

TACTRICS
games with more dimension

STACKERS

PRIME

by Hans Beeftink



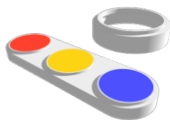
GETTING STARTED

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OVERVIEW

Player's take turns adding as many Stackers as possible on the Game Board or on the growing pile of Stackers. The game ends when one player successfully places all their Stackers, no player can place any more Stackers, or the built structure becomes unstable and collapses.

COMPONENTS



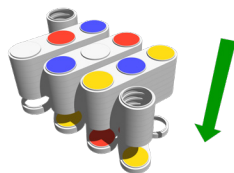
STACKER + LEVELER



GAME BOARD

PREPARATION

Shuffle all Stackers and distribute them randomly among the players: in a 2-player game, each of you gets 30 Stackers and 20 Levelers, with 3 players 20 and 13 each and with 4 players 15 Stackers and 10 Levelers each. Each of you creates three piles of Stackers flanked by two piles of Levelers as their personal supply. To make your piles holding together, place the layers from the second one onwards „mirroring“ the first layer (see picture). Only the top Stacker of each pile is visible and available for use. Place the Game Board in the middle of the table and select a random starting player.



COURSE OF THE GAME

You take your turns in clockwise order. On your turn place as many Stackers on the game board and/or onto Stackers previously placed as possible (see below). The game ends, as soon as one of the following occurs:

- A player places their last Stacker, winning the game immediately.
- No player can place any more Stackers. The player with the least Stackers left wins the game.
- A Stackers falls from the structure built so far, or the structure collapses. The player causing this loses the game.

A PLAYER'S TURN

On your turn, you take a Stacker from your supply and place it on the game board or onto previously placed Stackers. Repeat this as often as possible. If you cannot place a Stacker at the beginning of your turn, take a Stacker from your supply and place it in front of you. Thus, on your next turn, you have four Stackers to choose from. Your turn ends, when you are not able to place another Stacker, or after you have placed the first Stacker of the next highest layer. Stackers need to be placed on at least two support points.

You can use Levelers to level out these support points. Your turn ends, when you are not able to place another Stacker, or after you have placed the first Stacker of the next highest layer.

PLACING RULES



Only one Stacker per layer per turn.

Example: The starting player places a Stacker anywhere onto the board, and her turn ends.



Stackers must be placed adjacent to (occupying at least one circle next to another stacker) or onto at least one previously placed Stacker. The same colours must never be placed next to each other; beware: colourless (light grey) also counts as a colour.

The second player places a Stacker connected to the first one.



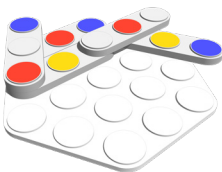
When placed onto other Stackers, the colours have to be the same on all layers. Each Stacker must be placed on at least two support points, use Levelers to level out, beware: there is limited supply.

The second player places another Stacker onto the first two. Her turn ends.

On your turn each additional Stacker must be placed on a higher layer than the one before.

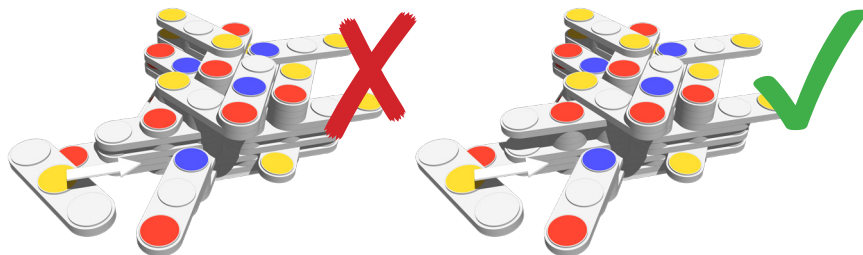
(If possible, a player may place a Stacker onto the board and onto each layer already created. So it is recommended to start as low as possible on your turn.)

Stackers may protrude off the layers below and the edge of the board.



The third player connects on layer 1, adds a Stacker on layer 2, then another one on layer 3 protruding off the layers below as well as the edge of the board, using two Levelers to level out the support points.

You must not lift or replace any previous placed Stacker in order to place another Stacker.



With only one layer vertical distance a player would be forced to lift a Stacker to place a new one in between – this is not allowed. A distance of two layers allows it easily to place another Stacker into the gap.

VARIANT (FOR EXPERIENCED PLAYERS)

A Stacker has to be placed, if touched. In case it doesn't fit, the player has to place it in front of her, and her turn ends.

MORE VARIATIONS ARE POSSIBLE...

Feel free to invent more and more variants!

Check our website and learn more about all our games and variations.

Have you got any bright ideas? Share them with us.

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