Tak — Casual Rules Reference (5×5 & 6×6)

This document is a complete, plain■language rules reference for casual play. It is an original restatement of the rules and is suitable for public sharing.

Components

- Square board (5×5 or 6×6).
- Flat stones for each player.
- Standing stones (walls).
- One capstone per player.

Setup

Board Size	Flat Stones / Player	Capstones
5×5	21	1
6×6	30	1

The board starts empty. Players choose a color. On the first turn only, each player places one flat stone of the opponent's color.

Turn Structure

- Place a stone: place a flat stone, wall, or capstone on any empty square.
- Move a stack: move a stack you control in one orthogonal direction.

Movement Rules

- You control a stack if your stone is on top.
- Move in a straight line; no diagonals.
- You may move up to the height of the stack.
- Drop at least one stone on each square entered.

Blocking & Capstones

- Standing stones block movement and roads.
- Stacks may not move onto a capstone.
- A moving capstone may flatten a standing stone.

Winning the Game

- Road win: connect opposite sides with a continuous chain of flats and/or capstone.
- Flat win: if no road exists and stones or moves run out, most flats wins.

This reference omits tournament timing, komi, and tie■break procedures.