dakapo

Stephan Miksch

A fast game of tactics for 2 players

INTRODUCTION

Dakapo (pronounced ducupo, the word is a German adaption from the Latin "da capo") is an abstract board game for two players. The stones in four colours are placed in turn by both players trying to form a square. Often the game ends suddenly for the losing player who can request a rematch with the word "dakapo".

CONTENTS

64 stones, 16 each in 4 colours (red, yellow, green and blue),
1 game board 8 spaces wide and 8 spaces high

START OF THE GAME

Place 4 stones - one in each colour - on the four spaces in the middle of the board (see picture).
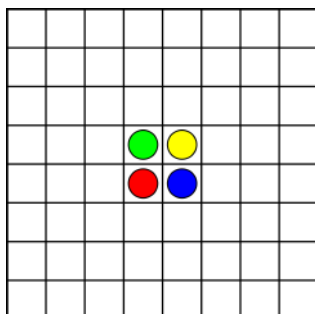
GAME PLAY

Players alternately take turns. The player whose turn it is puts a stone on an unoccupied space. The following placement rules apply:

1. It must be orthogonally adjacent to another previously placed stone. (Orthogonally adjacent spaces are those that are directly above and below, left or right—*not* diagonally!)
2. It must be a different colour than all orthogonally adjacent stones.
3. It must be a different colour than the stone placed by the opponent in the previous turn. *(Tip: as a reminder, it is helpful for a player to place a matching stone in front of him until his next turn. For example, if a player places a red stone on the board, he also places a red stone in front of him so that his opponent will remember that it is forbidden to play a red stone this turn.)*

END OF GAME

When a player places a stone that forms the fourth same-coloured corner of a square, he wins the game. If this is not noticed until later in the game, however, it no longer counts.
The game also ends if a player cannot legally place a stone. That player loses the game.
If the neither of these conditions are met before the last stone is placed and the board is filled up, the game ends in a tie.

THE CORNERS OF THE SQUARE

A square has four equal sides and four equal angles. The sides of the square formed by the 4 stones of the same colour do not need to be parallel with the edges of the game board. In other words, the square can be angled!

PLACEMENT EXAMPLES
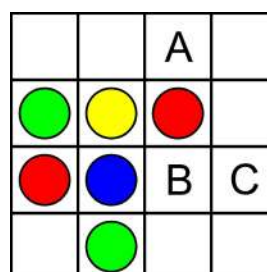
Tom is not allowed to put a red or a blue stone on space B (*rule 2: must be a different adjacent colour*). He is also not allowed to put any stone on space C yet (*rule 1: no adjacent stones*). Tom places a green stone on space A.
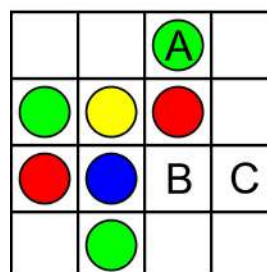
Susan is not allowed to put a red or a blue stone on space B either (*rule 2*). At the moment she can't place a green stone anywhere (*rule 3: different colour than previously placed stone*). She puts a yellow stone on space B.
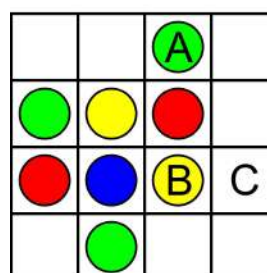
Now it's Toms turn again. He can't place a yellow stone on space C (*rules 2 und 3*), but he can choose a green stone and puts it on space C.
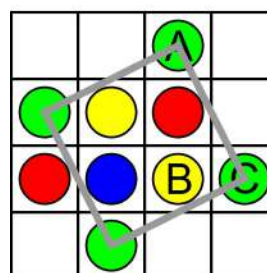
The stones on the spaces A and C, together with both of the other green stones, now mark the corners of a square. Tom wins the game.