

# STAKU!

In the game "**staku**", two players, White and Black, move their tokens, stack them and unstack them to reach one of the opponent's two "palaces". Players will need to take advantage of neutral tokens, manage captures, and trampoline effects on stacks of 2 or 3 tokens!

## Components

- A board of hexagonal boxes.
- 13 white colored tokens.
- 13 black colored tokens.
- 9 neutral tokens.

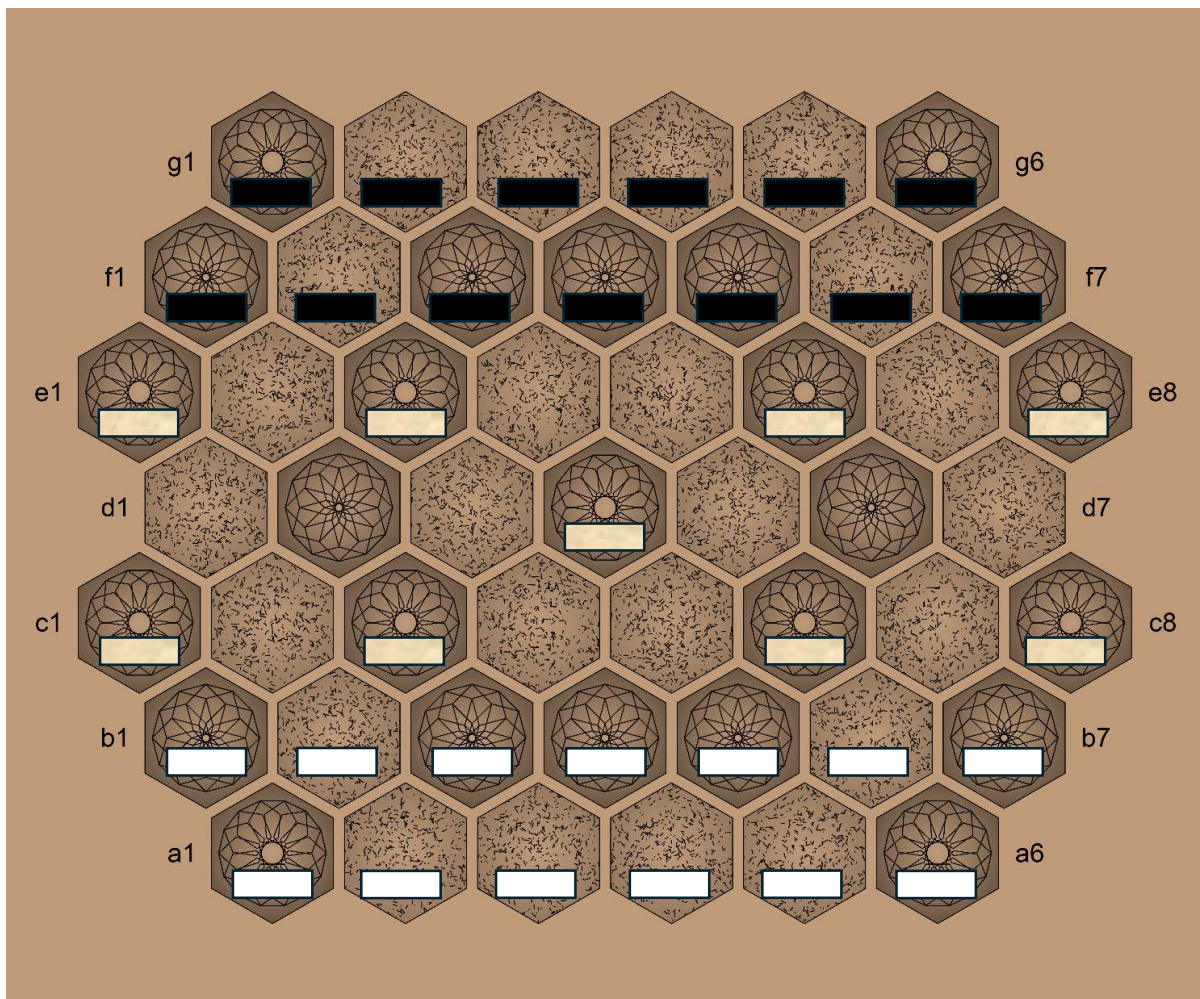


## Goal

- The goal is to occupy the first 1 of the 2 opponent's palaces located at the corners of the board
- The white palaces are in a6 and a6; The black palaces are in G1 and G6.

## Starting positions

- The white and black tokens are positioned on the first two rows of each side.
- The neutral tokens are positioned on the "big-hearted flowers" of the 3 middle rows.



## Legal stacks

- Stack of 2 or 3 tokens.
- Either all white or neutral, or all black or neutral, or all neutral
- A neutral token is never above a white or black token.

## Stacking

- A token can stack:
  - o On a token to form a stack of size 2.
  - o On a size 2 pile to form a stack of size 3.
- A stack of 2 can stack:
  - o On a token to form a stack of size 3.

## Unstacking

- The token at the top of a stack can unstack to make a token move.
- The 2 tokens at the top of a stack of 3 tokens can unstack to make a stack move.
- Moving while unstacking can create a new legal stack or capture opponent's tokens.

## Moving

- Only through the faces of the hexagons:
  - o To an empty box.
  - o To a box occupied by its color or the neutral color to stack on.
  - o To a box occupied by an opponent's color to be captured.
- 1 space for a token
- A stack of 2 tokens moves 1 or 2 spaces, in a straight line.
- A stack of 3 tokens moves 1, 2 or 3 spaces, in a straight line.
- A token or stack of neutrals never moves alone, but only within a stack having a white or black at its top.

## Capturing

- Tokens and stacks of opposite colors capture each other while moving.
- The attack or defense color of a stack is determined by the color of its top.
- All tokens in an attacked stack are removed from the board.
- Alone neutral tokens and stacks with just neutral tokens do not capture and are not captured.
- Neutral tokens at the bottom of a black or white stack are indirectly capturable.

## Game turn

- Each player makes a first move, which occasionally leads to:
  - o Stacking.
  - o Unstacking.
  - o Capturing.
- A second move is possible:
  - o If a stack was built on the first move, then it can be moved.
  - o If a stack was moved on the first move, then it can be unstacked.

## Copyright



Staku, rules of a boardgame for 2 players.

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