

Okägo



The Story

Long ago, in the realm of Baag, King Squircle and brave Cir Square fought to rule the land.

Their war, however, was not a killing sort of event. Instead, the warriors used a much more calloused strategy--the awesome tactic of jumping.

Yes, jumping.

Everyone in the land of Baag knew that if one was ever jumped over by an opponent, the only reasonable response was to pack up and leave town.

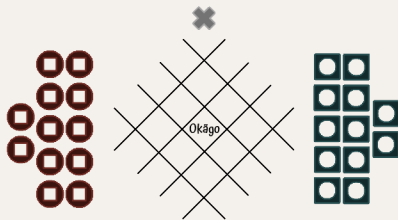
And so the battle raged on until one leader's troops made an impassable line, therefore dominating the battlefield and claiming their victory!

Setup

Okägo is a cross between four-in-a-row and checkers.

The game is setup by spreading the bag/gameboard flat on the playing surface with the grid face-up.

Sort the pieces by color and place them on opposite sides of the board, in front of each player. The No-Go piece (X) is set to the side.



Rules

The game begins with the red squircle player placing one of their pieces FACE-UP (solid side down) anywhere on the board.

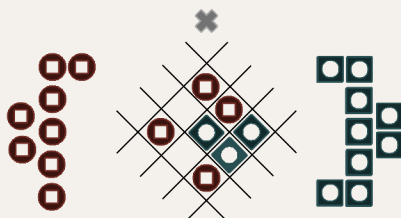


The blue cir-square player then takes their turn placing one of their pieces either FACE-DOWN or FACE-UP in an empty space. (Note: FACE-DOWN pieces cannot jump or be jumped.)

Rules Cont.

Players alternate turns by EITHER placing a new piece FACE-UP in an empty space OR using an existing FACE-UP piece to jump over an opponent's adjacent (including diagonal) FACE-UP piece.

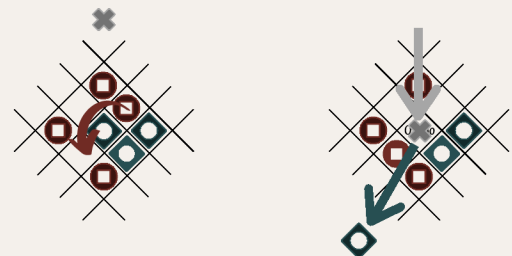
Note: Once a player lets go of their piece their turn is over.



Jumping

Jumps MUST be in a straight line (horizontally, vertically, or diagonally) and land in an empty space immediately following the jumped piece. Players can only jump over one piece per turn.

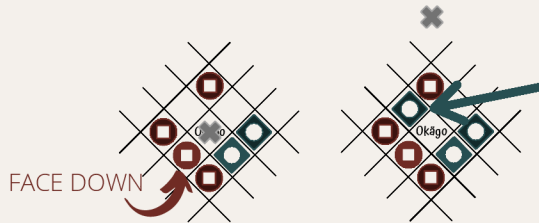
When a piece is jumped over it is removed from the game. Place the No-Go piece in that space.



Jumping Cont.

When a jumping piece lands, it is placed FACE-DOWN (solid side up) and cannot jump again. (Remember, FACE-DOWN pieces cannot jump or be jumped.) That player's turn is over.

The next player takes their turn but CANNOT place a piece in the space occupied by the No-Go piece. If possible, however, the player CAN jump a piece into that space (replacing the No-Go). After the play, set the No-Go aside for the next jump.



Winning

A player WINS when they have four (4) of their pieces (FACE-UP or DOWN) in a row (horizontally, vertically, or diagonally).



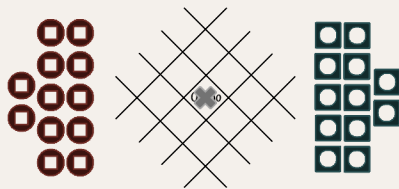
-OR-

A player LOSES when they can't make a move (they've run out of pieces and can't jump with one of their FACE-UP pieces on the board). The opposing player is the victor.

An Advanced Variation

For a more advanced game, start with the No-Go piece in the center square of the board, blocking the Red Squirrel player from placing their first piece there.

Once the Red Squirrel player has gone, remove the No-Go piece and continue play as normal.



The Contents

- 1 Carrying Bag/Gameboard
- 12 Squirrels
- 12 Cir-Squares
- 1 No-Go Piece

Thank You For Playing!

Please Visit:

Cunningandkindness.com/okago

for How-To-Play videos and behind-the-scenes pictures .