

AGERE

2 players | 15-30 minutes | ages 8+

Materials: 70 discs in 2 colors; game board as shown

Setup: One player places a Yellow disc on any space. The other player decides which color to play. Blue goes first.

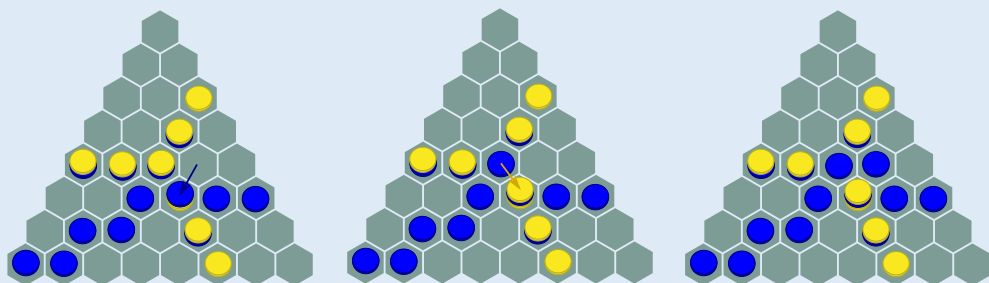
Goal: You **win** if, at the **start** of your turn, a single group of your stacks connects the 3 sides of the board. Corner spaces connect to both adjacent sides.

A stack is yours if your disc is on top. A single disc is a stack.

Playing the Game

On your turn take 1 of these 2 actions:

- **place** a disc of your color on an empty space
- **move** a disc of your color from the top of a stack onto a neighboring opponent's stack of **exactly** the same height



Example

- 1) Blue moves a disc to cut Yellow's connection. Blue will win if its own connection survives Yellow's next turn.
- 2) Yellow moves a disc to cut Blue's connection.
- 3) Blue places on an empty space. Now Yellow cannot cut Blue's connection because Yellow's stacks are too high.