## Carnac

## An abstract strategy game for 2 players by Emiliano "Wentu" Venturini

Carnac is played on a **rectangular board** divided in **squares**.

Both players, Black and Red, share a common reserve of 28 **pieces** called **Megaliths**. Megaliths have the shape of two cubes joined by a side. Two opposed rectangular faces and a square one are red, the other ones are black.

A Megalith is **standing** if it stands on one of its smaller faces, otherwise it is lying down.

A Megalith can be **tipped over** in a certain direction if it is standing and there are two free squares adiacent to it along such direction.

At his turn, a player **puts a Megalith standing** on a free square.

The opponent should **immediately tip it over** if possible.

If the opponent does so (or the Megalith cannot be tipped over), the turn passes to him.

Otherwise, if the opponent chooses to leave the Megalith standing, the current player gets another turn.

The **game ends** when there are no more free squares or there are **no more Megaliths** to be played.

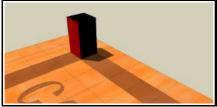
A **Dolmen** is a group of at least 3 squares of the same color adiacent by sides, when looking at the board from above.

A player owns the Dolmens that have the upper faces of his color.

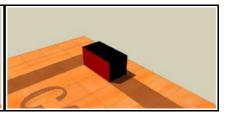
At the end of the game the player with the **highest number of Dolmens wins** the game.

In case of a **tie**, the owner of the **bigger Dolmen wins** (with successive ties resolved by smaller Dolmens). In case the players have all Dolmens of the same size, the game is a tie.

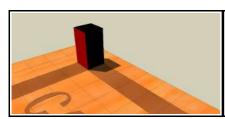
Carnac can be played on boards of different sizes, each leading to different strategies: 8x5 squares, 10x7 squares or 14x9 squares.

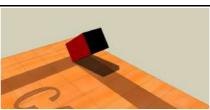






The correct way to tip over a Megalith

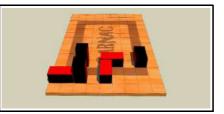




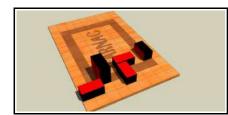


The wrong way to tip over a Megalith

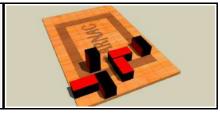




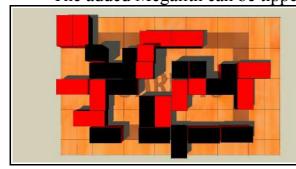
The added Megalith can't be tipped over. The turn passes to the opponent

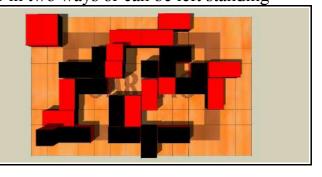






The added Megalith can be tipped over in two ways or can be left standing





Red wins 5 Dolmens to 3 Dolmens

Black wins because his  $2^{nd}$  largest Dolmen is larger than Red's  $2^{nd}$  largest Dolmen