

Topotics - *A SiegeStones™ variant by John Walsh*

Overview

A game of placement for 2-4 players

Setup

Each player selects a color and takes all the stones of that color.
Decide the first player by any agreed method.

Play

The first player puts a tower on any circle on the board. Play progresses clockwise around the board. On your turn you must do one of the following:

- 1) Place a tower on an empty circle adjacent to a circle with a tower.
When all towers are played this option is not available.
- 2) Place one of your stones on any empty circle that is not adjacent to a circle with one of your stones. *Two of your stones can never be next to each other.*
- 3) Place one of your stones on any empty tower that is not adjacent to a tower with one of your stones. Stones on towers are not considered to be adjacent to stones that are not on towers. *Two towers under your control can never be next to each other.*

Winning

In a game with more than two players if a player has no legal moves his or her turn is skipped and the next player moves if possible. Once your turn is skipped, you are out of the game. The last player to make a legal move wins!

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