

# SiegeStones Charge!

*An exciting new game for 2-3 players,  
using the SiegeStones™ board and pieces.*

## Setting up

- 1) Separate the stones by color, and give one color (20 stones) to each player.
- 2) Place a tower for each player on a circle on a corner of the board and put one of that player's stones on top of it. In a two player game, place the towers directly across from each other. In a three player game, space the towers in the corners, equidistant from each other.
- 3) Players place stones in all the empty circles adjacent to their towers.

## Winning

Eliminate your opponents' towers! You do this by moving your stones to attack towers and stones.

## How to Play

Players take turns, with play moving clockwise around the board.

On your turn, you may either **Move**, **Build**, or **Deploy**, as follows:

**Move:** Move any combination of your stones up to 3 spaces total (i.e., 1 stone 3 spaces, 3 stones 1 space each, or 1 stone 2 spaces and 1 stone 1 space). Stones move only in a single direction, may not pass through other stones, and may only move once per turn. You do not have to use your full movement of 3 if you do not wish to. The only way to attack is through movement (see **Charging**, below). Resolve each stone's charge before moving any others.

**Build:** Place a tower on the board in any empty circle that has at least two of your stones next to it. Place one of your stones (from your supply) on top of the tower to indicate that it is yours.

**Deploy:** Take stones out of your supply and place them (one per circle) next to one of your towers. You may fill as many empty adjacent circles as you like. If there are no empty spaces, deployment is not possible.

## How to Attack: Charging

To attack an enemy stone or tower, move one of your stones (see **Move** above) to the space occupied by the target piece. The strength of the attack equals the number of spaces traveled (including the target space). For example, if you charge a stone right next to you, the strength of your attack is 1. If you charge a stone 3 spaces away from you, the strength of the attack is 3.

## Taking a Charge

### *What happens when a stone is charged?*

When your stone is charged, you have two options:

- Either discard the stone that was charged (the charging stone takes its space), **or**
- Discard a number of *supporting stones* (see below) equal to the strength of the attack, and discard the charging stone. This option is only available when there are enough supporting stones to be discarded.

### *What happens when a tower is charged?*

When your tower is charged, the charging stone is discarded along with a number of stones from your supply equal to the strength of the attack. If you don't have enough stones in your supply, all your towers are destroyed and you are out of the game.

### *To the victor go the spoils!*

When you defeat someone in a 3-player game, take four stones out of your discard pile and add them to your supply.

**Tip: Remember to keep discarded stones separate from your supply! Use the box top for discarding**

## What is a "Supporting Stone"?

Every stone on the board is supported by every like color stone next to it, as well as every stone supporting those stones. *For example, if your stones form a line and the stone on one end was charged, you could discard a stone from the other end of the line.* Support doesn't have to be in a straight line. If you can trace an unbroken path of stones from one to another, then they are supporting each other.

If you can trace a line of support to one of your towers, you may treat all the stones in your supply as being supporting (and you can discard them as necessary to defend against a charge).



## Credits

**Game Design:** Patrick Matthews

**With Thanks to:** Tad Simmons, Robert Blackberg, and June Matthews for all their testing, editing, and suggestions.