

# CAMINOS

## Game Rules

**Number of players:** 2 or 4

**Age:** 10 years and up

**Duration:** 15 - 25 minutes

### Object of the game

Camino is a three dimensional strategy game for two players or four players in two teams. The players try to connect opposite sides of the grid on the game board with their own pieces. Depending on the playing grid selected, the number of connectible sides varies as well as the form of the borders (straight or zigzag line).

### Playing material

2 double-sided game boards (for a total of 4 playing grids)

28 game pieces (2 coloured sets of 14 pieces in 4 different shapes)

2 neutral game pieces in blue (only for the variant)

### Basic Game

#### Preparation

With 2 players, each player receives all pieces of one colour. With 4 players, those sitting opposite each other form a team. Pieces of one colour are divided into 2 identical sets and given to each player on a team. A playing grid is chosen and placed in the middle between the players. The square grid is recommended for your first game.

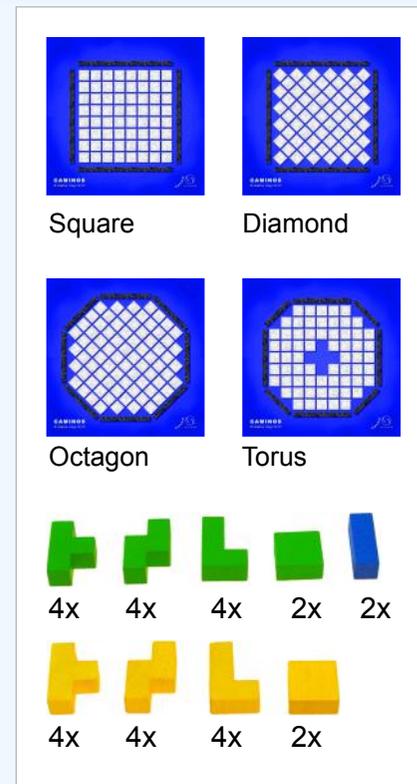


Fig. 1

## Playing the game

Players take turns placing their game pieces on the grid following these rules:

- No holes may be created **under** the pieces (see Fig. 2).
- The pieces may be placed freely or touching other pieces. They may also cover other pieces. In all cases the pieces must touch the game board. That means the maximum building height is 3 standard cubes. (see Fig. 3).

Players try to connect 2 opposing sides of the playing grid with a continuous path of their pieces. That means they try to build a sequence of faces of the same colour from one side of the playing grid to the opposing one which is **visible from above the game board**. Grid squares at the corners of the board belong to each of the touching sides.

A continuous path must meet the following conditions:

- You must be able to step from square to square (face to face) following one colour from one side of the playing grid to the other. Connections through vertical edges or corners only are not valid (see Fig. 4).
- Faces of the same colour must be adjacent if seen from the top and must also be connected vertically. In Fig. 5 yellow has not yet won since despite of a sequence of yellow faces from one side to the other there is one point (see the red cross) where the yellow sequence is interrupted by a missing yellow vertical connection.
- The path begins and ends with the face adjacent to the edge of the board as viewed from above. It does not need to physically touch the edge of the playing grid. In Fig. 6 yellow wins with the connection shown with white dots (one field of the connection is not visible, see arrow).



Fig. 2

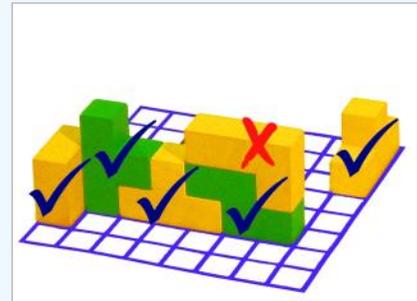


Fig. 3

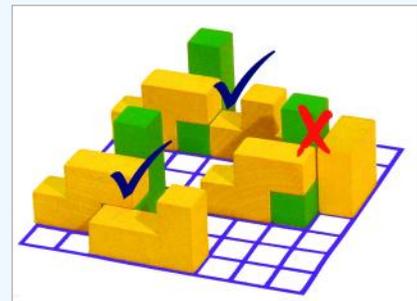


Fig. 4

## Ending the game

The game can end in one of three ways: when a player/team has connected two opposing sides of the grid; or all pieces have been placed; or no more pieces may be placed.

