

27

Game author: Laurent Escoffier

Strategy game for two players age 9 years up

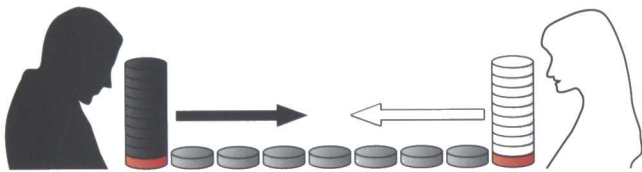
Duration 10–20 minutes

GAME MATERIALS

27 discs (9 x black / 9 x white / 7 x grey / 2 x red)

PREPARATION

Set out the grey discs in a straight line between both players. Add one red disc at both ends of the line. Each player takes the nine discs of one colour and stacks them on the red disc in front of him/her. The first player is nominated.



2

OBJECT

The object of the game is to create the highest possible stack on the red disc at the opposite end of the line.

PLAY

The player on turn starts by counting the number of his/her stacks, that is, the stacks with his own-coloured disc atop. (Note: In the first round, this number is inevitably 1).

Then, the player must move one of his stacks, or any discs comprising the stack, and advance by exactly this number of steps. His opponent follows the same rule afterwards.

Note: even single discs count as stacks.

Important

- It is not allowed to go backwards.
- If other discs are already positioned on a field, the new discs are stacked atop.
- If an opponent's discs are in a stack, it is allowed to move them with it.

3

- The red target disc must be reached with exactly the corresponding number of fields. A stack, which would move beyond a red target disc, cannot be moved.

EXAMPLE

Black moves forwards →



Black is on turn. There are 2 black stacks, so the player must advance 2 steps.



Black decides to move with his 2nd stack.

4

EXAMPLE



White is on turn. There are 3 white stacks, so *white* must move stack 1 or 2 (or part of it), since the number of steps for stack 3 would exceed the target.



White moves part of his 2nd stack onto his 3rd stack.

If a player can no longer move, the other player may continue to play for as long as possible. If, during this phase, the blocked player sees a new option to advance, he can move again.

GAME END

The match finishes if none of the players can make any more moves. Now, the height of both stacks on the red target discs is compared. The winner is the player with the higher stack.

VARIANTS

Advanced level

The grey disc, which is at the bottom of a stack, is considered part of the stack and can be moved forward with the other discs atop. This necessarily leads to a shorter path.

The object of the game and all other rules remain unchanged. When calculating the scores, the grey discs comprising a stack are counted exactly the same as the others.



Black moves his stack and takes the grey disc with him. This shortens the distance to 8 fields.

Even more difficult?!

Not only the grey discs but also both red discs are considered as movable discs in a stack, so it is allowed to move them forwards with it. The object – the same as before – is to build the highest stack at the end of the straight line, although now it is no longer necessary for the last field to be a red disc.



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Author: Laurent Escoffier
Editing: Redaktion Steffen Spiele
Design: Steffen Mühlhäuser

Graphics: Bernhard Kümmelmann
Rules layout: Christof Tisch
Manufacturing: Ludofact Jettingen
Translation: Emilia Hill

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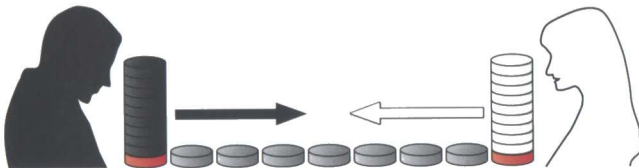
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