



# Stacks

## Game Rules

### Required

- 1 Game-board
- 24 Stackable Pieces (12 each of 2 different colours)

### Object

To move all your pieces across and off the game-board before your opponent.

### Play

- 1) Play begins with no pieces on the board. Each player has their pieces at their end of the board.
- 2) Pieces can only be moved forward, not sideways or backwards. The 2 players move in opposite directions across the board.
- 3) A turn comprises 2 moves, except the first player's first move, which is a single move.

### Legal Moves

- 4) Players may only move pieces of their own colour.
- 5) Moving a piece or stack forward one space to an **unoccupied** hexagon counts as 1 move.
- 6) Moving a piece or stack forward one space to an **occupied** hexagon counts as 2 moves.
- 7) Pieces move onto the board one at a time, at the edge nearest the player. (placing a piece onto a stack counts as 2 moves)
- 8) Pieces leave the board at the edge opposite the player, as if moving onto an **unoccupied** hexagon. The pieces are placed at the opponent's end of the board.

### Building Stacks

- 9) The piece(s) moved to an occupied hexagon, are stacked on top of the piece(s) already on the hexagon. A player can move pieces onto a stack of any height and composition.

### Moving Stacks

- 10) When your opponent has stacked pieces on top of your own, your pieces remain trapped until the pieces on top are removed.
- 11) A player may only move the top piece and any portion of a stack down to a piece of their opponent's colour.

## **Forced Movement**

12) If a player can move, they must move.

**Special Case:** A player can make a legal move onto an unoccupied hexagon and forfeit their second move, if only one such move is available. Even if they had the option of moving onto an occupied hexagon.

## **Finishing the Game**

13) The first player to move all pieces off the board wins.

**Note:** If on their turn, a player's first move is to an unoccupied hexagon, their second move cannot be onto an occupied hexagon. This would total 3 moves in a turn.

# **Diabolical Stacks**

This is a variation of the game in which you can move your opponent's pieces by stacking your own on top. The rules are the same as above except rules 4 & 11 are changed and one new rule added.

## **Changed Rules**

4) Player's can only move a piece, stack or partial stack, when the top piece is of their colour.

11) A player may move the top piece and any portion of a stack down to any piece of their choice.

## **Additional Rule**

14) When moving a stack, a player cannot move their opponent's pieces, or any of their own pieces under an opponent's, off the board.

# **Video Introduction**

<https://youtu.be/DFg9A3TC1EM>