

S T A C

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

Game Contents

- 1 5x5 grid game board
- 2 Pawns – One each two different colors
- 8 discs – Four each two different colors
- 25 discs of one color

Setup

1. Place one of the twenty-five same colored discs on each space.
2. Place player pawns in opposite corners diagonally on the game board with the same colored discs off to the side of the board.

Movement

On each player's turn, they must move their game pawn any number of squares in a straight line along any column or row.

Players cannot occupy the same space.

Players may pass over another player's pawn if they are **not** carrying a disc.

Moving Discs/Building Stacks

Players have the option of carrying the disc they started their turn on as long as it is the only disc on the space. The disc can be moved to another space that isn't occupied by other discs or it can be placed on a space containing one or two discs.

Once a space has two discs on it, the discs from that space cannot be moved.

Players can pass over space containing two discs whether they are carrying a disc or not.

A disc cannot be moved by the same player on consecutive turns.

Claiming a Stack

When a player brings a third disc to a space that already has two discs on it, they claim that stack by placing one of their colored discs on top of the stack.

Discs from a claimed stack cannot be removed nor can any discs be added.

Players may land on a claimed stack if they are not carrying a disc.

Players may pass over a claimed stack if they are carrying a disc.

End Game

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

If at any time, no further moves can be made and one player has claimed more stacks, the player with more stacks is declared the winner.

The game ends in a draw if neither side can force a win by agreement (one side offering a draw, the other accepting).

Designed by Daniel Isom ©2014

