

Tak

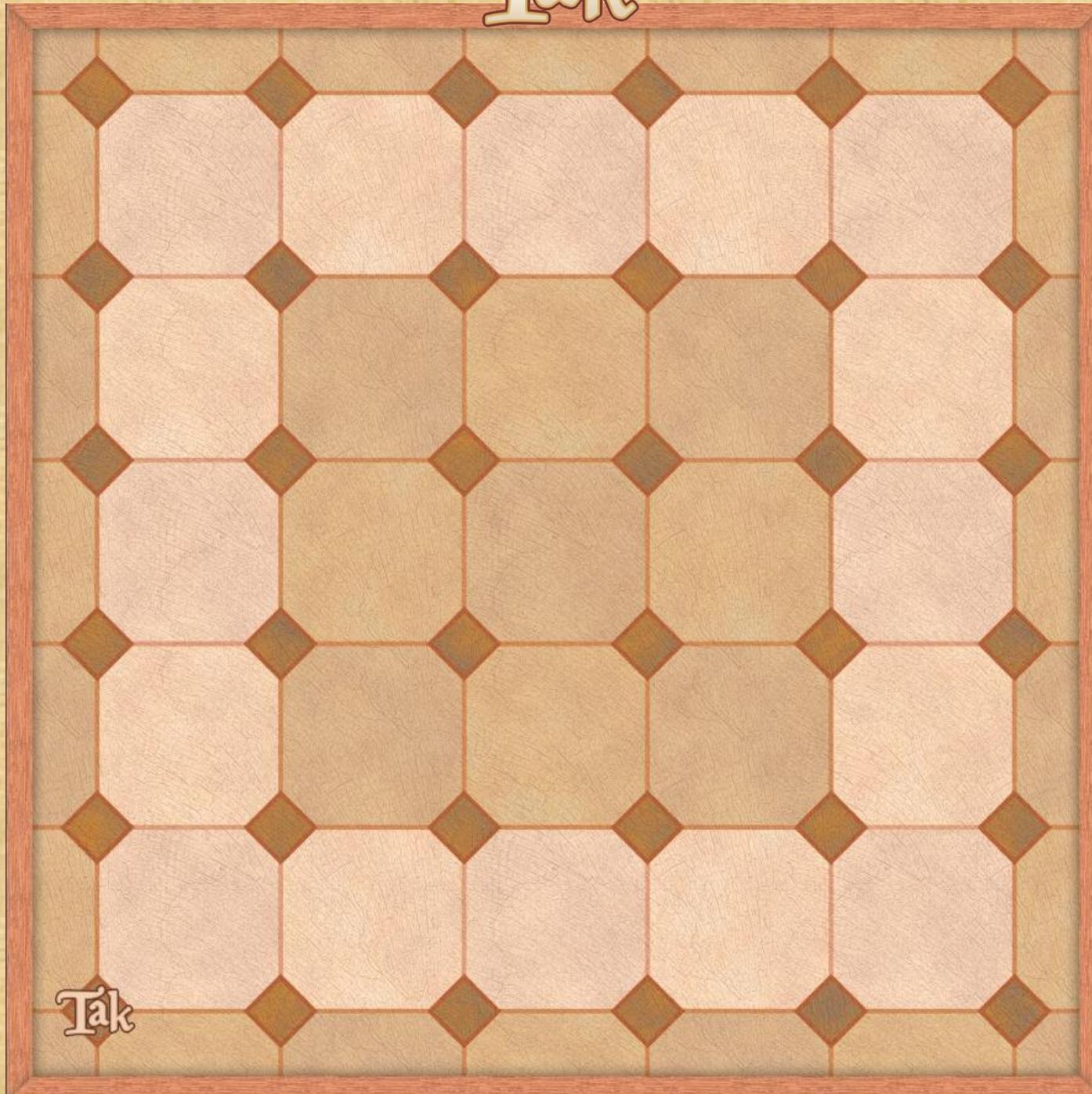
And each player has one Capstone. It can be part of a road, cannot be captured, and can move onto walls to smash them and turn them into flat stones. It must do this by itself.

The game ends when one player makes a road, one player runs out of flat stones to play, or every space on the board is occupied. In the last two cases, you count the number of flats from each player that are showing on top in each space of the board and whoever has the most flats showing - wins.

You can play online at
playtak.com



How To Play Tak Video
(2 minute duration)



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Your goal is to make a road from any side of the board to the opposite side. You do this by placing flat stones on empty spaces on the board. Once placed, these stones may move to adjacent squares and, if occupied, cover up the stone that currently resides there. The player whose stone is on top of a stack of pieces controls that stack. He may lift as many as 5 (on a 5x5 board) stones and spread them out in a straight line as he sees fit, leaving behind at least one stone per space. You can also place a stone on its side, as a standing stone. This does not count as part of a road - but cannot be captured by an enemy flat or wall.



Tak Discord Server
(Community hub)