

The Game's Up!

The Game's Up! is a 2-player abstract strategy board game of movement, stacking and points accumulation.

COMPONENTS: a square game board of 36 squares in a 6-by-6 grid, twelve 2-sided pieces, bag, rules.

Each player begins the game with 4 of each checkers-like pieces which are numbered on either side (heads & tails) with: 1 & 6, 2 & 5, 3 & 4.

OBJECT: the goal is to manipulate the pieces to stack up the most points - by capturing as many of the opponent's pieces possible.

A stack consists of two or more alternating-color pieces.

Ownership of a stack is determined by the color of the top piece.

SETUP: the pieces are divided into blue and red sets. Players choose a color which represents them throughout the game.

The pieces are placed in the bag and the first player to draw their own color will start the game.

The game board comprises 6 rows (ranks) and 6 columns. The pieces are positioned in numerical order on the back rank and in reverse numerical order on the next-to-back rank on the opponent's side of the board - which is situated on a 'Lazy Susan'.

MOVEMENT: a piece is inverted then moved in any direction to an adjacent square. It may leap over its own-color piece or stack to a square immediately beyond.

A stack top piece is inverted and the stack is then moved in any direction to an adjacent square. It may not leap over a piece or stack.

Players alternately move one piece or stack at a time, to either an unoccupied square or one occupied by an opponent's piece or stack - which is then captured.

After each piece or stack is moved, the board is rotated clockwise 90°.

Players may also move the opponent's pieces - but not stacks.

Do not return the last piece or stack moved to its previous position.

CAPTURE: players capture the opponent's piece or stack only with their own-color piece or stack.

A piece captures when inverted and moved onto the opponent's piece (or stack) if:

1. the (top) numbers match
2. the (top) numbers total 7
3. the opponent's (top) piece is next in descending numerical sequence

A stack captures when the top piece is inverted and the stack moved onto a lower-numbered opponent's piece or stack with a lower-numbered top piece.

Players agree on a target score - e.g. 13 or 21 points and, throughout the game, keep a tally of the top numbers on all the pieces in their respective stacks .

The first player to capture and stack sufficient pieces, to reach the agreed points total, is the winner ... and the game's up!