

## SiegeStones

- Live Oak Games  
800-214-4632  
liveoakgames.com
- 2 to 4 players; ages 7 and up
- SRP: \$24.95

Once in awhile a completely *satisfying* game comes along. SiegeStones has garnered a 2004 Preferred Choice Award from *Creative Child Magazine*, and was a runner-up for Best Abstract Strategy Game of 2005 from *Games* magazine's 2005 Games 100. And with good reason.

The hardwood board and "towers" plus the smooth shiny stones are a real draw, appealing to young and old alike. The object of the game is simple – he who controls the most towers wins. The controlling of those towers, however, is the hard part!

Everyone begins equally. Each stone has a value of six points. For each tower that touches a circle next to the stone, the value decreases by one. If you have one tower in a circle next to your stone, its value is five; two towers, its value is four; and so on. In order to control a tower, you must have five points or

*"Good graphics, functional gameboard. Interesting materials – oak and different colored stones. Lots of strategy involved."* Awilda, adult

more. For example, you place your stone on the board, wait until your next turn, then place a tower next to it. The stone's value is five and you now control it, indicating it's yours by placing one of your stones in the tower's pit on top. If you abandon that tower and move elsewhere, and along comes one of your opponents who manages to place two of his stones adjacent to your tower, he now has a total of eight points and controls the tower!

When the board begins to fill up with stones and towers (there are nine), the math seems to take on a life of its own! You may need a paper and pencil to add and subtract exactly how many points each stone is worth and who controls a



tower. The one who first controls four towers wins. Advanced options are listed.

Visit the company's website where they offer a free new game for SiegeStone players, and enter a game design contest for a \$250 gift certificate to a game store of the winner's choice.

**Recommendation:** 

### Pros:

The more you play it, the more you realize how much strategy is involved, the more you figure out new strategies. A real thinking game. Very clever idea excellently executed. As one chess whiz said, "This is more complicated than chess!"

### Cons:

Leave it to our group to count the circles. The rules say 39, but there are 37! Otherwise, there are no flaws in this game that we could find.

### Criteria Ratings:

Learning Curve: 4; Play Value: 5;  
Replay Value: 5; Packaging: 4; Price: 3.5

**Overall: 4.5**

*"Very math-related. Highly educational in that area."* Aaron, age 17

