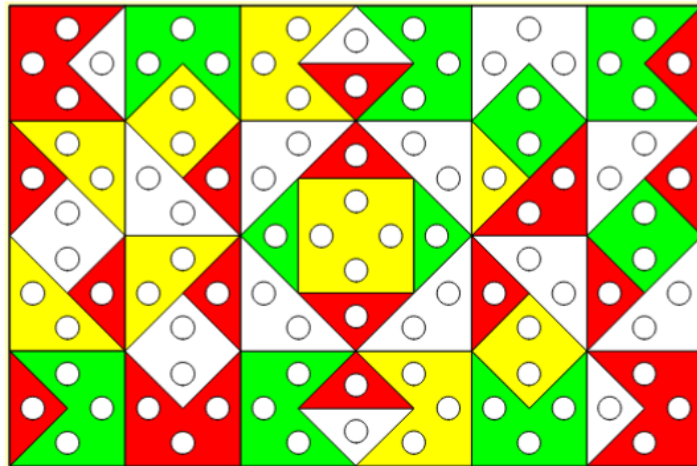
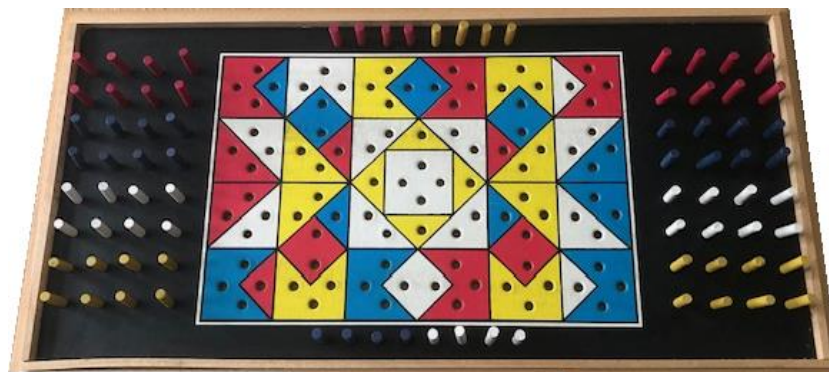


Takito

1977, Claude Vieux, published at Jeux Cogitas



Each player has eight pins of four colors each. There are 16 extra pins in a reserve, with four pins with four colors.



The board 'tiles' have the same colors as the pins

Rules

- Each player (on their turn) places a colored pin into the hole of an area of the same color.
- Each player must fill one area before moving on to an adjacent area.
- If the player runs out of tokens, they draw from the reserve (16 tokens).
- When a player has used up all the tokens of one color, they immediately play again.
- The first player to get rid of all their tokens wins.

From the [review](#) at Jeux Soc:

To be the first to get rid of your pieces, you must know how to make the most of the extra turns. You play again each time you place your last piece of a color or complete a path (i.e., there is no adjacent empty area). It is even

possible, when starting a new path, to begin on an isolated space — which grants yet another extra turn.

However, if in your turn it's impossible to play because you don't have pieces of the required colors, not only do you skip your turn and must draw a piece from the reserve, but your opponent also gets to choose whether to continue the current path or start a new one. Sometimes, people can be downright wicked!

