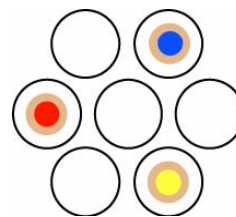# MunchStones - *A SiegeStones™ variant by Jeff Morrow*

Overview
2 or 3 players try to munch the most stones with the 3 towers on the board.

Setup
Place three towers around the center space on the board, with a red
stone on one, a yellow stone on another, and a blue stone on the third,
as shown

Take 11 red stones, 11 blue stones, and 11 yellow stones and place them in a pile (or in a cup) near the
game board. Shuffle it well. This is the *draw pile*.

How to Play
The game is played in two phases, the Build Phase and the Munch Phase. After selecting a starting
player, start with the Build Phase.

Build Phase
Starting with the first player and moving clockwise around the table, each player selects a single random
stone from the draw pile and places it on the board, subject to two restrictions:
  1) The center space may not be used.
  2) Stones can only be placed adjacent to other stones or towers.

> **Advanced Option**: *Prior to the Build Phase, each player takes a random collection of stones (17
> per person for 2 players, 11 per person if 3 players) and places them in a line on the table in front
> of them. When placing stones in the Build Phase, each player places the leftmost stone of his or her
> line. Note that in the 2 player game, the second player will only have 16 stones.*

Continue placing stones until board is full (except the center space). Now it's time for the Munch Phase!

Munch Phase:
Play continues clockwise, with players taking turns. On your turn, move one of the three towers to an
adjacent space. You can only move a tower to a space containing a stone – not to an empty space or on
to another tower. When a tower is moved on to a stone, that stone is *munched.*

If the *munched* stone is the same color as the one on top of the tower, take the stone and place it in a
score pile in front of you. You've scored a point!

If the *munched* stone is a different color, the *munched* stone replaces the stone on top of the tower.
Discard the stone removed from the tower. It is out of the game and is not scored by any player.

You may not pass on your turn. If it's possible to make a move, you must make it.

Winning
The game ends when there are no more legal moves. The winner is the player who has scored the most
stones.

MunchStones

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