



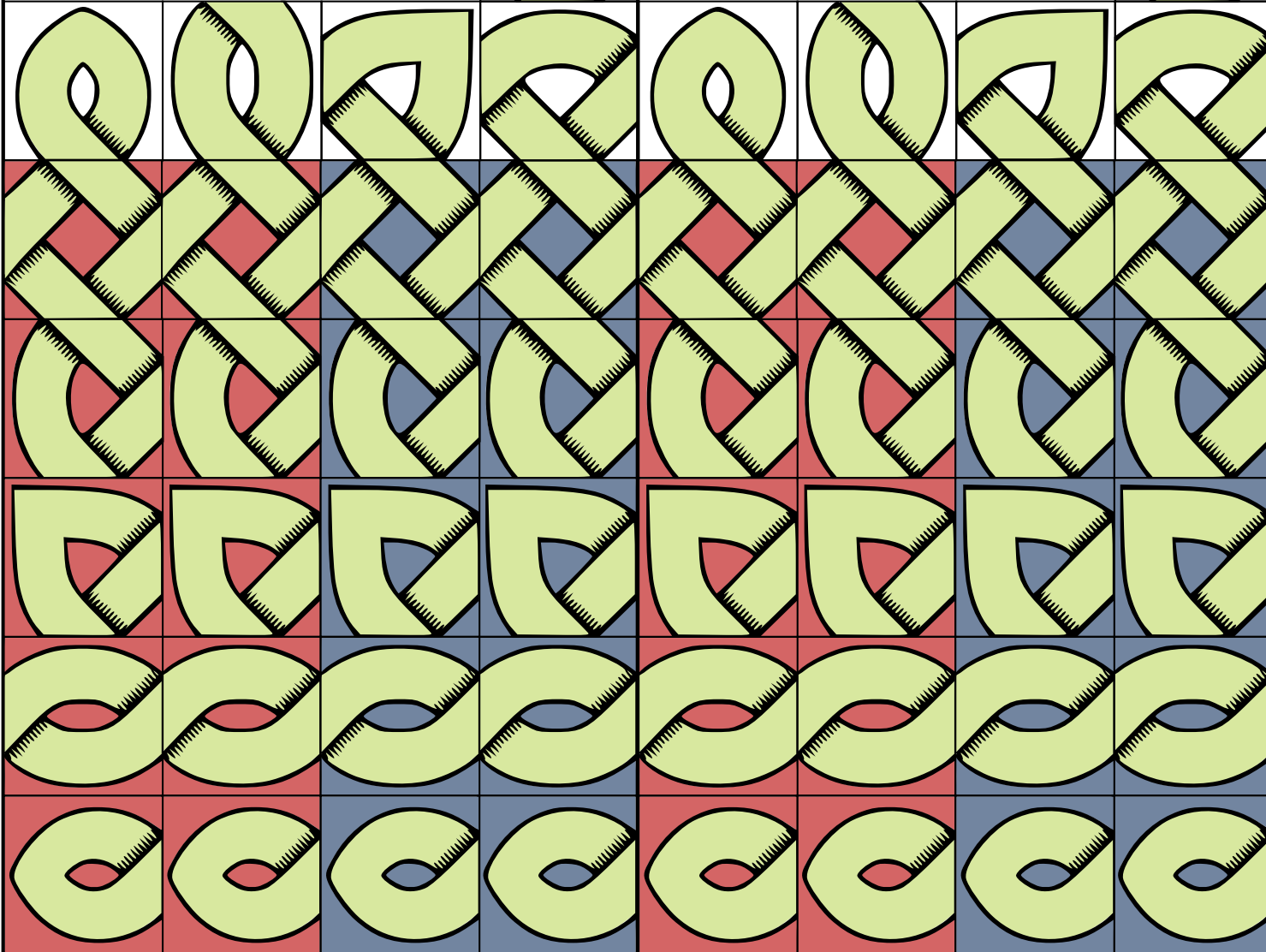
CELTIC!

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CELTIC!

A game by Cameron Browne.

pieces

25 tiles. Player 1 (P1) has red, Player 2 (P2) has blue. The white tiles are shared between them.

rules

Begin with white tile crossing 4 sides. Players take turns adding tiles (theirs or a neutral one) to the board. The tile must connect correctly and must keep the knot in a 5x5 area. If a player can not move, they pass.

The game ends when no player can move - either all tiles have been used or all knots closed.

scores

The player with the highest knot score wins. The knot score is the number of a players tiles visited by a single knot.

notes

If a player makes an illegal move, they take the tile back and forfeit their turn.

The starting square does not have to be the center of the 5x5.

Players scores can, but do not have to come from the same knot.



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