

## Toccato, Touch, Troïka

2000, Niek Neuwahl, <https://boardgamegeek.com/boardgame/24418/toccato>

Contents: Board comprising 49 squares, 7 x 7 pitches  
12 black pieces, 12 white pieces

The strategic game TOUCH - designed by the multi award - winning game inventor Nicolaas Neuwahl, is jogging for your brain and training for your tactics and this is normal with our ingenious TROIKA® designs. And here is how you play it:

Each player gets 12 identical game figures, in one of the two colours. The players place their pieces on the board or on top of an opponent's piece which is already on the board. The players put alternately their pieces on the field or on the top of another stone, which has been put before. For every opponent's stone, which the new stone is touching, the player gets one point. For example, should the piece touch 3 of the other player's pieces, the player gets 3 points. The player with the most points at the end of the game is the winner. You can also note just the point difference. The player who makes the first move is at a disadvantage, so to compensate for this, s/he is awarded two

points at the start of the game. Should the pieces just touch the edge or the corner of another stone, no points are granted. The pieces can be placed anywhere on the field within the bounds of the following rules:

- the pieces must be placed within the limits of the 7 x 7 boundary, and must not protrude.
- the pieces may not jut out from the field limits.
- the pieces must be placed in a stable position.
- pieces once placed may not be moved or removed.

A complete game-party consists of two games, the player start alternately.

Tip: Whilst it is important to place your pieces to ensure you get a lot of points, you should at the same time try to prevent your opponent from gaining points.

All pieces have the same shape:

