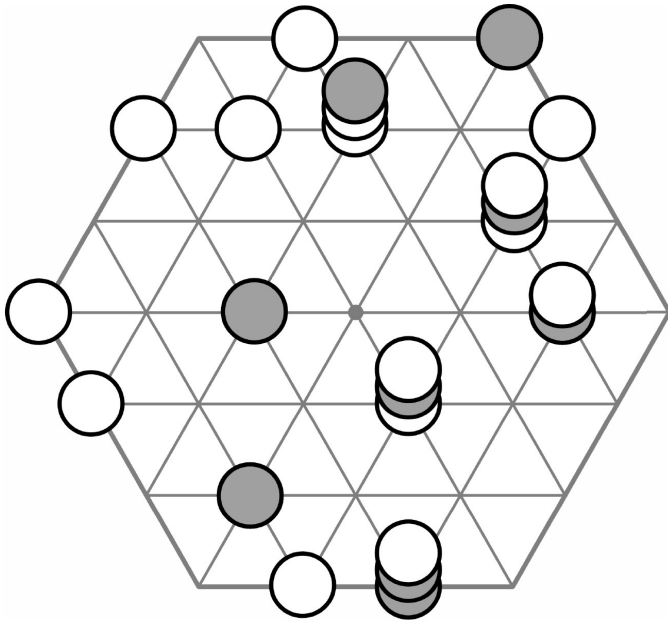


Attangle

by Dieter Stein. Published by RamalamaS



A Strategy game for 2 players aged 8 and up.

(Rules version 2, as of February 2007)

Components

- a hexagonal game board
- 36 playing pieces (18 black, 18 white)

Game Board

Attangle is played on a hexagonal board. Pieces are placed on the intersections of lines.

Playing Pieces

Players choose colors. A **pool** of 18 pieces is placed in front of each player. It may not be hidden.

During the game these pieces are moved and stacked up 2 or 3 pieces high. A

player always owns a stack by controlling the **topmost piece**.

Object of the Game

Players try to create 3 triple stacks of their own.

Playing the Game

In the beginning the board is empty. The white player starts the game. Then players alternate turns. A player must always take a turn and passing is not allowed.

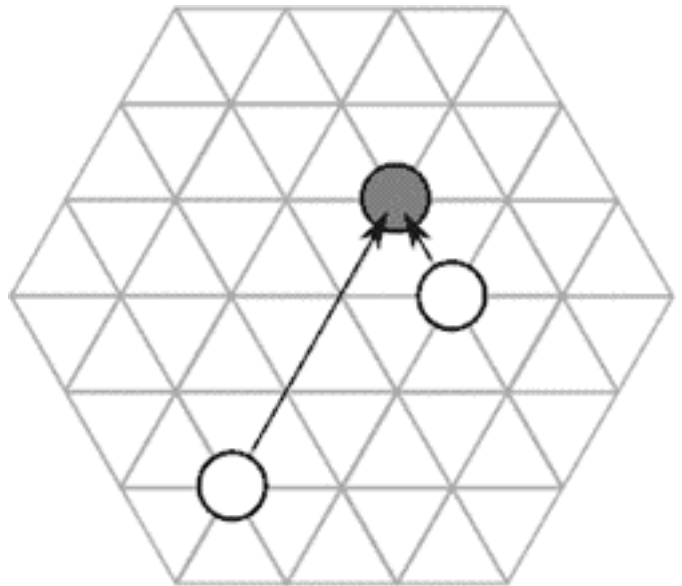
There are two basic turn options:

- **Place** a piece on the board.
- **Capture** an opposing piece (or stack) which is already on the board. If a player has no more pieces left in his pool, capturing is mandatory.

Placing Pieces

A new piece may be placed onto the board on any **vacant** location **except** the center (d4) of the board. The center must be vacant throughout the whole game.

Capturing Pieces



To capture, a player moves exactly 2

single pieces or a single piece plus 1 double stack. Each piece or stack moves in a **straight** line and the two lines must **intersect** on an opposing piece or double stack. (see figure above).

Pieces (or stacks) may move **in any of the 6 directions**. They may go across the center.

It is **not allowed to jump** friendly or opponent pieces (or stacks).

Pieces (or stacks) **may not move unless they're capturing another piece**. They are then placed **on top of** the opposing piece (or stack). They cannot be moved to a vacant space or on top of one's own piece (or stack).

After the capture move, the 2 topmost pieces must belong to the current player.

The capturing pieces must be moved at the same time, that is, they must come from **different directions** since they cannot jump other pieces.

Once formed, stacks may never be split.

After a capture move, the current player **takes back the topmost piece of the newly-created stack** to his own pool.

No stack may exceed 3 pieces in height after the player took back his piece in a capture move.

End of the Game

The first player to create his third triple stack wins the game.

Q&A

What is the origin of the game's name?

From the English words "attack" + "angle": in attacking the pieces describe an angle. Also, it could be

referred to the word "tangle".

Stacks can only be 2 or 3 in height?

Yes.

What about the triple stacks?

These stacks can never be captured or moved for the rest of the game.

Are triple stacks removed from the board when formed?

No, they remain there.

More Information

Attangle game rules: Copyright © 2006, 2007 Dieter Stein

Attangle, together with the games **Accasta** and **Abande**, comprise the Stacking Game Trilogy by Dieter Stein, invented between 1998 and 2006.

More information is available online at <http://attangle.com>

The Designer

Born in 1965, **Dieter Stein** grew up near Munich and studied phonetics, psychology and computer science. Now he lives with his wife and two children in Freising, Germany, and is a self-employed software developer and game designer.

Game invention has been his passion since childhood. He does not see himself so much as a storyteller, but as a "games mechanic", always endeavoring to bring out the core of his game ideas.

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RamalamaS has published this edition of *Attangle*. You can find more information about us at: <http://www.ramalamas.com>