

S T A C

An abstract game played on a 5x5 grid with the goal being to be the first player to claim 4 three-high stacks.

Game Contents

1 Drawstring Bag, 2 Pawns, and 33 Tokens

Setup

- Place one of the twenty-five black tokens on each space of the game board.
- Place player pawns in opposite corners diagonally on the game board.
- Place the four corresponding colored tokens just off the board near their matching pawns.

Movement

On a player's turn, they must move their pawn any number of squares in a straight line either vertically or horizontally.

- Players cannot occupy the same space.
- Players can pass over another player's pawn, only if they are **not** carrying a token.
- Players can pass over any non-pawn occupied space whether or not they are carrying a token.

Moving Discs/Building Stacks

On a player's turn, they have the option of carrying the token they started their turn on, as long as it is the only token on that space. Tokens can be moved to another space that isn't occupied by other tokens or they can be placed on a space containing one or two tokens.

- A disc cannot be moved by the same player on consecutive turns.
- Once a space has two or more tokens on it, the tokens on that space cannot be moved.

Claiming a Stack

When a player brings a third token to a space that already has two tokens on it, they claim that stack by placing one of their colored tokens on top of the stack. Then they place their pawn on top of that stack to end their turn.

- Tokens from a claimed stack cannot be removed nor can any tokens be added.
- Players can land on a claimed stack if they are not carrying a token.
- Players can pass over a claimed stack if they are carrying a token.

End Game

The player who claims 4 three-high stacks first is declared the winner.

- If no further moves can be made & one player has claimed more stacks, that player is declared the winner.
- The game ends in a draw, by agreement, if neither side can force a win.

