

Collapsi

Invented by Mark S. Ball

GAME OBJECTIVE

Win the game by being the last player able to make a legal move.

PLAYERS

2 players

CONTENTS

2 Game Pieces (each piece a different color or item)

Jack, Jack, A, A, A, A, 2, 2, 2, 2, 3, 3, 3, 3, 4, 4

INTRODUCTION

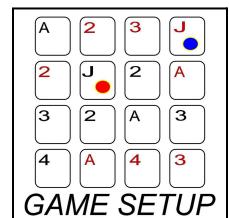
Move your piece around the board and trap your opponent to win! Watch how to play [here](#).

SETUP

Determine who will be Player 1. That player prepares the board and goes first.

PREPARE THE BOARD

Player 1 shuffles and deals the deck face-up to form a 4x4 grid. The first Jack revealed becomes Player 1's starting card, and the second Jack revealed becomes Player 2's.



PLAY

Player 1 goes first. The number of spaces you must move is determined by the number on your **starting card**. A **starting card** is the card you begin your turn on. On your first turn, your starting card is a **jack** which allows you to move one space. After you complete your move, flip your **starting card** face down. That card has **collapsed**, and it can no longer be passed through or landed on.

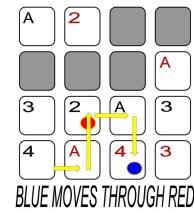
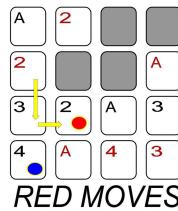
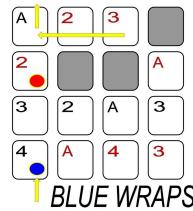
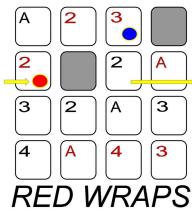
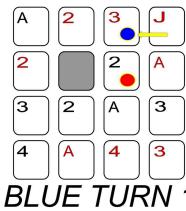
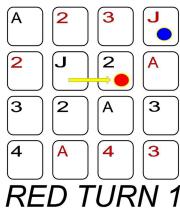
From your second turn on, you must move a number of spaces equal to your **starting card's** number. If your **starting card** is a 2, you must move two spaces. If it is a 3, you must move three spaces and so on. Your starting card will collapse every turn.

MORE ABOUT MOVEMENT

In Collapsi, you move your piece left, right, up, or down. You may move in alternating directions to complete your turn. For example, if you must move four spaces, you could move up 1, left 3. Or, you could move down 2, left 1, up 1. Your starting card, each card you pass through, and the card you end on must all be different cards (no backtracking). You may pass through a card that contains your opponent's piece as part of your movement, and it counts as one space. You cannot end your movement on it. Only one piece may occupy a card at the end of the turn.

Your piece can **wrap around** rows and columns.. You can "exit" the left side of a row and "enter" the right side or vice versa. You can also "exit" the bottom of a column and "enter" the top or vice versa.

MOVEMENT EXAMPLES



CONTINUE PLAY

Play continues until one player is unable to complete a move based on their **starting card's** number. As soon as this occurs the game ends.

WIN

The last player able to complete a move wins the game.

VARIATIONS

Add a twist to Collapsi with these different rules.

POINT GAME (TWO PLAYERS)

A point game is played over a number of rounds. At the end of a round, the winner earns one point for each card still face-up. Alternate who deals and goes first each round. Continue playing rounds until one player reaches a score of 16 points. The first to do so is the winner. Use the 8's from the deck as an easy way to keep score.

SHIFTING BOARD (TWO PLAYERS)

At the end of your turn, you must shift the row or the column on which your piece landed. All of the cards (both face up and collapsed) in that row or column are shifted one space in the direction of your choice. Rows can be shifted left or right, and columns can be shifted up or down. As the game progresses, gaps might form in the grid. You cannot pass through these gaps. Gaps shift along with the cards in the row or column. You may still wrap around if there are gaps in the row or column. **NOTE: Jacks cannot be in the same row or column during game setup.**

THREE AND FOUR PLAYER GAME

When playing with three or four players, the game should be played on a 6x6 board that uses the following cards: **four** jacks and **eight** aces, 2's, 3's, and 4's. Setup is the same as in the two player game with the following addition: Player 3 begins on the third jack revealed, and Player 4 begins on the fourth jack revealed. If playing on the 6x6 board with three players, the unused jack is turned face-down before the round begins. **NOTE: The 6x6 board can be used for a two player game. Unused jacks are turned face down before the round begins.**

Player 1 deals and goes first. Each round, the deal and who goes first should rotate around the table.

When a player is unable to move on their turn, they are out for the round. Remove their piece from the board. The card they were on remains open. At the end of the round, players earn points based on the order they were knocked out. The first player out earns 0 points, the second player out earns 1 point, the third player out earns 2 points, and the fourth player out earns 3 points. Once the score has been tallied for the round, collect the cards and deal out a new board. Once each player has dealt and went first, the game is over. Whoever has the highest score wins. If there is a tie, follow the same order for dealing and going first and continue to play rounds until there is a winner.

PLAYER'S CHOICE

Players do not begin the game on a jack. Instead, once the board has been dealt, turn all jacks face down. Player 1 chooses any card to start the game on, then Player 2, Player 3 and so on.

A NOTE TO WEB DEVELOPERS AND 3D MODELERS

I have received many requests to implement Collapsi as a web app or as a 3D printable game. Feel free to do so, but keep it demonetized. Collapsi should always be free to play. Also, please credit me (Mark Ball) as the designer and link to the [Collapsi Itch.io](#) page. If possible, please link to the [Collapsi YouTube video](#) as well.

THANK YOU - Cristina Ball, Jacob Oakman, Arturo Comín, Grégoire Raab, Sentinel65, Zach Oakman, Gregg Jewell, gpoquiz

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