

# Stone Henge Board Game. Aka Megalith

Stone Henge is a 2 player abstract strategy board game.

The Object of the game is to be the first player to claim 8 Lines by placing all 8 of their Megalith Stones on the game board first.

The game board consist of 18 board spaces where each player places their Druid pieces. These board spaces are more centered on the game board and light gray in color. Each of these spaces connects to 3 yellow Lines heading in 3 different directions. These yellow Lines connects 2 spaces, 3 spaces, 4 spaces and 5 spaces. At the outer end of the these yellow Lines are 15 smaller green spaces. These spaces are were each player places their Megalith Stones. These stones are placed indicating they won that Line. The Stones are more square in shape and smaller in size and matches their player's color with their player number printed inside.

Each player has 9 Druid Pieces of their color, round in shape, with numbers 1 to 6 printed on each. Each player has 2 Ones, 2 Twos, 2 Threes, 1 Four, 1 Five and 1 Six. All player's Pieces are reviled to all players. These values are added together when placed on the board for each Line. Lines are scored as followed:

- After all the spaces of a Line is filled, the player with the highest total value of their pieces added on that Line is eligible to claim that Line by placing their Megalith Stone at the end of that Line on their turn.
- If after all the spaces are filled on a Line and the player's totals are equal, the last player who completed the Line is not eligible to claim that Line, but their opponent will be eligible claim that

Line on that player's next turn or a future turn.

- A Line can be claimed by a player even if there is still 1 open space on that Line. If on a player's turn, if their total value for that Line is greater than or equal to their opponent's total + their highest available Piece, if were placed on the board there, that player can claim that Line, where their opponent has no way of winning that Line in a future move.

A player can claim a Line simply by clicking on the smaller green circle at the end of the Line they wish to claim. 1, 2 or 3 Lines can be claimed on a single turn, Lines are not awarded automatically, but they must be claimed by each player. At the end of each player's turn, they must click the (END TURN) button to go to the next player's turn.

There's an option to keep all Druid Piece's value hidden from view once placed onto the board until all spaces of that Line is filled and the values will automatically reveal. Also, the count of the piece's Pieces off the board are also kept secret. A player may take a peak at the count of each piece by momentarily hovering the cursor over that Piece.

Controls:

Keyboard Input to choose (Y)es or (N)o to answer if play with Hidden Pieces Option and Play Again after the game ends. <ESC> alternates between Window mode and Full Screen Mode.

Left Mouse Button to select Pieces to play and choose Board Spaces.

Hope you enjoy playing

