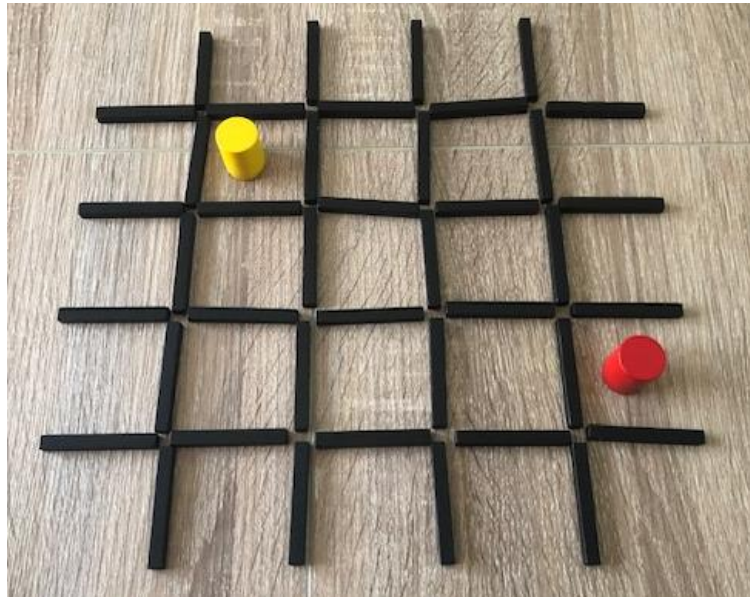# Stix

Steffen Mühlhäuser, 2007, published at Stefen Spiele.

The Stix package presents three different games, only one being abstract (named Al Capone).

Setup. Use all (or 40) rods to form a grid layout of 5 × 5 fields (no explicit outer boundary) with the rods forming the "grid" lines. Each player has one pawn which they place on any field (i.e. an empty square) at the start.

On their turn, a player may move their pawn **over** one, two, or three rods in orthogonal (horizontal or vertical) direction.

Each rod that is *jumped over* (i.e. skipped past) is collected by the player (i.e. removed from the grid and added to that player's score).

Created gaps (from rods being removed) still count as empty and can be jumped over in later moves.

However, rods that lie just before or just after a jumped figure (i.e. adjacent to the landing spot) cannot be collected.

If a player, in their turn, cannot make a valid move (i.e. no rods to jump), they pass.

The game ends when **no player can move**. The player who has collected the most rods wins.

The rules' description from the box's back:

First lay out a grid using the sticks. Place yourself in a strategic position and try to collect as many sticks as possible. Each turn you are allowed to make three jumps in a straight line. But you can also take a more tactical approach: You can also make one or two jumps! You can pick up every stick you jump over, as long as you do not end up in one another's field. If you cannot jump over a stick, then you are out. Once none of the players can jump, the game ends. The player with the most sticks is the winner. This beautiful wooden game is for 2 to 4 players, from age 6 and up.

Stix
Das Hölzchenspiel

Steffen Spiele