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STAKD ELITE

HOW TO PLAY

SETUP

GAME
PIECES

GAME
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104 PIECES



BASE
x8

UNI
x32

DUO
x24

TRIO
x16

QUAD
x8

BOMBER
x16

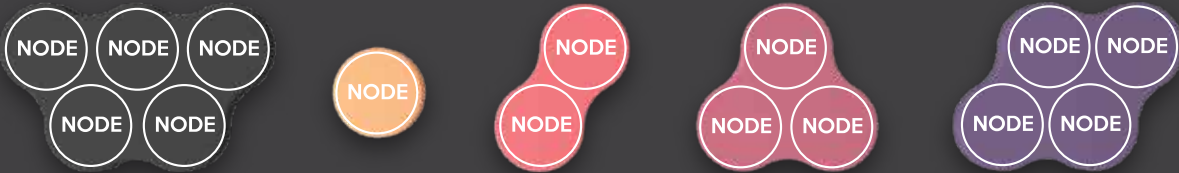
PIECES PER PLAYER						
PLAYER COUNT	BASE	UNI	DUO	TRIO	QUAD	BOMBER
SOLO	x2	x16	x10	x6	x4	x1
2 PLAYERS	x2	x12	x8	x4	x2	x2
3-4 PLAYERS	x1	x6	x4	x2	x1	x2
5-6 PLAYERS	x1	x4	x3	x2	x1	x2
7-8 PLAYERS	x1	x4	x3	x2	x1	x2

GAME PLAY

Stack your way to the top. Take turns strategically stacking your pieces while you work toward the top of the play area. Last player to lay a piece wins the round.

GAME PIECE NODES

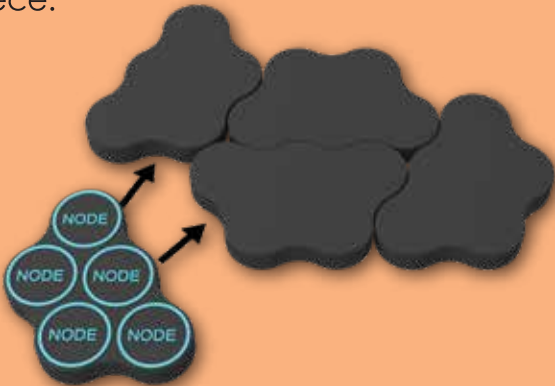
Every piece has Nodes which are invisible circular areas (or sections) of a piece:



STEP 1: LAY THE BASE FOUNDATION

Youngest player starts by laying their base piece. Take turns in clockwise order laying out your Base pieces.

After the first Base piece is laid, at least two (2) Nodes must always touch another Base piece. After the Base layer is laid, any subsequent piece can connect by only one (1) Node instead of two (2).



Base pieces cannot stack. They must only lay side by side at the bottom.

STEP 2: STACK & BLOCK

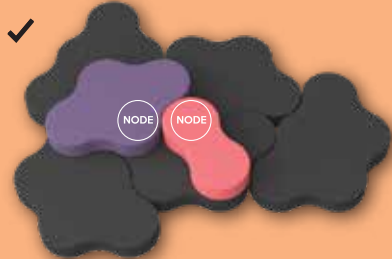
STACK: Take turns stacking one (1) piece each per turn.

BLOCK: Strategically place your pieces to prevent others from making a play.

The first piece laid on a new layer can be placed anywhere on top. It must align with the nodes below. Subsequent pieces must connect by at least one (1) node.



New layer started with all Nodes aligning to Base Nodes below.



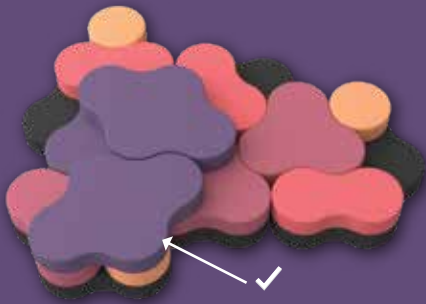
Subsequent piece properly connected to adjacent piece. Nodes aligned.



