

# Tactigo

by Christopher Chung, Denver Coulson, Zed Zhou

## Summary

Tactigo is a 2-player competitive abstract strategy board game representing a battle between 2 generals, trying to use their tactics to destroy their enemies. Each player controls his color of pieces representing his troops, and reforms them or marches to claim his opponent's forces. When a player loses 9 or more pieces, his opponent wins the game.

A 7 by 7 square grid board is used in Tactigo, and player's pieces can be put on these grids. By stacking different numbers of pieces on the grid, players can form different kind of troops, each with unique movements and various forms of capture. In a single turn, one player can move up to 3 times, which makes the combination of different kinds of troops very important and surprising. As the game goes on, the troops and tactical formation need to change according to the current situation, which requires dexterity of thought. Various tactics and combinations can be made to face your opponent in a whole new way.

Tactigo is a great game for friends, couples, and families. This game is not only designed for adults, but also for children, serving as an intellectually stimulating leisure activity.

# TACTIGO

Welcome to TACTIGO. Test your wits and cunning in what some are calling one of this fall's greatest new Abstract Strategy Board Game inspired by a grad school design project specifically guided and inspired by two near-randomly selected design constraints in the brains of the members of another group in said class!!! Are you up to the task of out-maneuvering your opponent on the fields of battle? Maybe? What kind of answer is that? Of course you are! Go forth and claim your glory!!!

## Goal

Capture half (9) of your opponent's checkers to win! Just be sure they doesn't beat you to it.

## Materials

18 White Checkers

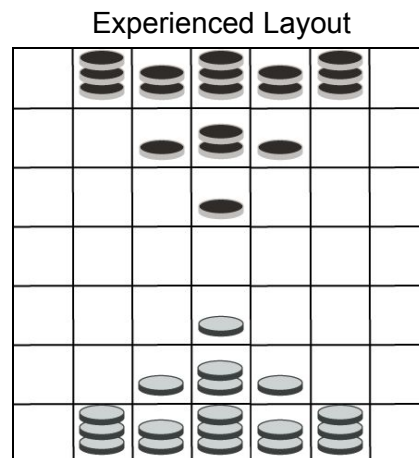
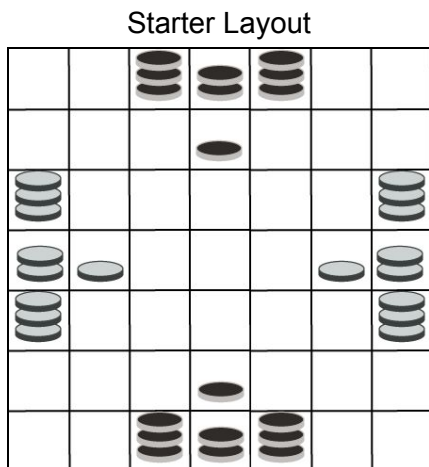
18 Black Checkers

7x7 Square Grid Board

## Setup

- 2 Players - One player controls all white checkers and one player controls all black checkers.
- Black plays their turn first.

## Layout

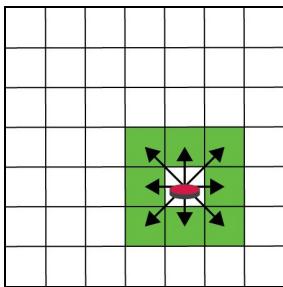


## Turn

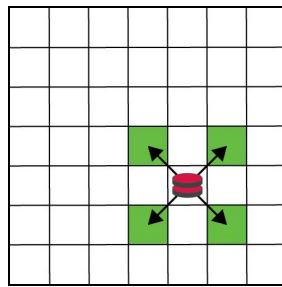
On a given turn, you are required to move one 3-Stack, one 2-Stack, and one 1-Stack in any order. If a 3-Stack or 2-Stack is not available to move, you lose that move for the turn. You are **not** allowed to abstain from moving one of the stack variations if it is available.

