

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 yokai—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.