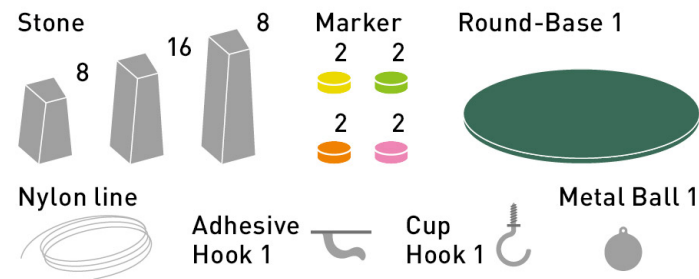


STONEHENGE AND THE SUN

ストーンヘンジと太陽

Components



Prologue

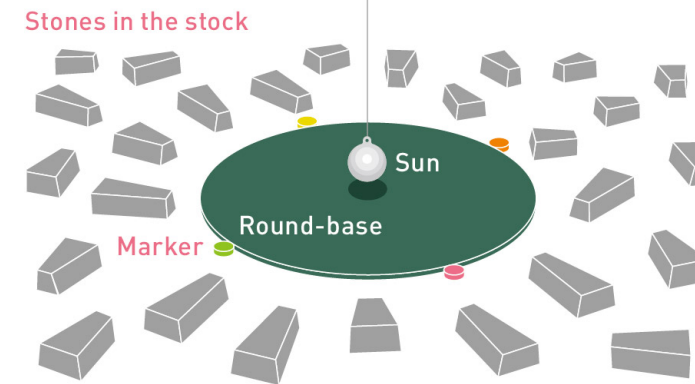
Who built those gigantic stones in the middle of an open field? There is a theory that Stonehenge was once an observatory that predicted the summer solstice by the orientation of its stones. We all know from our childhood experience of building blocks that there also exists a sense of sheer happiness one feels by the very act of piling things up. Stonehenge vividly manifests in its erection and collapse the governing law of this planet: gravity. Stonehenge is truly “the king of building blocks,” or more precisely “the king of building stones” which continues to challenge us with its very presence to this day. What in the world inspired humankind to create and stack such gigantic stones?

Order of Play and Objective

Each turn, the players add a stone to the circle and then throw the metal ball across the base from one side to another like a pendulum. If you can pass the ball through without hitting the stones, it's a success! But if you knock off any of the stones placed already on the base or push any piece out of the base, you will have to take the piece to yourself as a minus point. If the players finish placing all the stones, the game is over. Whoever has the least number of minus stones wins the game. What will the final forms of Stonehenge look like at the end of the game?

Preparation

- ▶ Hang the metal ball from the ceiling using the string. Adjust it on the base so that there is 1cm space to the ball from the ground. Make sure the ball would be hovering over the center of the base.
- ▶ Place all the stones laid flat surrounding the base (these are called the stones in the stock).
- ▶ Choose the color of your marker and place it along the periphery of the base. Make sure the players' markers keep an equal distance to each other.



1 | Things to do during your turn

- 1 Build a stone or build a gate of stones
- 2 Move your marker and determine a new marker area
- 3 Pass the metal ball from one side to another

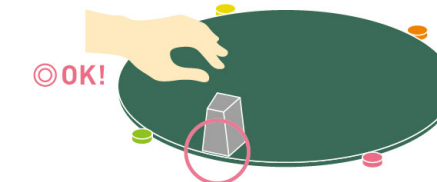
You do not move your marker in the first turn of the game. You will simply build a stone and throw the sun anywhere across the base.

1 Build a stone or build a gate of stones

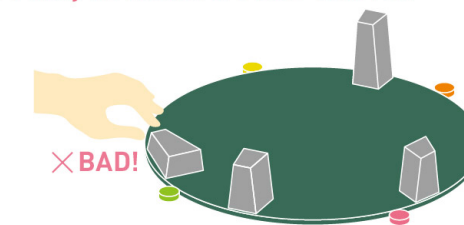
Build a stone

Pick a stone from the stones in the stock. You may build it along the inner rim of the base or place it on top a stone that is already built and standing on the base.

