stacko Spielanleitung / Spielregeln

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Stacko
Spielregeln

Object of the game

In stacko you have to build your own tower as fast as possible. The tower must be build fom big to small. The player that completes his tower first, wins the round. The game is played in 2 rounds. The player with the most points after 2 rounds is the winner of the game. Below is a possible set up on game start. You only see your own tower at the start of a round and not the tower of your opponent. During the round when your opponent places bricks, you see the placed bricks and thus slowly more of the tower of your opponent. Stacko has similarities with the card game Racko.
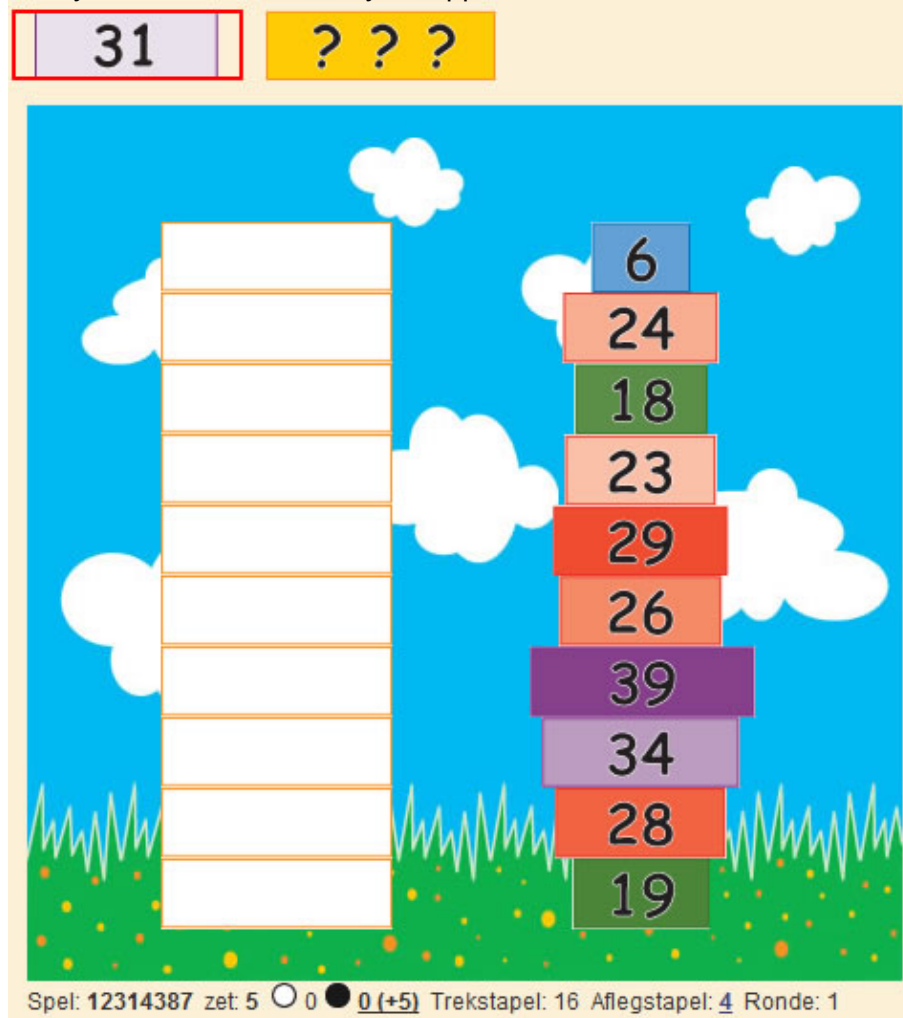
The Bricks

