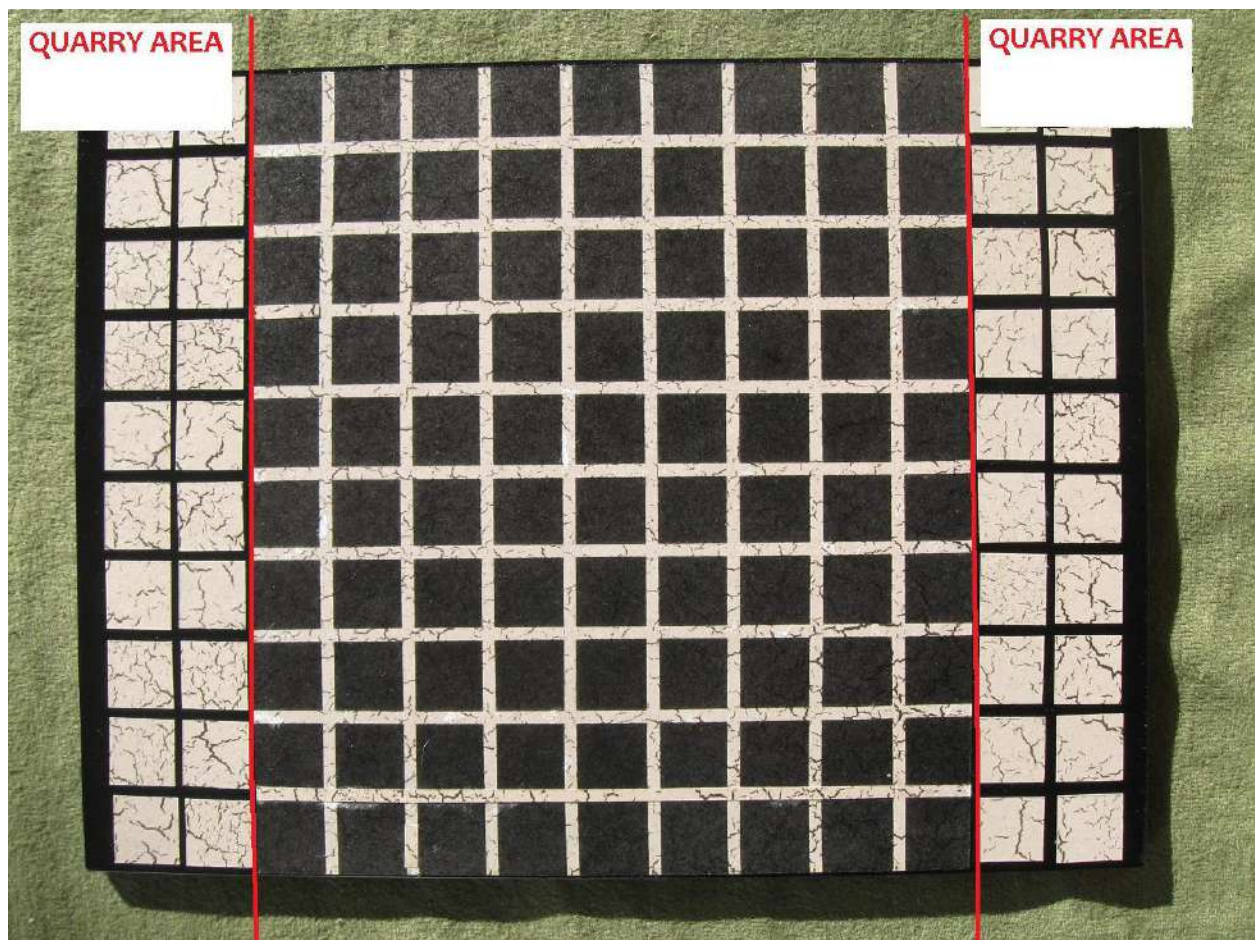
PREPARATION

Place the board between the players. Each player takes their Stones and piles them near the board in clear view of your opponent.

HOW TO PLAY

Randomly decide who starts. Alternate placing 1 Stone anywhere on the board, subject to the following rules:

1. Stones are played directly on the game board, or may stack on own colored pieces, and may also cross over opponent's pieces as long as the 2 ends of your stone end on the game board or your own colored pieces.

2. Stones cannot be stacked over 5 blocks high. (Blocks, Bricks, Beams, Spans and Corners are 1 block high; Posts, Steps, Arches and Bridges are 2 blocks high; Pillars are 3 blocks high.)

3. Stones can never be placed under any other stones, no matter how much space is available.

4. Reversible stones can (obviously) be place with either side up.

5. No Stones may overhang.

6. Un-played Stones must be visible to opponent.

WINNING

When viewed from above, a player that has a continuous line of their color from one Quarry to the other immediately wins.

TOURNAMENT SCORING

Use the following scoring system for scoring if you are keeping track for Tournament purposes:

At the end of a game, each player scores for remaining Stones that are un-played. Winner scores double points, Loser scores normal (note, it is possible to win the game, but lose on points!)

BLOCKS = 1 point

BRICKS and POSTS = 4 points

BEAMS, STEPS, CORNERS and PILLARS = 9 points

SPAN = 16 points

ARCH = 25 points

BRIDGE = 36 points

Set your Tournament to either be high score after a fixed amount of games (2, 5 … even 10!) or first to reach a pre-determined number of points (250, 500… even 1000!)

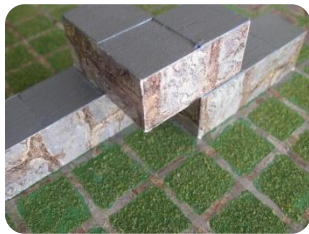# EXAMPLES OF STONE PLACEMENT

Correct: Crossing with a BEAM

Incorrect: Overhanging SPAN

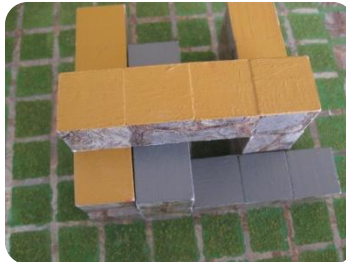Incorrect: Overhanging CORNER
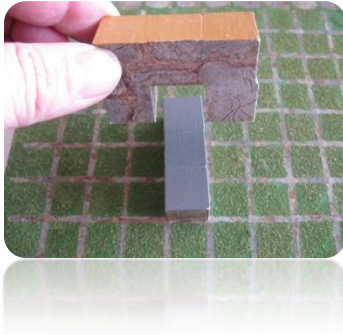
Correct: STEP placement

Incorrect: STEP on opponents color

Correct: SPAN cutting off Opponent

Correct: ARCH being placed over a BEAM

Correct: POST used to keep opponent from crossing

2 EXAMPLES OF A WIN

Black wins:

Blue wins: