



PITCH PAGE

Causeway

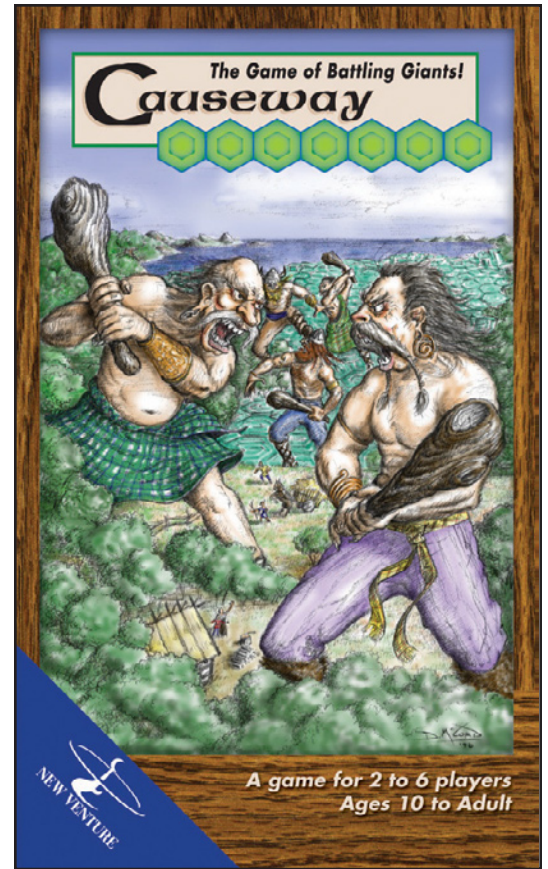
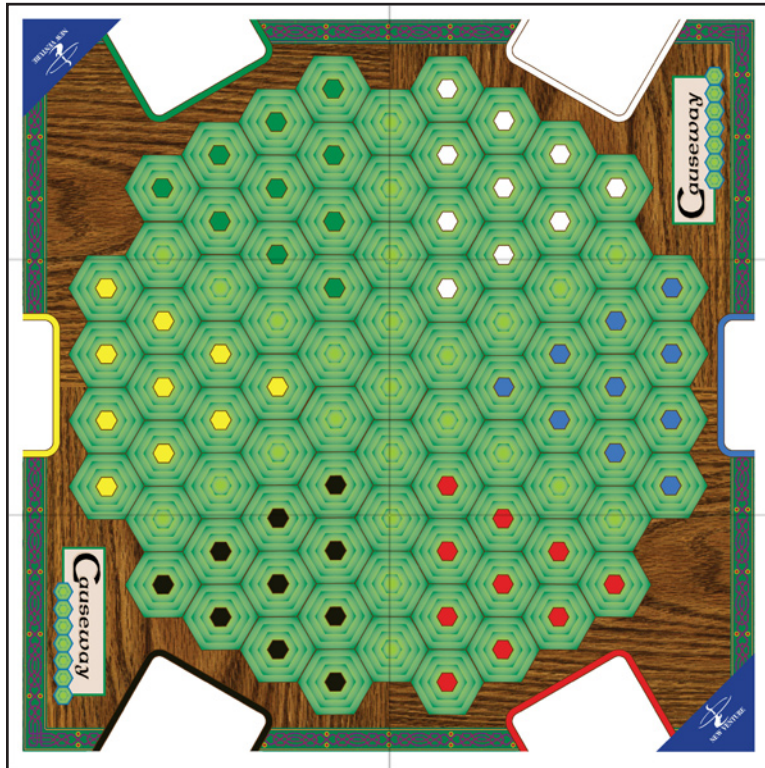
The game of Battling Giants

Type: Abstract Strategy
Ages: 10+

Players: Two to Six
Duration: 15 - 30 minutes

Synopsis:

Causeway takes its name from the “Giant’s Causeway” along the northern shore of Ireland, where it is said giants of ancient times fought enchanted battles for power and glory! A hand of cards determines the moves available. Play your random hand with careful strategy, and annihilate the opposing armies. Up to six can play, for themselves or as teams.



Equipment & Features:

Causeway includes a board (as depicted here), a deck of 60 move cards (a few of these are shown in the illustration) and six sets of 10 pawns per player, distinctly colored. (In the prototype, the colors are green, yellow, black, red, blue, and white.)



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The Rules:

To begin, each player select a set of pawns of a single color and place the pawns on the ten hexes on the board with small hexes of that color. The cards should be well shuffled and dealt out five to each player. As the card deck is played through, it can be reshuffled and drawn from until the game is over.

From a hand of five cards, each player takes a turn as follows:

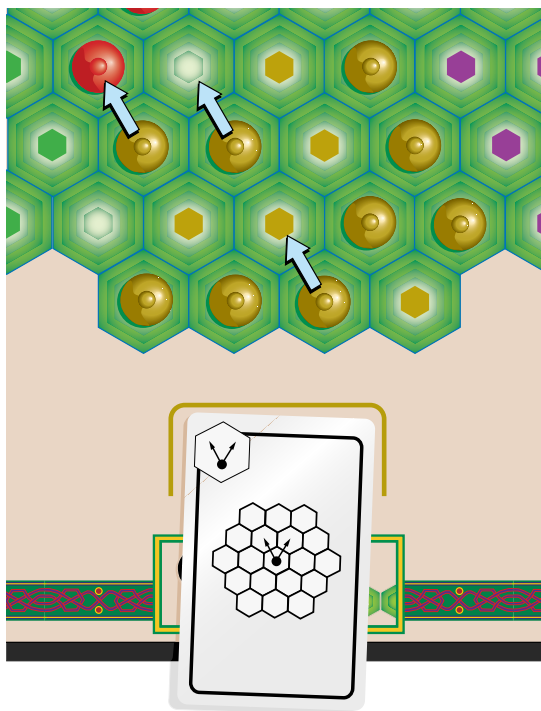
A) select a card which describes the most advantageous move that can be made. Place that card on the board to align with the marking as shown in the illustration, with the small hexagon in the upper left corner. The player then moves according to the diagram as many of his/her own pawns as he/she wishes.

In the example shown, the card played offers two choices of move, either left-forward or right-forward. In every case, the player must choose only one direction to move, and any pawn moved during that turn can move in only that direction. Some cards show two-space moves, in which case only two-space moves can be made.

In the illustration, the yellow pawn to the left captures a red pawn. Captures are made only on final spaces of each move, and the captured pawns are removed from play. Powerful moves can be made resulting in the capture of large numbers of opposing pieces in one sweeping advance!

When the player has moved all the pawns he or she wants to, the played card is put onto a discard pile and a new card is drawn to bring the hand back up to five. Play then passes to the next player.

Play continues in this way until only one player has any pieces left on the board!



Additional notes:

Causeway can be played in many different and challenging ways based on these few simple rules.

A) Multiple Armies

When two players compete, each can command two or three armies, and when three play, each can command two, either adjacent colors or across from one another. (Players in any variation need not be facing each other, but can play armies interspersed at random around the board.)

B) Different Numbers of Cards

Five is the optimum number of cards, giving the game variety and interest without too much frustration. But a greater challenge can be had using four, or even three cards per hand. To make things easier and faster, the game can be played with six or seven cards, but this generally results in a cut-throat game with little strategic challenge.

C) Teams

When four or six players compete, they can form alliances of two colors playing for the win, reinforcing each other's tactics and flanking each other's opponents. When so doing, players may choose to declare "diplomatic immunity" and not allow the capture of an allied player's pieces. However, sometimes sacrificing a partner's pieces to achieve the final victory can be condoned! Also, in team play, each player's cards are kept to themselves - no sharing or table talk allowed. This means that strategic decisions made based on the hand one sees may easily be thwarted by the teammate who has no idea what cards one holds!

D) Playing off the field

Normally, pawns cannot move past the edge of the board. A move that would result in a pawn going off the hex pattern would be impossible. A variation can be played that allows such a move to be made with the piece leaving the board and returning onto the board at the opposite end of the row of hexes - as if the board wrapped around in a sphere shape. This allows surprising sneakattacks!