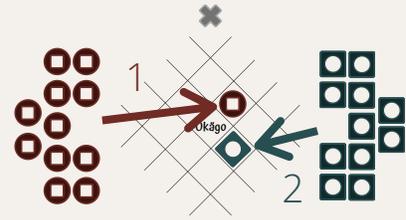




Rules

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.)

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.

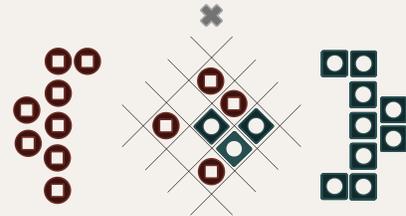
Everyone in the land of Baag knew that if one was ever jumped over by an opponent, the only reasonable response was to pack up and leave town.

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

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.

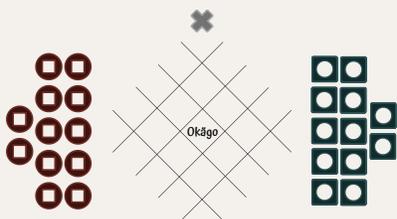


Setup

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.



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.

