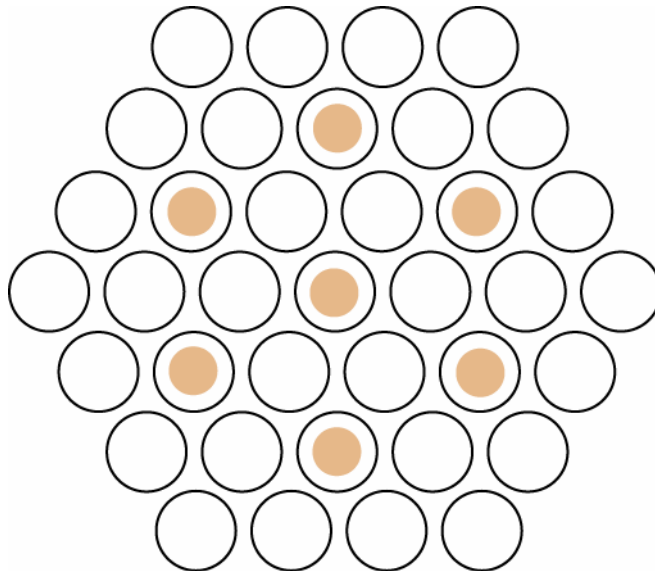


BluffStones

A SiegeStones variant by Jeff Morrow

Overview: In this variant, 2 or 3 players try to capture the most towers by bidding stones.

Setup: Arrange towers on the board as follows:



Shuffle together 3 blue stones, 3 yellow stones, and 3 green stones. Without looking, randomly select stones from this pool of 9 and place one on each tower on the board (two stones will remain unused).

In the two-player game, each player takes 6 blue stones, 6 yellow stones, 6 green stones, and 4 red stones. In the three-player game, each player takes 5 blue stones, 5 yellow stones, 5 green stones, and 3 red stones.

Randomly select a starting player and give that player an upside-down tower (the “turn tower”). The ninth tower and the remaining stones will not be used in this game.

Game: During a round, each player hides his stone pile with one hand and chooses a bid of zero, one, or two stones from it, hiding that bid in his other hand. If a player bids two stones, the stones must be of the same color. Once all players have made a secret bid, the players reveal their bids simultaneously. The bids then resolve, with players taking the relevant actions in turn order (i.e. starting with the player who has the turn tower and proceeding clockwise).

Resolving Bids:

- 1) If all players reveal a bid of zero stones, the game ends immediately (see below).

- 2) If any player reveals a bid of two stones, then all players that bid one or more stones must throw away one stone from their bid (removing that stone from the game). This means that players that bid only one stone will be left with none.
- 3) Next, any player with a red stone in his hand removes a stone from the board, throwing away both the red stone and the removed stone. If more than one player has a red stone in hand, they each remove a stone in turn order.
- 4) Finally, any player that has a bid stone remaining in his hand places it on an empty space on the board. (Again, in turn order.)

If placing a stone causes a tower to have three stones adjacent to it that match the color of the stone on top of the tower, then the player that placed the third stone scores the tower by removing it from the board and placing it in front of him.

Between rounds, any player may examine any other player's stone pile to see how many stones of each color he has left.

At the end of each round, move the turn tower to the next player in clockwise order.

Game End/Winner: The game ends when all players reveal a bid of zero during the same round. The winner is the player who has scored the most towers (not counting the turn tower, of course). In the case of a tie, the winner is the player who has the most stones remaining.

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