



Keep up with all of our new releases.
Follow us:

 **happyrobotgames**

www.happyrobot.ca/rules

STAKD

HOW TO PLAY

SETUP

GAME PIECES



GAME CONTENTS

66 PIECES

BASE
x6

UNI
x24

DUO
x18

TRIO
x12

QUAD
x6

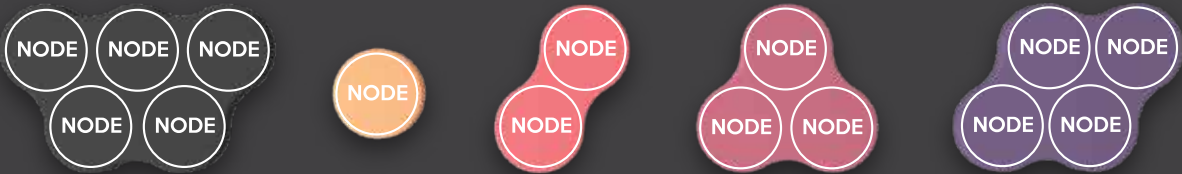
PIECES PER PLAYER					
PLAYER COUNT	BASE	UNI	DUO	TRIO	QUAD
SOLO	x2	x16	x10	x6	x4
2 PLAYERS	x2	x12	x8	x4	x2
3 PLAYERS	x1	x6	x4	x2	x1
4 PLAYERS	x1	x6	x4	x2	x1
5 PLAYERS	x1	x4	x3	x2	x1
6 PLAYERS	x1	x4	x3	x2	x1

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:

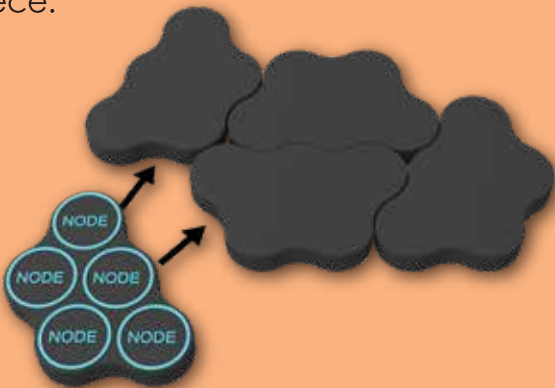


STEP 1: LAY THE BASE FOUNDATION

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

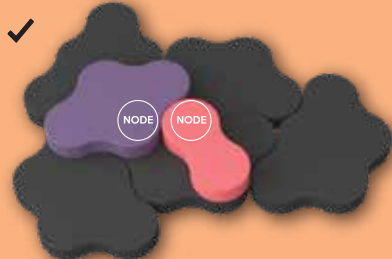
STACK: Take turns stacking one (1) piece each per turn.

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.



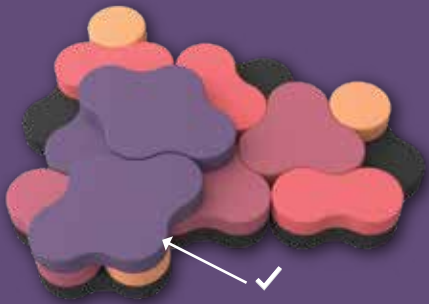
Subsequent piece properly connected to adjacent piece. Nodes aligned.



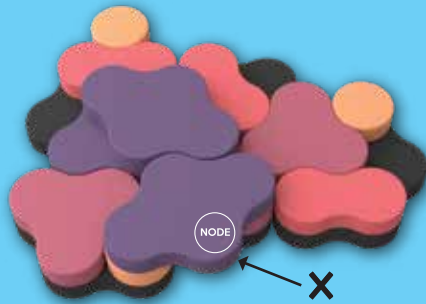
Although Nodes are aligned to below pieces, the pieces are NOT connected.

NO OVERHANGING

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



Game piece is properly laid as it is not overhanging.