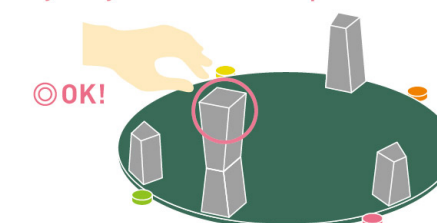
Build the stone along the inner rim of the base



You may not build a stone laid flat

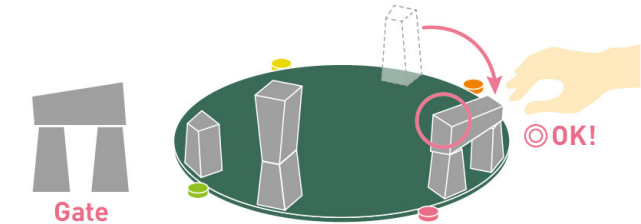


You may only build stones up to two stories high

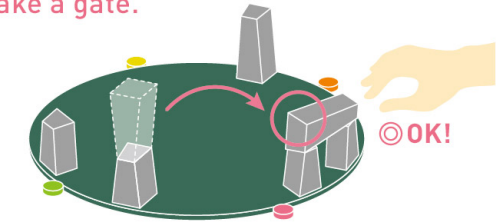


Build a gate of stones

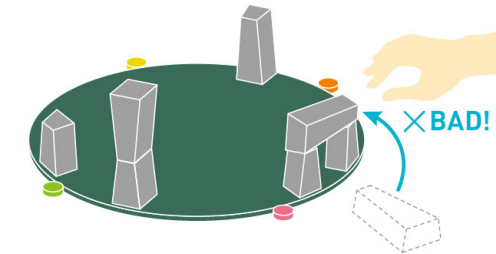
The action of placing a stone sideways bridging two standing stones is referred to as “making a gate.” When there are stones that are close to each other, you may choose a stone from another location on the base and bridge it on top of the two to make a “gate.”



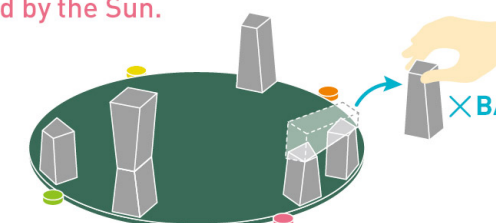
You may also pick a stone built on top of another piece to make a gate.



You may not make a gate using the stones in the stock.



You may not take away a stone from a gate unless it is destroyed by the Sun.



② Move the marker and determine a new marker area

The area between the two stones in the inner rim of the base where the marker is placed is called the "marker area."

After building a new stone, you must move your marker to a different marker area and choose your new marker location.

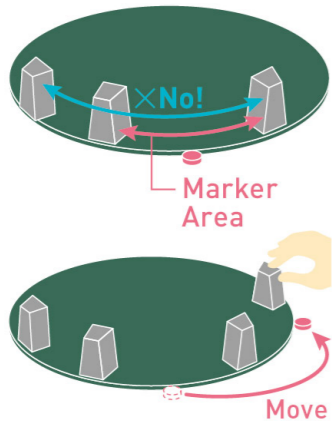
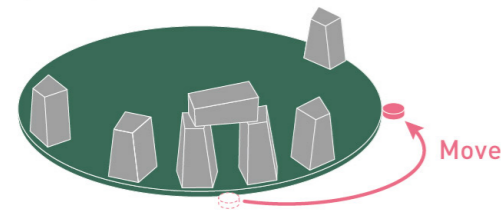
Your new marker area must have the stone you have just built on one of the two stones cornering it. Also, you may not move your marker to other player's marker area nor move a marker to an area where there is no space for passing the metal ball through.

※ You may place your marker at any part of your new marker area, but think about where you would build your stone next before you choose its location.

※ You may not move your marker in a way that your marker area overlaps with that of your opponent.

Exception: When you make a gate, your marker remains in the same position.

Notice: If an opponent makes a gate in front of your marker area, you must prioritize moving your marker to a different position, so you may not create a new gate in your turn next.

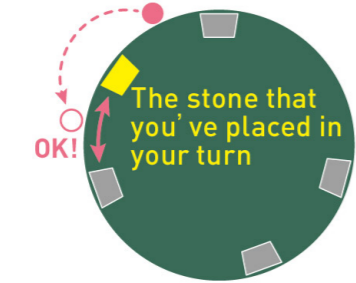


Example of how to move your marker



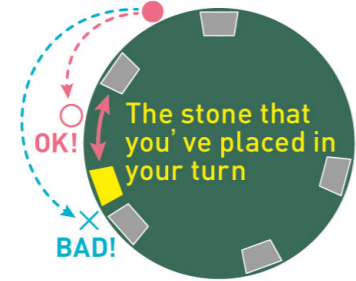
e.g. 1)
There are two possible locations where your marker can move to. Choose either as your marker's new location.

