



*A game of chance and challenge
for two to four players of nearly any age!*

“Stones” is a family roll-and-move game with some strategic pattern-making as each player strives to fill in their corner of the board before everyone else.

What You Need:

The game of Stones comes with a game board, six-sided die, and 72 small “stones” (glass gems, really). (These can be replaced with your own collection of pebbles if you like—as long as they fit on the board.)

BEFORE YOU PLAY, you’ll need to **find a stone** to be your pawn in the game. Go outside and grab a small stone that is unique, and not too big. Maybe you have a souvenir stone in your room that you picked up somewhere, or a polished rock from a gift shop. Any stone will do - as long as you can tell it easily from the other player’s stones. We’ll call this your “pawn” in the rules. (If you’d rather, you could use something that’s not a stone for your pawn.)

Setup

Place the board between all the players so everyone can see and reach it well. Each player take four stones out of the box and put them in a pile on the table. This is your “Rock Pile.” Leave all the other stones in the box for now.

Put your Pawn on one of the four corners of the board. The spaces are labeled either “Safe” or “Take.” (We’ll explain that later.)

Playing The Game

The player who chose this game goes first, then play continues leftward around the table.

Each player in their turn will roll the die and move their Pawn that number of spaces leftward around the outer spaces of the board. (The diagram on this page shows one corner of the board, and the “outer spaces” are shown in a yellowish color.) The space that your Pawn lands on tells you what you can do next.

+1 = Take one stone from the box and add it to your own Rock Pile. If there are no stones left in the box, don’t do anything; your turn is over.

+2 = Take two stones from the box and add them to your own Rock Pile. When there are no stones left in the box your turn is over.

-1 = Put one stone from your Rock Pile back into the box. If you have none left, don’t do anything; your turn is over.

P1 = Place one stone from your Rock Pile onto any one of the 16 stones on your corner of the board that’s empty. If you have no more stones, don’t do anything; your turn is over.

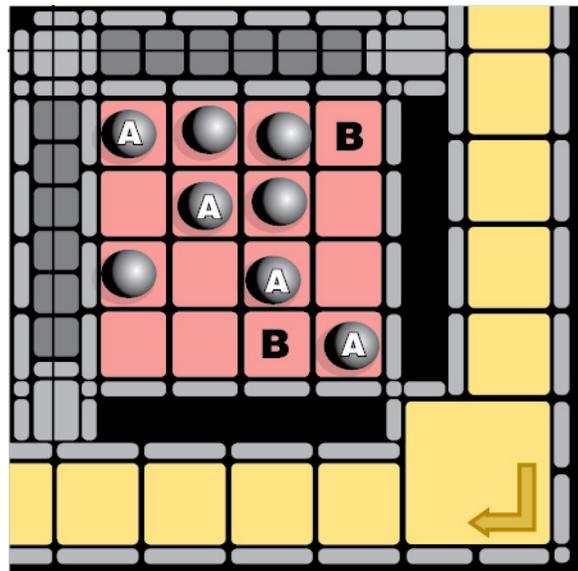
P2 = Place two stones from your Rock Pile onto any one of the 16 stones on your corner of the board that’s empty. When you run out of stones your turn is over.

R1 = Remove one stone from any other player’s corner of the board and put it back in the box, **UNLESS** that player’s Pawn is on a “Safe” corner or the stones are “locked.” (This is explained later.)

TAKE = When you land on this space, you can take **ANY** stone from **ANY** player’s corner of the board and **add it to your own Rock Pile** **EVEN IF** their stones are “locked” (as explained later) unless they’re on a “SAFE” space.

SAFE = While your Pawn is on this space, nobody can remove any of your stones from the board, even if they land on a “TAKE” space.

(It sounds a little complicated, but once you get going it’s pretty clear what you can and can’t do.)



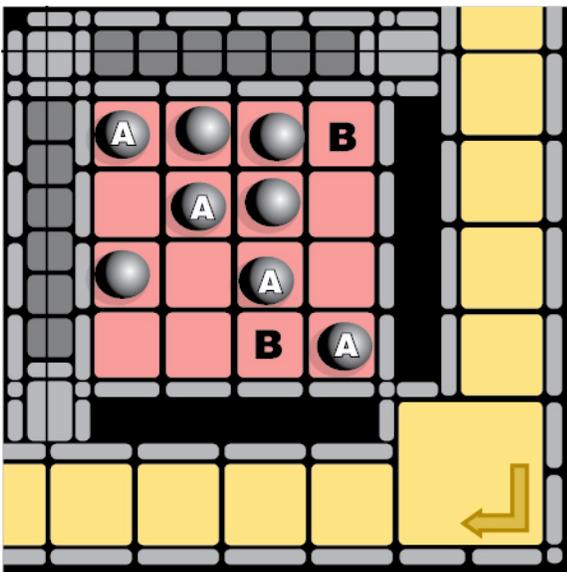
Placing Stones

In the diagram below you see a corner of the board. The pinkish squares are that player's corner, where they will be placing stones during the game. (On the actual board these look like real stones.) *You can NEVER place stones on another player's corner of the board!*

When FOUR STONES are in a row, they are called "locked." That means that they can't be removed when another player lands on an "R1" space. (The stones marked "A" in the diagram are "locked.")

Locked Stones can only be removed if a player lands on a TAKE space *and* the owner of the stone is NOT on a SAFE space.

If this player lands on a P1 or P2 space now, he or she could place a stone in any empty space on their own corner of the board. If a stone is placed on either of the spaces marked "B" it would create a new row of four stones, and that row would be locked. (If you're clever, you can make one stone lock more than one row of four.)



Winning the Game

A player wins when he or she fills all 16 spaces in their own corner of the board (the pinkish spaces in the diagram).

Clear off the board and play again!

Credits

"Stones" was created by David McCord, who also did the artwork. Thanks to all the friends and family members who have played Stones over the years.

"Stones" artwork and rules are ©2012 by David McCord and NewVenture Games. All rights reserved.

Find Out More

For more information about the stones shown on the board, you can download a PDF from our GameCrafter page called "StoneGuide.PDF" - also available at the NewVenture Games website.

For more information about this game or our other great games, check out our web sites at:

www.thegamecrafter.com/games/stones

www.newventuregames.com

www.facebook.com/newventuregames

