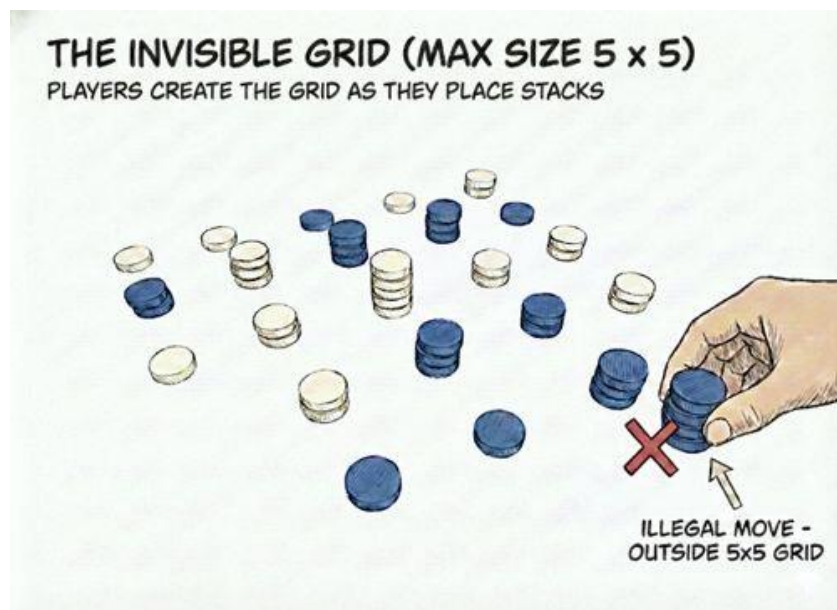# Raze!

2026, Marc Rebillet,

Each player has 25 stackable pieces.

• The game is played on an invisible grid created as you play. Each occupied space in the grid is called a *stack*.

• The grid may never exceed the size of 5 x 5 stacks.

• If a placement would extend the grid beyond these dimensions, **that move is illegal.**

THE INVISIBLE GRID (MAX SIZE 5 x 5)
PLAYERS CREATE THE GRID AS THEY PLACE STACKS

ILLEGAL MOVE -
OUTSIDE 5x5 GRID

On his turn, the player distributes up to five pieces to perform *any* combination of the following two actions:

• **Create new stacks:** *Except for the very first placement*, new stacks must be adjacent to at least one existing stack **of any color.** You may create stacks using any combination of your tokens. *For example: five stacks of 1 token each, two stacks of 3 and 2 tokens, one stack of 4 tokens, etc.*

• **Replace enemy stacks:** replace an enemy stack if the new stack is larger than the target stack **by at least one token.** Replaced stacks immediately return to the *enemy's reserve.*

PLACING TOKENS

CREATE NEW STACKS (ADJACENT)

ADJACENT

RESERVE

REPLACE ENEMY STACKS (MUST BE LARGER)

(4 > 1)

RETURN TO RESERVE
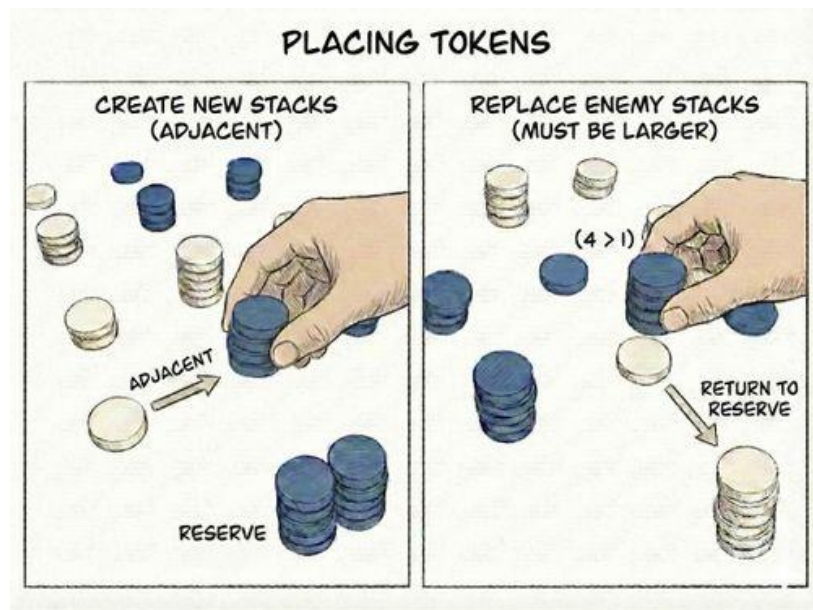
Once both players can no longer make a valid move, the game has concluded.

• The player with the **largest orthogonally connected group of stacks** in their color wins the game.

*IF TIED: **SUDDEN DEATH!***
• *Both players take the tokens in each of their tying groups as their reserve, clear the board of all other tokens, and **play a new match observing the exact same rules as the standard game.***
• *Play begins with the player who has the fewest tokens. If token counts are equal, flip a coin.*
• *Should players tie again, repeat sudden death until a winner has been crowned.*

WHITE WINS
(LARGEST CONNECTED GROUP)

WHITE: 10 ADJACENT STACKS
BLUE: 8 ADJACENT STACKS