

# Ogama

2025, Ilya Yudovsky



## Definitions:

- *Stacks* have two or more disks stacked, only the top disk is moveable
- *Free disk* is any disk/stack not bearing a toad

**Setup.** Randomly distribute the 12 orange and 12 blue disks over the 5x5 board

Orange starts.

On her turn, the player either moves her toad or one free disk.

The Toad:

- Moves one space in any direction (orthogonal or diagonal) only across discs of its own color.
- Cannot move onto empty spaces or opponent discs.
- May stand on a stack of any height if the top disc matches the toad's color.
- Cannot be captured or moved by discs.

The Discs:

- A disc moves orthogonally a number of spaces equal to the height of the stack currently under your toad (count all discs, both colors).
  - One optional 90° turn is allowed during that move.
  - *Example:* if your toad stands on a 3-disc stack, you may move a free disc 3 spaces forward or two spaces forward and one space left or right - like a chess knight.
- Stacks never move as a whole; only the top disc moves.
- A disc may move over empty or occupied spaces.

- If your disc ends on an opponent disc, place yours on top; the opponent disc remains in that stack and is considered captured for end-game counting

### Restrictions

- A disc cannot move through or onto a space occupied by any toad.
- You cannot move a disc that is beneath your toad.

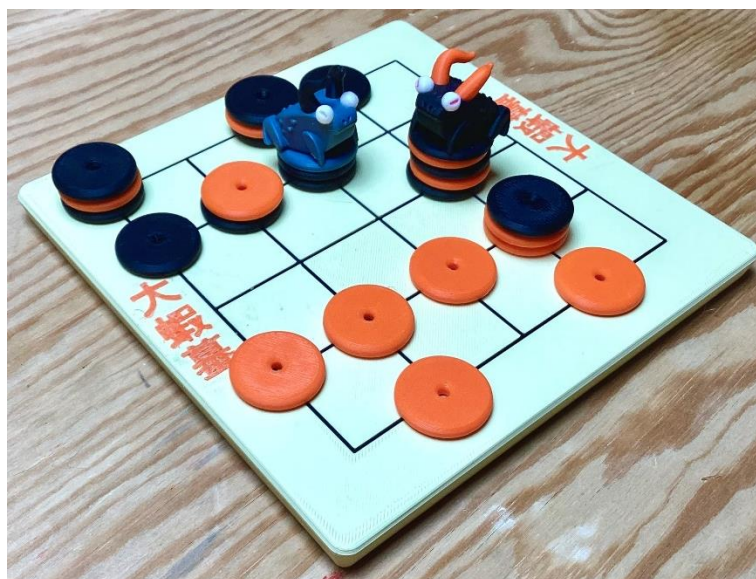
### End of the Game

#### 1) Tower Victory

- As soon as any tower reaches six discs, the player who placed the sixth (top) disc wins immediately.

#### 2) Capture Victory (No-Singles Trigger)

- If, at the end of a player's turn, that player has no single discs on the board (i.e., every disc they own is part of a stack), the game ends, and players count captured discs:
  - A disc is captured if it belongs to your opponent but is in a stack topped by your disc.
  - The player with more captured discs wins.



Author's words: *Ogama (大蝦蟇) is a Japanese yōkai—a gigantic toad that withdraws into the mountains and marshes, keeps growing there, and along the way acquires the rather questionable habit of whacking people on the head with a spear (and who are we to judge?).*

*Not long ago, I became fascinated by checkers-style stacking mechanics and wanted to make a game about toad-warriors who climb towers to power up their pieces.*