A player/team wins immediately if they complete a path connecting two opposing sides of the playing grid.

If no player or team succeed in connecting any opposing sides, the game ends with a draw after the placement of the last game piece. If a player cannot place a piece, the game ends for them, even if they could theoretically place game pieces later in the game. The other player(s) must continue until they win, or they can no longer place any pieces.

## Variants

### Neutral game pieces

In this variant of the game, each player (or each team) receives a neutral piece in addition to their other game pieces. At the beginning of the game, players (or teams) place a neutral piece anywhere on the game board. Then the game continues as usual. The neutral game pieces are obstacles. When placed horizontally they can be covered like any other game piece.

### Scoring

When playing more than one game, you may want to keep score. **Only the winner** receives points as follows:

- If opposing sides were connected, the number of horizontal and vertical **faces** making up the path are counted using the shortest path between these sides. In Fig. 6 yellow receives 13 points.

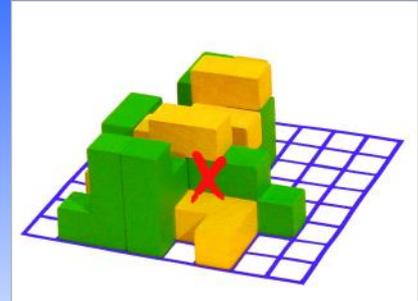


Fig. 5

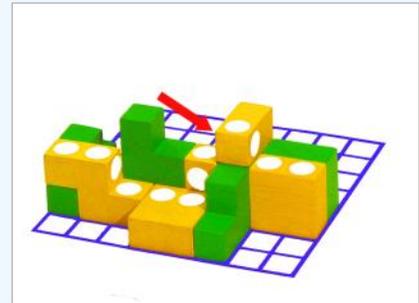


Fig. 6

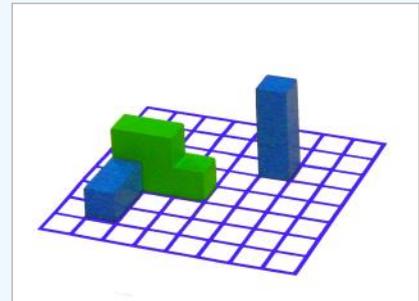


Fig. 7

- In case the game ends without connected opposing sides, the player or team with the lowest number of game pieces touching the outer boundaries of the playing grid wins. They receive one point for each of their **opponent's game pieces (not surfaces)** that are touching the outer boundaries of the playing grid. In case of a **tie** no one receives points.

Fig. 8 shows a final position, in which – as far as visible from the angle the picture is taken – green has 4 and yellow 3 pieces that touch the edges of the playing grid that are relevant for scoring. The green and the yellow pieces marked with a cross are not relevant because they don't touch the edges of the playing grid.

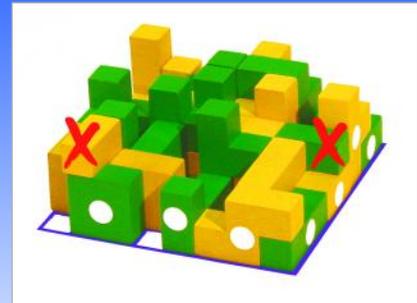


Fig. 8

## Octagonal playing grids

When playing with the octagonal playing grids (octagon and torus), connections are also valid when you connect one side to the neighbouring side of the opposite one (see Fig. 9, connection A to C).

When scoring, such a connection counts as usual. However when a connection between exactly opposite sides (see Fig. 9, connection A to B) can be established, scoring counts double.



Fig. 9

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## Murmel Spielwerkstatt und Verlag

Kanonengasse 16  
 CH-8004 Zürich  
 murmel@murmel.ch  
 www.murmel.ch

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