

Dieter Stein

Attangle

Strategy game for 2 players aged 8 and up

Attangle is a board game with very simple rules. Its fine points reveal themselves to the players only after a few playings.

Components

- six-sided game board composed of 37 tiles
- 100 playing pieces, half black and half white

Game Board

Attangle is played on a six-sided board. Pieces are placed on the intersections of lines.

The coordinates printed on the board permit each space to be named, making it easier to record a playing.

Playing Pieces

Players choose colors.

During the game these pieces are stacked up in different ways. A player owns a stack when the **topmost piece** (or more precisely: the majority of the pieces in the stack) belongs to him.

Goal of the Game

The players try to create 3 of their own stacks of five.

Playing the Game

In the beginning the board is empty. The player with the white pieces begins by placing one of his pieces

on any space on the board. However, **on the first turn of the game** he may not place in the exact center (space d4) of the board. After that the players alternate turns. It is required to always take a turn. There are two basic turn options:

- **Place** a piece on the board.
- **Capture** an opposing piece (or stack) which is already on the board.

Placing Pieces

A new piece may be brought onto the board on any **vacant** location.

Capturing Opposing Pieces

To capture, a player moves exactly 2 pieces or an individual piece plus 1 stack of three. Each piece or stack moves in a straight line and the two lines meet on an opposing piece or stack.

- Pieces (or stacks) may move in any of the 6 directions. Once decided, the direction of movement for this stack may not be changed during the turn.
- It is not allowed to jump over owned or opposing pieces (or stacks).

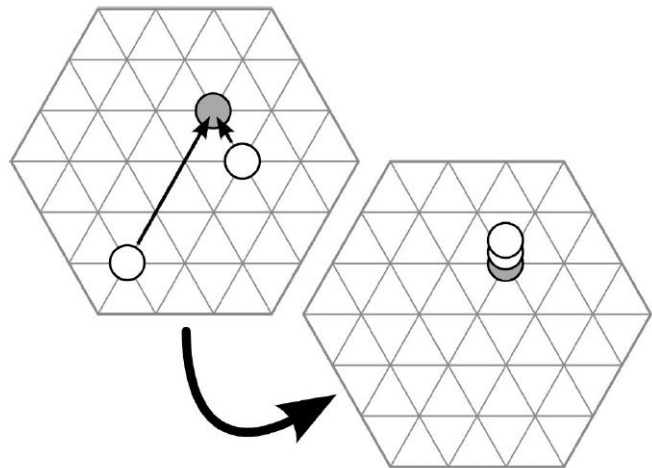
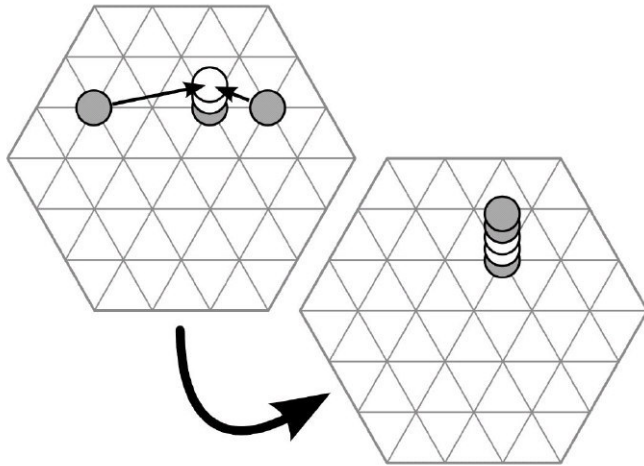
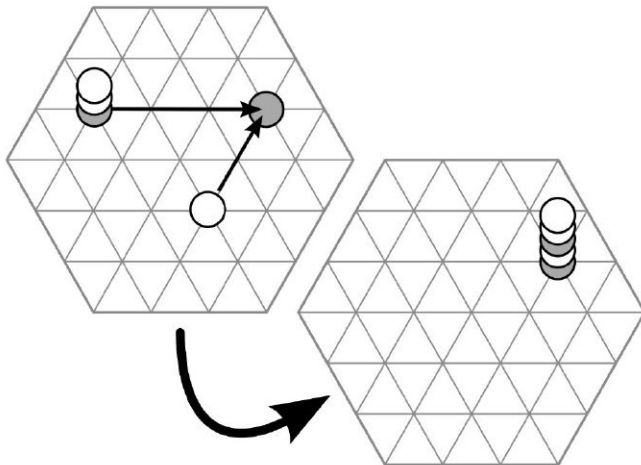


Illustration: Two individual pieces capture an opposing piece and create a triple stack.