Your marker position before moving



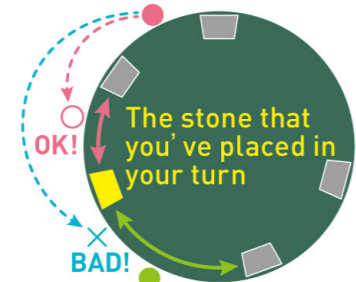
e.g. 2)
Once you've built a stone, you must always change your marker area. In this example, there is only one location where your marker can move to.

Your marker position before moving



e.g. 3)
You may not move your marker in a way that your marker area overlaps with that of your opponent. Your marker area must have enough space for a ball to go through.

Your marker position before moving

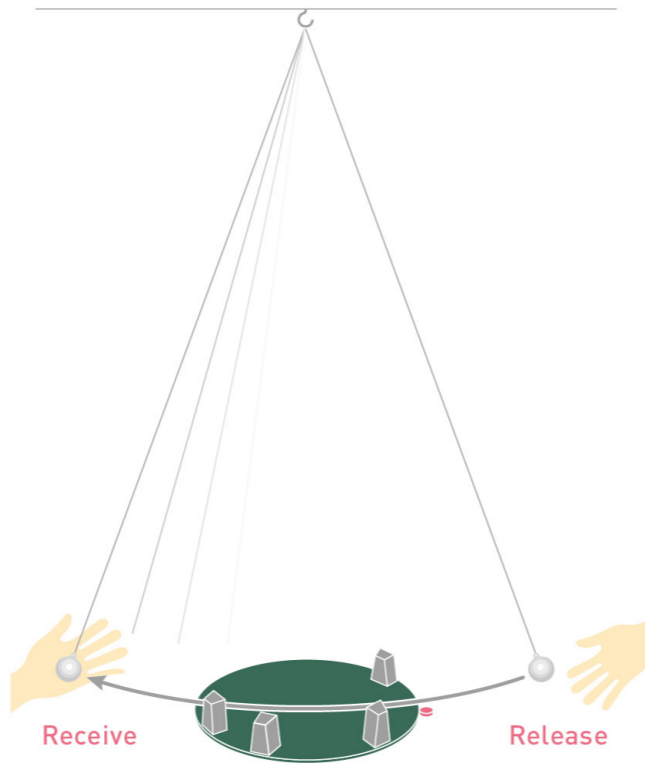


e.g. 4)
You may not move your marker to your opponent's marker area.

③ Pass the metal ball from one side to another

Pass the metal ball across the base through your marker area. Do it by pulling the ball towards yourself and then releasing it like a pendulum. An opponent playing next should await on the other side of the base and catch it when released by the current player.

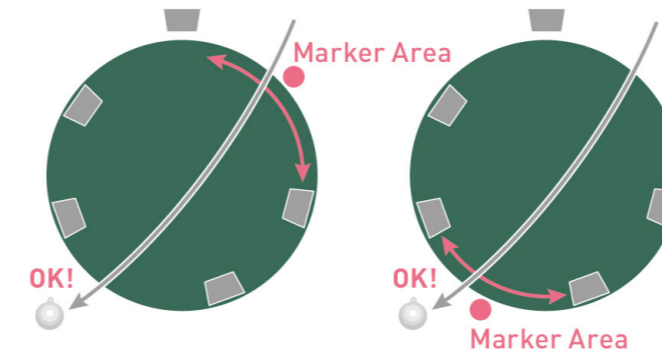
In a game of 3 or more players, whoever is standing on the other side of the player throwing the ball should kindly catch it before it swings back.



If the metal ball passes through the base, it's a success. If it knocks down or pushes out any of the stones on the base, the player must take the piece as a minus point. The stones taken as minus points will not be used until the end of the game.

※ There should be a space equivalent to the size of your open palm between your release point of the metal ball and the base.

Your marker area may be on either of the two sides (the closer side or the further end of the base) of the path you are passing the metal ball through.



2 | End of the game and the winning conditions

The game will end under either of the following conditions.

- When all the stones in the stock are taken
- When a player is no longer capable of creating a new marker area

When the game is over, count the total number of stones you have taken throughout the game. Whoever has the least number of minus point stones is the winner of the game.

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Game Tuning: itten

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