

Acquisition

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Goal or How to Win:

- Acquire more pieces than the opponent by the end of the game.

Setup:

- With a 7x7 gridded board place one piece on each square

Rules:

Moving:

- Players alternate turns moving pieces (or stacks if more than 1)
- Pieces move to an adjacent square horizontally or vertically
- Pieces can accumulate or stack on squares
- A single move shifts the entire stack on that square
- Players can move any piece or stack
- Stacks must move the number of pieces within the stack (1 piece > 1 square; 2 pieces > 2 squares...)
- Pieces or stacks which pass the edge of the board go the opposite direction the remaining number of spaces (Ex. A 5 piece stack 2 spaces from the board edge can move to the edge and then 3 spaces from the edge)

Acquiring Pieces:

- If a player creates a stack of 6 or greater that player removes those pieces and keeps them for scoring

End the game:

- The game ends when a position is repeated twice (the same moves are played 2 times in a row; 4 move repetition)

Variants:

Board Size:

- Smaller or larger boards of 6x6 or 9x9 (any square dimensions) can be played
 - For each dimension of the board the pieces are captured with one less piece (Ex. 23x23 pieces are captured when 22 pieces are in a stack; 4x4 stacks of 3 or more are acquired)

Odd and Even:

- The player who moves first attempts to create odd numbered stacks, the second player attempts to create even numbered stacks
 - Stacks are not collected until the end of the game (all pieces remain on the board)
 - The player with the higher number of stacks wins
 - The game ends when a position is twice repeated or the number of stacks is unchanged for 4 of each player's turn (8 moves)