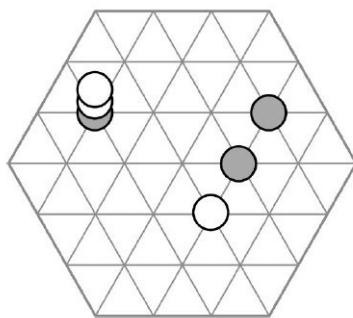
- Pieces (or stacks) **may not move unless in doing so, they capture**. They are then placed **on top of** the opposing piece (or stack). They cannot be moved to a vacant space or on top of one's own piece (or stack).



Stacks may also capture. Together with an individual stack it creates a stack of five.



Triple stacks can be captured by two individual pieces.



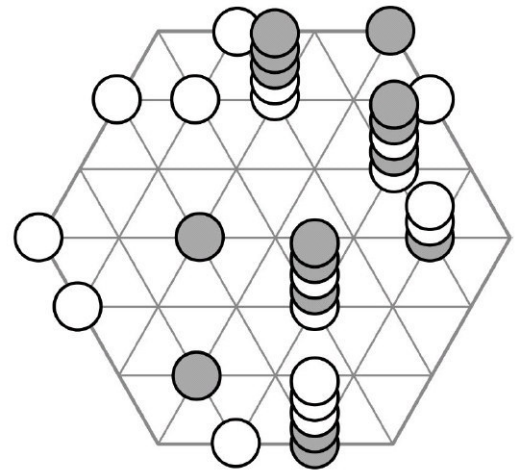
It is not possible to be captured in this position.

- After the move the active player must have a **majority of 1 piece** in the new stack, i.e either it is a triple stack (2:1 ratio) or a quintuple stack (3:2 ratio).
- The capturing pieces must be moved at the same time, that is, they must come from different directions since they cannot jump over other pieces.

- No stack may exceed 5 pieces in height.
- Once formed, stacks may never be split.

End of the Game

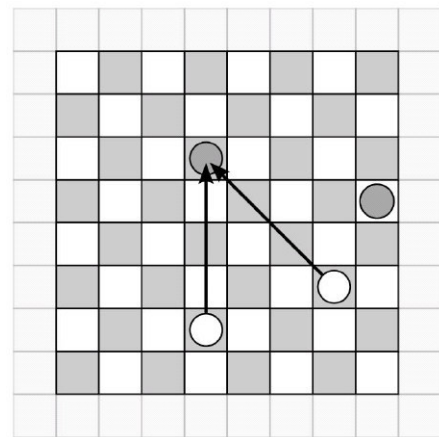
The first player to create his third stack of five wins the game.



Black wins with his 3 stacks of 5 at c4, e5 and f3.

Variant

Attangle can also be played on a square grid board (as in Chess)..



The pieces are placed on the 64 (8 x 8) spaces in the middle of the board. Pieces move in all 8 possible directions (straight or diagonal).

Five stacks of five are required to win the game. All other rules are as in the base game for a six-sided board.

Q&A

- What is the origin of the game's name?

From the English words "attack" + "angle": in attacking the pieces describe an angle.

- The instructions state that in moving exactly 2 pieces (or an individual piece plus 1 stack of three must be moved?

Yes, that is correct.

- So stacks can only be 3 or 5 in height?

Yes, this is also correct.

- What about the stacks which are five pieces high?

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

- Are quintuple stacks removed from the board when formed?

No, they remain there.

- The capturing pieces move at the same time. In what order must I place them on the stack?

The order plays no role here.. One can stack them in any order.

Notation

The coordinate system from *Accasta* (see page 4) is used for notation.

White	Black	Sample Game
1. e1	g3	
2. d4	c5	
3. a4	c1	
4. c4	f5	
5. e6	f3	
6. a1	f5,c5-e6	
7. c5	d6	
8. d4,c5-d6	f1	
9. g1	e6,f1-e1	
10. d6,g1-g3	c2	
11. c6	f5	
12. d1	g2	
13. d6	c5	
14. d4	b4	
15. b5	f5,c2-c4	
16. a4,b5-b4	e4	

White	Black
17. d6,b4-c5	c4,e4-d4
18. f5	c3
19. c4	d3
20. c2	d2
21. b3	a2
22. c4,b3-c3	d2,d3-c2
23. a3	b1
24. c4	b3
25. c3,c4-b3	

White wins.

Strategy Hints

- Triple stacks are simultaneously dangerous and in danger; over them lead all the paths to victory.
- Try to keep all of your pieces covered as much as possible.
- Wall off areas of the board and at the same time try to create connected groups of your pieces.

For More Information

Attangle game rules: Copyright © 1998 Dieter Stein

Attangle, together with the games ***Accasta*** and ***Attangle***, comprise the stacking game trilogy by Dieter Stein, invented between 1998 and 2006.

More information is available on-line at <http://attangle.com>

The Designer

Born in 1965, **Dieter Stein** grew up in Munich, Germany, and studied phonetics, psychology and computer science. Now he lives with his wife and two children near 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.

<http://spielstein.com>