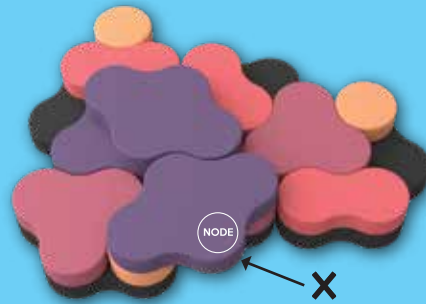
Although Nodes are aligned to below pieces, the pieces are NOT connected.

NO OVERHANGING

Pieces cannot overhang. All nodes must completely sit on a piece below.



Game piece is properly laid as it is not overhanging.

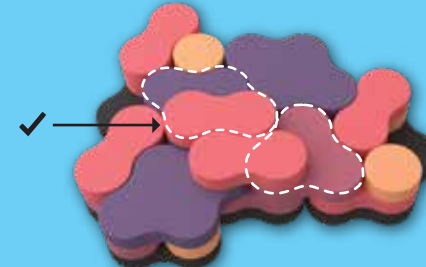


This Node is overhanging and is therefore improperly laid.

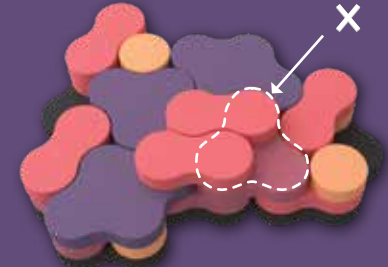
ONE PIECE TYPE ALLOWED PER PIECE BELOW

You can only lay one type of piece on top of a piece below.

For example, once a DUO is placed on top of a TRIO, no more DUOs can be played on that TRIO. Other piece types like UNI, TRIO, or QUAD are allowed.



This play is legal as both DUO pieces are placed on top of different pieces below.

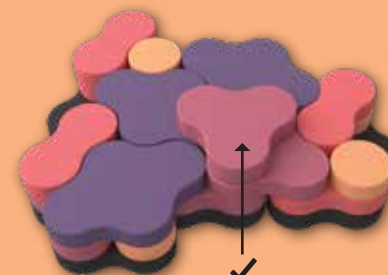


This play is incorrect as both DUO pieces are placed on top of the same trio piece below.

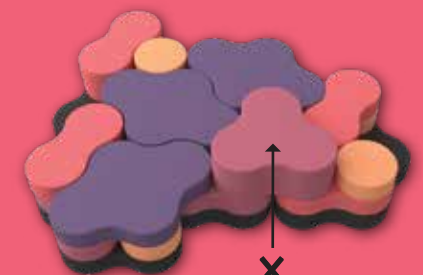
NO DUPLICATE STACKING

Identical piece shapes cannot be stacked in the same position.

For example a TRIO piece would have to stack in an alternate position. Additionally an UNI and/or a BLUE BOMBER piece could never be stacked as it would always be in the same position.



This play is legal as the TRIO piece on top is staggered from the TRIO piece below.

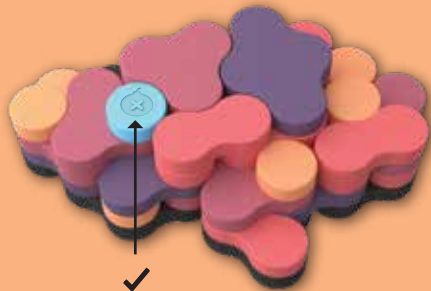


This play is incorrect as the above TRIO piece is placed in the same position as the TRIO piece below.

BLUE BOMBERS

Terminate a play piece using the BLUE BOMBER.

When you play a BLUE BOMBER, the piece below becomes unplayable.



The BLUE BOMBER is played correctly touching an adjacent node.



This TRIO can no longer be played on.

This DUO piece cannot be played as it has been placed after the BLUE BOMBER piece has been placed on top of the same TRIO piece.



A BLUE BOMBER **can** be placed on a piece that already has other pieces laid.

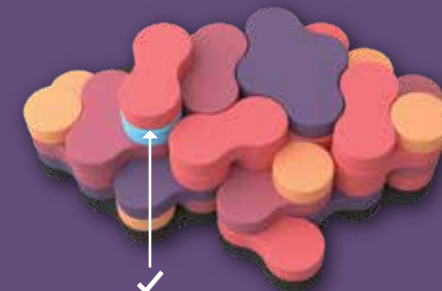
This BLUE BOMBER piece can still be played even if another piece (such as this DUO) has already been placed on the below TRIO.