There are 40 different bricks in the game, numberd from 1 to 40. Brick number 1 is the smallest brick and brick number 40 the biggest.
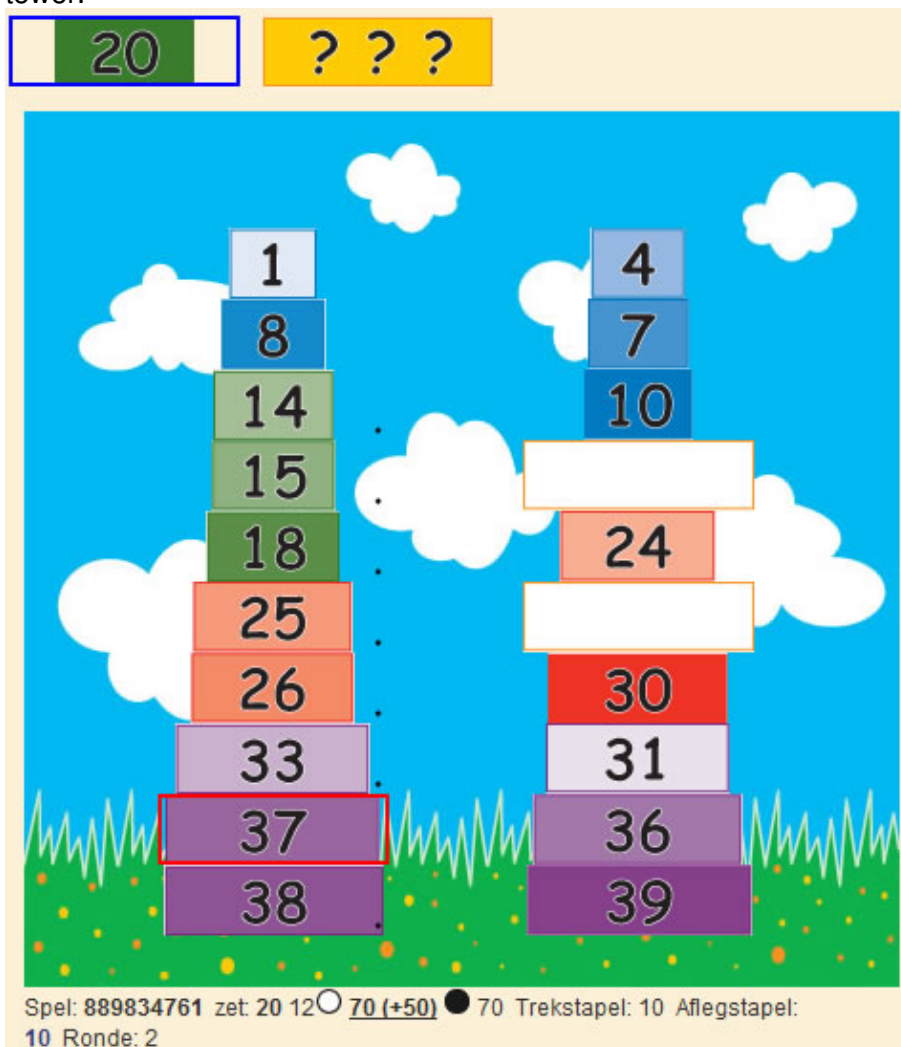
Game play

At the start of a round, both players get randomly 10 bricks in their tower, the remaning bricks are placed on a (draw) stack. 1 brick is randomly taken from the stack and placed open and will function as the discard stack. Players play turn by turn. If a player is on turn he can replace a brick in his tower according to the following rules:

- You can take to top open (visible) brick from the discard stack and you can swap that with any brick in your tower by clickin on a spot in your tower. The top brick of the discard stack is swapped with your brick. The opponent can see that brick in his next move and decide to use that brick.
- You are also allowed to draw a brick from the (draw) stack by clicking on the brick with ???. After you decide to draw a brick you cannot use the brick from the discard stack anymore. You can use the brick you drawed to swap it with a brick in your tower. This is however not required, you may pass as well. If you swap a brick that brick will be placed (open) on the discard stack. If you pass the brick you drew is placed on the discard stack. With this move the discard brick grows in size. When the draw stack has no more bricks, all discarded bricks will be randomly placed in a new draw stack. 1 brick is randomly taken from the stack and placed open and will function as the new discard stack.
- A brick that is placed in the tower will be visible for the opponent.

End of a round

A round ends immediatly when 1 of the players finishes the tower. A tower is finished if it is build from big to small (for every brick the brick below has to have a bigger value on it!).

If a round has ended both players get a score, that score is dependend on the number of bricks in the correct order (from the bottom up!). The score is the number of bricks in order times 5. The winner of a round gets 50 points (5 * 10 bricks in order). In the image below you see a finished tower.

End of the game

The game ends when 2 rounds have been played. The player with the most points after 2 rounds wins the game. In the case that both players have the same amount of points, the game ends in a draw.

Tips

Tips:
- The number of bricks still in the draw stack can be seen below the board
- Je can see the contents of the discard stack by hovering with your mouse over the number of bricks in the discard stack.
- Below the board you see the score of the finished tower of both players and between brackets your score of the current round.
- The score is calculated from the bottom up, try to get as fast as possible bricks in the correct order from the bottom up.
- You can see which of your ownbricks are visible by your opponent by a small dot on the brick (bottom right).