



<p>Players: 2 Ages: 6+ Time: 5-15 minutes Print: 1 sheet (25 pieces minimum but can add more for good players)</p>	<p>Quick Reference</p> <ul style="list-style-type: none">• Players pick a side of the tile to play• Play starts with one tile in the middle• All players draw tiles from the same pile• Each player takes turns placing a tile next to or on top of existing tiles• Stacked tiles cannot completely cover a single tile below it• Stacked tiles must bridge across 2 tiles completely• Tiles must be lined up in halves or whole with existing tiles
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How To Play

Caps and Stones is a very simple game to learn and play. So simple that the rules are provided at the top of this rule book in picture form. It is a 2 player game that incorporates strategic elements to outthink your opponent. The goal of the game is to get 4 of your chosen side in a square. The play can go up any amount of levels but if you look down from above, 4 of the same picture must make a solid square. If you run out of tiles and there hasn't been a winner, count up the exposed faces of caps and stones for each player and the player with the highest count wins! If a player plays a piece where 4 in a square happens for both players, the game ends in a tie

The two players decide which side of the tile they are going to play, the cap (pyramid) side or the stone (rubble) side. The game starts with 1 tile on the play area between the two players and the rest of the tiles in a pile that both players can reach. Players then take turns selecting a tile from the pile and laying the tile next to or on top of tiles in the play area. When stacking, tiles can't completely overlap a tile beneath it and one end cannot hang in mid air. The tiles must

also match up by halves or whole. An example of proper tile laying is provided at the top of the instructions. You cannot completely cover one tile over another and you when you stack a tile it must stack over 2 existing tiles. You cannot stack a tile where one end is "hanging". Play continues back and forth until a player creates a square with 4 of their chosen side. In the picture above, the player playing caps wins because four of their side formed a square.

And that is it! You can play with as many or as few tiles as you want. The recommended starter amount is 25 tiles so print out the **Caps and Stones** sheet below 1 time. After cutting out the pieces you can play with just paper or you can glue them onto cardboard to see the layers easier.

Want to make some fancy pieces? Have a 3d printer? You can find an stl of the game piece on our website!

Need a Bigger Challenge?

Drawing tiles off the play area - along with drawing tiles from the pile, you can pick up tiles in play being touched by only one side and only from the layer(s) below. A tile is considered "locked" if more than 1 side is touching another tile or another is under another tile in play and cannot be picked up.