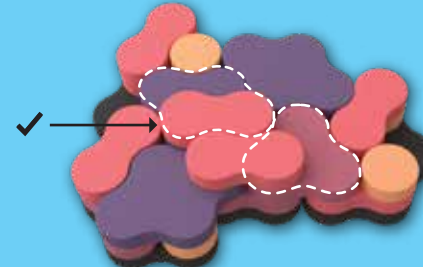


This Node is overhanging and is therefore improperly laid.

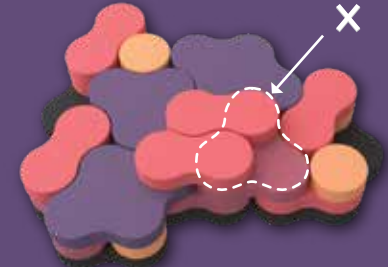
ONE PIECE TYPE ALLOWED PER PIECE BELOW

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.

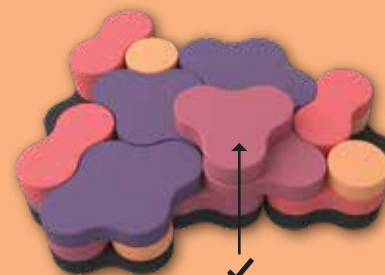


This play is incorrect as both DUO pieces are placed on top of the same trio piece below.

NO DUPLICATE STACKING

Identical piece types cannot be stacked in the same position.

For example a TRIO piece would have to stack in an alternate position. Additionally an UNI 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.

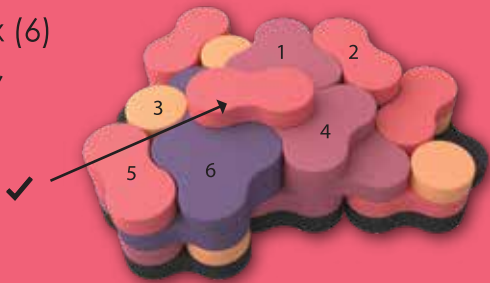


This play is incorrect as the above TRIO piece is placed in the same position as the TRIO piece below.

STEP 3: NEW LAYERS

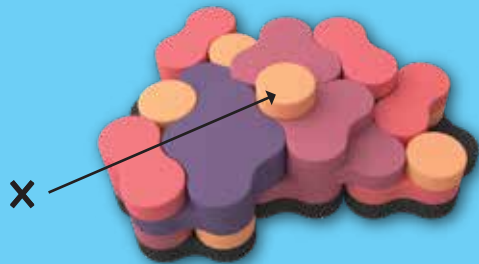
A new layer cannot be started until after six (6) pieces have been laid on the current layer, unless there are no legal moves to make.

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

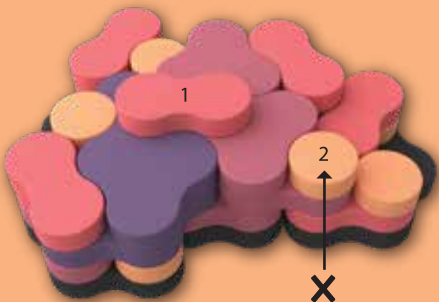


New layers cannot be started with an UNI piece unless you have no other pieces in hand.

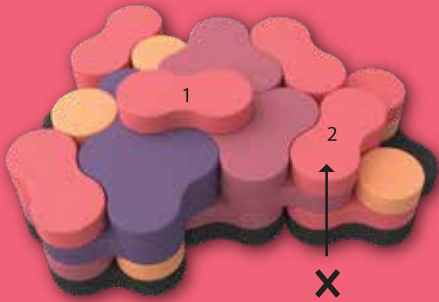
This UNI piece cannot be placed to start a new layer (unless you have no other pieces in your hand).



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 and that player gets deducted one (1) point. A player can earn negative points.

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

SOLO MODE

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

If you can't play all the pieces, you lose.

Only play one (1) round. You do not play three (3) rounds.