

# Staxxit

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The game is played on a hexhex of size 7:



*the **outer ring** (36 hexes) is a special area  
the rest of the board is called the **inner area***

Each player has 18 stackable pieces.

The color of the stack's top piece denotes its ownership.

**Setup.** Players drop, in their turn, one friendly stone on an empty hex, in the inner board area, adjacent to another piece (of either color), except for the first piece, of course.

On her turn, the player selects a friendly stack in the inner area and either:

- **slides** over a line of empty hexes, up to a distance given by its height
- **captures** an enemy stack by ending its movement on top of it (stacks just merge); captures are mandatory
- **leaves out** the board by ending its movement on an empty hex, at the outer ring, which shares the player's color (notice that the six corners are bicolored)
- **split** it, if its height is larger than 11, placing the remainder on an adjacent empty hex (in the inner board area); the two stacks must belong to the player

However, *capturing* and *leaving out* must be done with the exact number of steps as the stack's height

When one player cannot move (all her stacks are already at the outer ring) the game ends. The player with more stacks (not pieces) at the outer ring wins the game.



*since there are no more blue stacks in the inner area game ended;  
Blue wins since she had five stacks outside, against White's four*

Refs:

- <https://www.kickstarter.com/projects/staxxit/staxxit-an-exciting-new-strategy-game/creator>
- Staxxit: explanation video, [www.youtube.com/watch?v=uHEDHrVngVE](https://www.youtube.com/watch?v=uHEDHrVngVE)
- Calvin Daniel's [review](#) at BGG