Pieces **can** be placed on top of a BLUE BOMBER.



This QUAD piece can be placed on top of the BLUE BOMBER.



This DUO piece can be placed on top of the BLUE BOMBER.

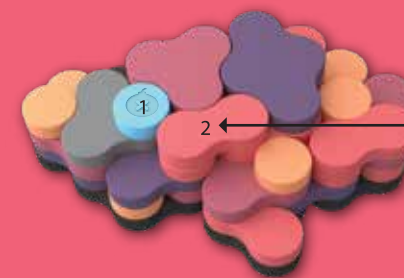
Only one (1) BLUE BOMBER can be laid per layer.



This BLUE BOMBER piece cannot be played as it has been laid on the same layer as another BLUE BOMBER.

NOTE: You can never start a new layer with a BLUE BOMBER piece.

A game piece can be placed next to a BLUE BOMBER if that piece is not laid on top of the terminated piece below.



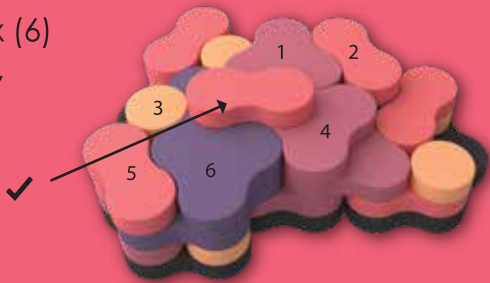
This DUO piece can be placed here after a BLUE BOMBER has terminated the TRIO because the DUO is not laid on the terminated TRIO.

The nodes of the DUO and the BLUE BOMBER can connect.

STEP 3: NEW LAYERS

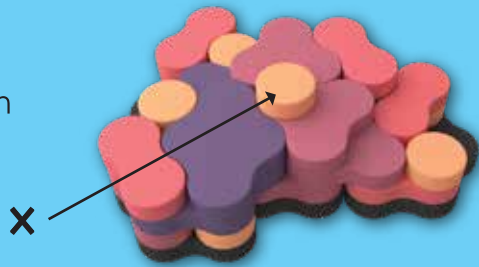
A new layer cannot be started until after six (6) pieces have been laid on the current layer, unless there are no legal moves to make.

New layer can be started because there was at least 6 pieces on the layer below. ✓

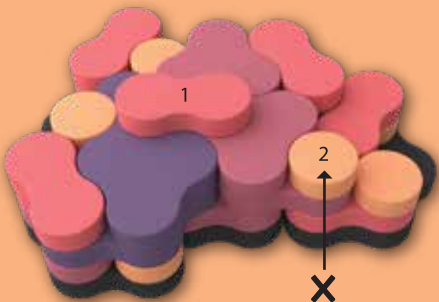


New layers cannot be started with a UNI piece unless you have no other pieces in hand. New layers can never be started with a BLUE BOMBER piece.

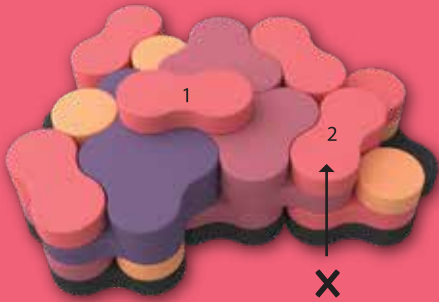
This UNI piece cannot be placed to start a new layer (unless you have no other pieces in your hand). ✗



Once a new layer has started, no play can be made on a layer below.



This UNI piece cannot be played on the layer below after a new layer has been started.



This DUO piece cannot be played on the layer below after a new layer has been started.

STEP 4: REPEAT

Repeat steps 2-3 until there are no more plays that can be made.

If you cannot make a play you are out for the remainder of the round. You can never draw new pieces and you cannot pass your turn.

STEP 5: WIN

Last player to be able to place a piece, wins the round, earning one (1) point. Winner of the round starts the next round.

If a player knocks over the play area, the round ends with no points earned and that player gets deducted one (1) point. A player can earn negative points.

A BLUE BOMBER piece cannot be the last piece played to win.

First player to earn three (3) points, wins the game!

NOTE: For SOLO Play, you must lay **all** your pieces to win.

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