

Colossus - A *SiegeStones*TM variant by Aaron Bradford Starr

Overview: Tides of armies fight on a barren plain, under the watchful eye of magic towers.

Setup: Each player takes a single color of stones. Place a tower on each corner of the board. The other three towers are placed off-board. Players choose towers opposite each other and place a stone on top to claim it as their own.

The Turn: Players alternate taking turns. Each turn, you may do one of three things:

1. **Place a stone** in an empty space next to one of your stones or towers. All enemy stones in spaces next to the stone you just placed are converted to your color. Stones in towers do not change color.
2. **Move one of your stones** that is already on the board to an empty space two spaces in any direction. Stones may only be moved to empty spaces, but may be moved “over” other stones. All stones next to the space you move to are converted to your color. Stones in tower do not change colors.
3. **Claim a tower.** If there is an unbroken line of stones between one of your towers and an empty tower, you may place one of your stones on top of it. The stones linking the two towers are called *linking stones*. They must be removed from the board. If there are any unused towers in the off-board supply, you may take one and place it on one of the spaces formerly occupied by one of your *linking stones*. This new tower may not be placed adjacent to any other towers, and it is not controlled by you.

Laying Siege:

After your turn, look to see if any enemy towers are completely surrounded by your pieces. If so, remove your opponent’s stone from its top and put one of yours there. It is now your tower! This is the only way to capture claimed towers.

Occupied Towers

Towers never move. However, if you want to move your stone from a tower, you may do so. Note that the tower is no longer yours after that.

Desperate Forces

If a player has no towers in the beginning of their turn, they must claim one on their turn or lose the game. They are called a Desperate Force. Such players may capture an empty tower simply by moving a piece onto it. The player cannot place a piece on it, but must move one from the board on to the tower.

Victory and Defeat

Once there are no more empty spaces on the board, you score one point for each of your stones on the board and three points for each of your towers on the board. Whoever has the most points wins!

Be careful, though! You can be eliminated prior to the board filling up. If you ever

1. Cannot move a stone or place a stone, or
2. Have no towers at the end of your turn

You have been defeated!

