

Okägo



The Story of Okägo

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!

The Setup of Okägo

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 player with the red squircles will go first.

The Rules of Okägo

The game begins with the red squircle player placing one of their pieces face down (flat 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. (Remember, face-up pieces cannot jump or be jumped.)

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

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

Jumping in Okägo

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.

When a jumping piece lands, it is placed face-up (flat side up) and cannot jump again. (Remember, face-up pieces cannot jump or be jumped.)

The next player takes their turn but CANNOT place a piece in the jumped-over space that turn. The player CAN, however, jump a piece into that space, if possible. Once the next player has played, remove the No-Go piece from the board.

Winning in Okägo

A player WINS by lining up four (4) of their pieces 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 one of their face-down pieces on the board.) The opposing player is the victor.

An Advanced Variation of Okägo

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 here.

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

The Contents of Okāgo

- 1 Rulebook
- 1 Carrying Bag/Gameboard
- 12 Red Squircles
- 12 Blue-Green Cir-Squares
- 1 No-Go Piece

Thank You for Playing!