



A strategy game for 2 players by
Henrik Morast

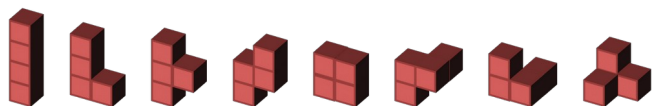
Uptown is a 3D-stacking strategy game where players take turns placing a *tetracube* of any colour on the game board trying to dominate at least four columns.

COMPONENTS

- A checkered game board with 35 squares arranged in seven columns.

- 8 red and 8 grey *tetracubes*.

A *tetracube* is a geometric form that consists of four cubes joined.

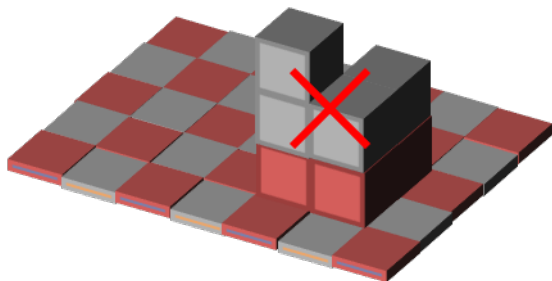


HOW TO PLAY

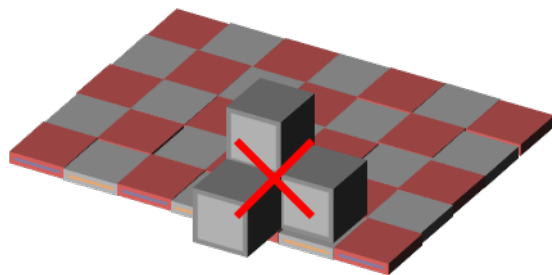
Each player has an allocated colour (red or grey). Grey¹ player begins. Take turns placing a *tetracube* of **any colour** on the game board according to the following constraints:

1. At least **one** of its cubes must rest **directly on the board**, within a square.
2. No cube may rest **outside** the game board boundaries.
3. No cube may “**hang** in the air” without support from below.

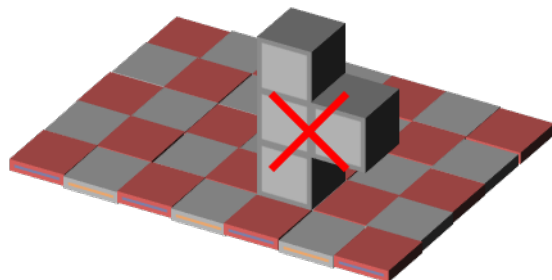
The game ends when the player in turn has no legal moves.



Example of illegal placement. None of the cubes of the newly placed piece is resting directly on the board.



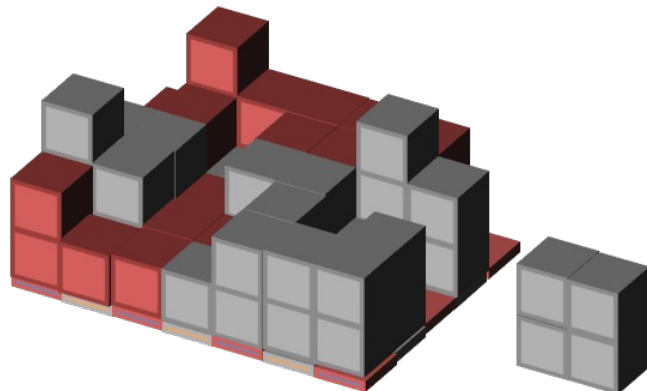
Example of illegal placement: Cube resting outside the game board boundaries.



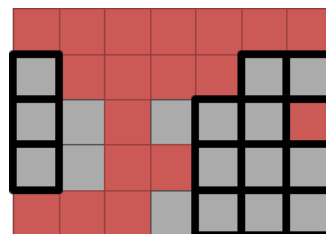
Example of illegal placement: Cube ‘hanging’.

WINNING THE GAME

The score is set column by column. A column is dominated by the colour that occupies at least three of the five squares when the game board is looked upon **from above**. The player dominating at least four columns wins the game.



The illustration above shows a completed game.



The end position viewed from above with the four winning columns highlighted.

BONUS PUZZLE

Arrange all pieces into a 4x4x4 cube.

¹ Was Red in a previous version that was incorrect.