

stairs

Designed by Kanare Kato

2 players / 20 minutes / 8 years and older

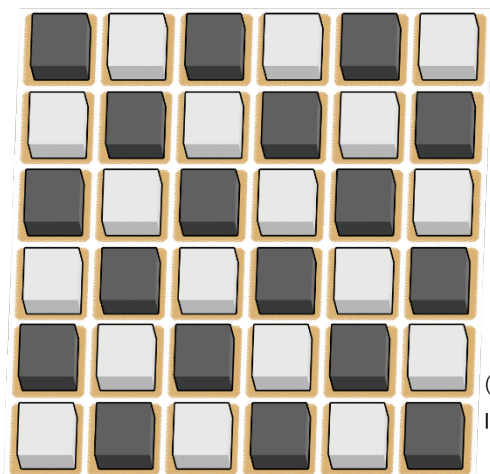
Stairs is a stacking game consisting of a simple rule set. Players basically just move one of their pieces to an adjacent space, but one step higher than before the move. There is also the restriction that the player must always move the piece on the lowest stack as possible. The object of the game is to place one of your pieces on the highest stack.

COMPONENTS

- 6×6 square board
- 36 two-colored pieces (18 for each)

SETUP

Place pieces in a checkered pattern as shown below.



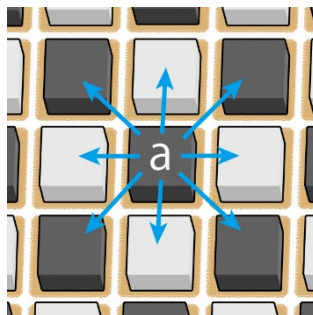
(Fig.1)
Initial setup

Decide which player will use which color in an appropriate manner.

GAMEPLAY

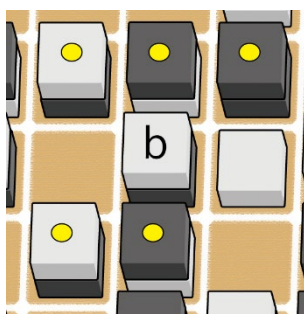
The player with light color plays first, then turns alternate. The turn player moves a piece of their color according to the following rules. Passing is not allowed, unless you have no pieces to move.

1. Pieces move onto adjacent pieces of either color, either vertically, horizontally or diagonally.

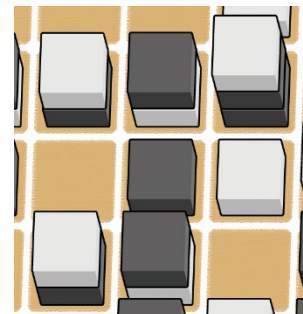


(Fig. 2) The dark piece "a" can move in any of the eight directions.

2. Only the topmost piece in a stack can be moved.
3. Pieces must always be moved on top of other pieces of the same height as itself. In other words, a moved piece is always one piece higher than it was before the move.



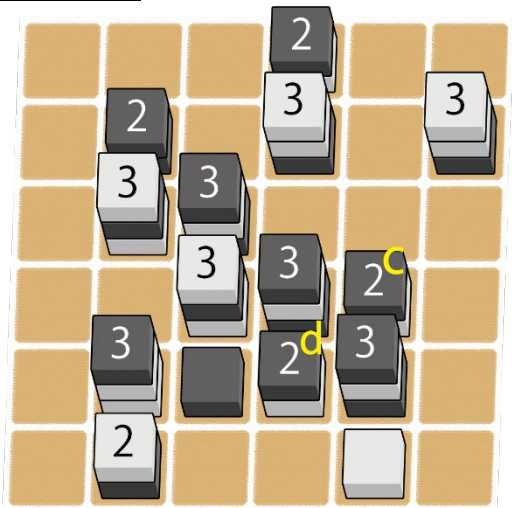
(Fig. 3-1) The light piece with "b" at height 2 can only be moved onto pieces of the same height, indicated by the yellow dots.



(Fig. 3-2) The result by moving piece "b" in the left figure to the upper right.

Please Turn Over →

4. On your turn, you must move the lowest of your pieces that can be moved.



(Fig. 4) The dark player moves the piece “c” or “d”, which is the lowest of the dark pieces that can be moved.

PIE RULE (OPTIONAL)

The pie rule can be added as an optional rule to adjust the first move's advantage.

If this rule is added, the second player (dark) can choose whether or not to exchange colors after the first move of the first player (light). If the colors are exchanged, the player who was the first player continues to take the turn as the second player (dark).

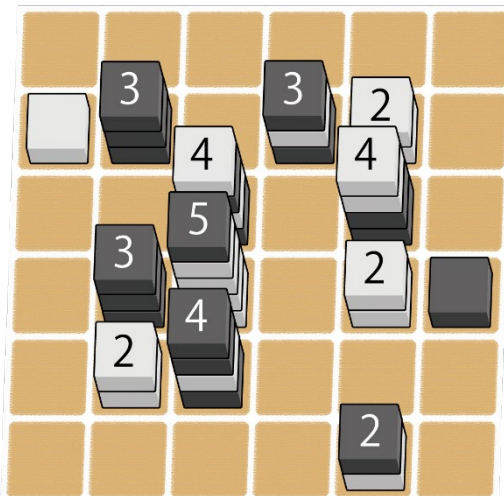
GAME END

The game ends when neither player can move anymore.

*However, the game may end by agreement if the possible subsequent moves are clearly irrelevant to determining the winner.

Winners are determined as follows:

1. The player with the highest stack wins.
2. If both players have reached the same height, the player with more pieces on that height wins.
3. If there is a tie, the player who places that number of pieces at that height before the opponent wins.



(Fig. 5) The dark player wins because one of their pieces is placed at the highest 5th position.