## Basic Movement

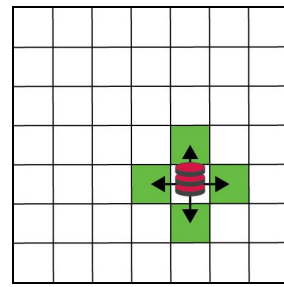
1-Stack Pieces move one space away in any direction.



2-Stack Pieces move one space away diagonally in any direction.



3-Stack Pieces move one space away orthogonally (vertically or horizontally).



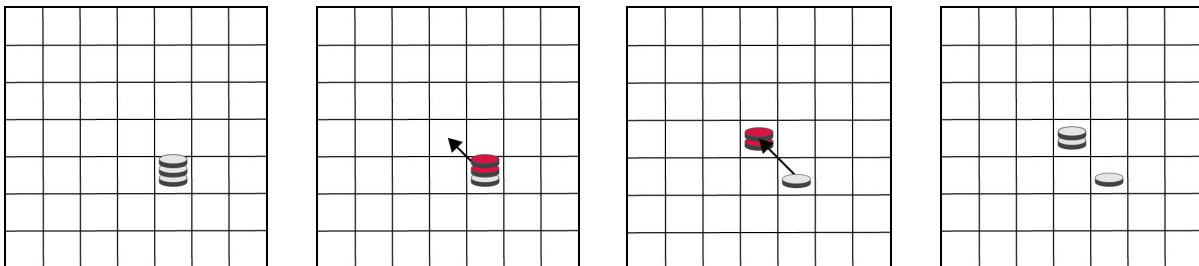
## Breaking

Any checker on a stack may be moved but must take all checkers sitting on top of it, this is “breaking.”

Types of breaking:

- Move top two checkers (2-Stack piece) off a 3-Stack. This counts as your 2-Stack move.
- Move top checker (1-Stack piece) off a 3-Stack. This counts as your 1-Stack move.
- Move top checker (1-Stack piece) off a 2-Stack. This counts as your 1-Stack move.

Example of 3-Stack breaking with a 2-Stack move.



## Stacking

If you move one of your stacks (Stack A) into the same position as one of your other stacks (Stack B), they are “stacked.” The checkers of Stack A are put on top of the checkers of Stack B to create the final stack. **This can only be done if the final stack has 3 or less checkers on it.** Otherwise, you can not move Stack A in that direction.

## Capturing - Overpower/Surround

Overpower (Value capture):

2-Stack and 3-Stack pieces can capture, by overpowering, an opponent’s stack if it is shorter by moving into the opponent’s position.

- 3-Stacks can overpower 2-Stacks and 1-Stacks but not 3-Stacks
- 2-Stacks can overpower 1-Stacks but not 2-Stacks
- 1-Stacks can not overpower another piece

Surround (Geometric Capture):

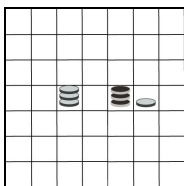
You can only capture an opponent’s 3-Stack by surrounding it on 3 sides with your own stacks of any size.

- If an opponent’s 3-Stack is in the corner, you only need to surround 2 sides.

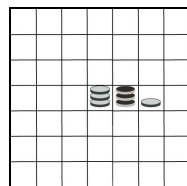
When you capture an opponent’s stack, all of the checkers in the stack are now captured and added to your total to win the game.

IMPORTANT: The moving player’s capture happens first, then your opponent’s capture if one is available.

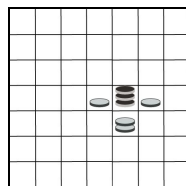
## Example Turn - White Player



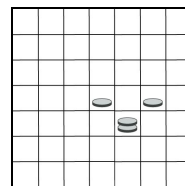
1. Starting State



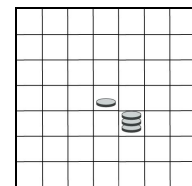
2. Move 3-Stack  
Right



3. Break 3-Stack  
and move  
diagonally



4. Opponent's  
3-Stack  
captured



5. Finally stack  
our 1-Stack to  
make a 3-Stack

Example Game Layouts

