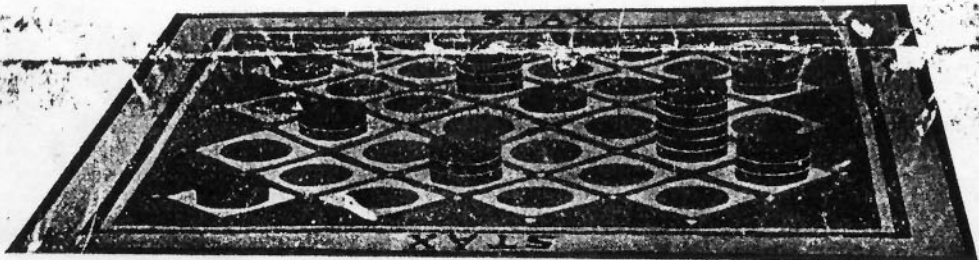


STAX CO.  
PLATTSBURG, N. Y.  
"COMPUTERS"

# RULES FOR PLAYING

## STAX

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The game is played on the diagonal only—never straight forward or straight backwards, or to the sides.

### THE PIECES

**Minor Pieces**—The dark red and dark blue men. These men are known as "Minors," and can be moved diagonally forward only.

**Major Pieces**—The light red and light blue men. These men are known as "Majors," and can be moved either diagonally forward or backwards.

**A Stack** —Two or more men of either or both kinds, and of either or both colors, piled or stacked together. These "Stacks" are built up and torn down during the course of the game. The top man of a "Stack" controls all the men in the "Stack" underneath him, no matter what kind or color they are, and the "Stack" is moved diagonally as one piece from circle to circle as if the top man only were on the board. When the top man is a "Minor," the "Stack" is known as a "Minor Stack," and can be moved forward only. When the top man is a "Major," the "Stack" is known as a "Major Stack," and can be moved either diagonally forward or backwards.

At the beginning of the game, the twelve dark red and twelve dark blue men or "Minors" only are used. The light red and light blue men or "Majors" are brought into action later on as described hereafter.

### THE GAME

The game is played by two players; each player choosing a color and placing the Minor pieces of that color on the circles of the first three rows of the board directly in front of him. As noted above, these "Minors" can "Move" or "Capture" forward only.

Whenever during the course of a game, a "Minor," either by a "Move" or a "Capture," reaches the last row of circles on the opposite side of the board, it

must be immediately removed from the board by the player, and be replaced by a Major piece of the same color, and belonging to the same side. As noted above, these "Majors" can "Move" or "Capture" either forward or backwards.

Likewise whenever a "Minor Stack" (i. e. a "Stack" having a Minor piece on top) reaches, either by a "Move" or a "Capture," the last row of circles on the opposite side of the board, the "Minor" on top must be immediately removed by the player; and a "Major" of the same color, and belonging to the same side, be placed in its stead on top of the "Stack." The "Stack" then becomes a "Major Stack," and can then "Move" or "Capture" either diagonally forward or backwards. Remember the top "Minor" only is exchanged—not the whole "Stack." nor any of the pieces (whether they be "Majors" or "Minors") which are underneath.

In the above cases, care must be taken to always exchange the top "Minor" for a "Major," and not to place the "Major" on top of the "Minor" without removing the "Minor." Each player at all times must have twelve men on the board, and if at any time during the game he has more or less than twelve men, then some mistake has been made in the method of substituting "Majors" for "Minors" as outlined above, and if this mistake cannot be immediately rectified, the game should be discontinued and a new one commenced.

It should be especially noted that this exchange of Major for Minor pieces takes place only when a "Minor" reaches the last row on the opposite side of the board, and never at any other time. This is the only time during the game when a piece is ever removed from the board.

When a "Major," whether it be a single man or a "Major" on top of a "Stack," reaches the last row of circles on the opposite side of the board, no exchange of pieces is made, nor is another "Major" placed on top of it. Otherwise each player would soon have more than twelve men on the board.

The play is of two kinds—"Moving" and "Capturing."

A "Move" is made by advancing a piece diagonally to a adjoining vacant circle. A "Move" is the first play on each side, and is thereafter the regular play except when a "Capture" can be made.

A "Capture" can be made by either a single piece or by a "Stack," and must be made whenever possible. This occurs whenever one of the opposing pieces occupies a circle diagonally adjoining a circle on which his opponent's piece stands, and an adjacent vacant circle lies beyond.

The "Capture" of a single man is made in the following manner: The player whose turn it then is, places his piece, whether it be a single man or a "Stack," on top of his opponent's man, and moves both as one piece to the vacant circle. The resulting piece, or "Stack," is then controlled by the top man, and is moved from circle to circle as if the top man only were on the board. The following diagram illustrates the method of "Capture" of a single man:

BEFORE CAPTURE

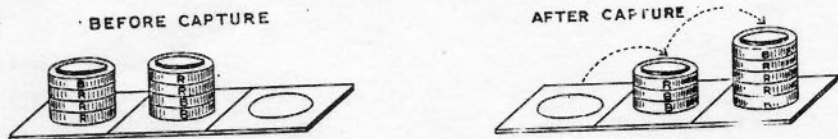


AFTER CAPTURE



Note that Red has placed his man on top of Blue's and has removed the resulting piece or "Stack" to the vacant circle. This "Stack" is then controlled by Red for his man is on top, and is moved by him as a "Minor Stack" or a "Major Stack" according to the character of his piece which is on top.

Whenever, during the course of the game, an opposing "Stack" can be attacked by either an opponent's single man or by one of his "Stacks," it must be done, and in the following manner: The player, whose turn it then is, places his man or his "Stack" on top of the opposing "Stack" and "Captures" the top man ONLY of the opposing "Stack," leaving the remainder of the opposing "Stack" on the same circle on which it stood at the time of the "Capture." The remainder of the "Stack" then immediately becomes governed by the top man, and is moved as if only the top man were on the board. If such top man is of different color from the man just removed from the "Stack" by the "Capture," then the "Stack" immediately changes hands, becoming a piece of the opposing side, and being moved by that side as a "Minor" or "Major Stack" according to the character of his piece which is on top. If the top man is of the same color as the top man did before the "Capture," then the "Stack" belongs to that side as a "Minor" or a "Major Stack" according to the character of the man which is now on top. The following diagram illustrates the method of attacking a "Stack."



Note that Blue has taken Red's man off the top of the opposing "Stack," and has carried it on the bottom of his "Stack" to the vacant circle. This leaves the remainder of the opposing "Stack" on the same circle on which it stood at the time of the "Capture." This "Stack" then belongs to Red for another of his men still remains on top, and is thereafter moved by him as a "Minor" or a "Major Stack" according to the character of his man which is on top. If after the "Capture," the top man happened to be Blue, as is often the case, then this "Stack" would belong to Blue, and be moved by him as a "Minor" or "Major Stack" according to the character of his man which is on top.

It should be especially remembered in "Capturing" that only a single man at a time can be taken. This is of course plain when a single man only is "Captured," but it equally follows when a "Stack" is attacked, for in the latter case the top man of the "Stack" only is "Captured," leaving the remainder of the "Stack"—whether it be only a single man (as is always the case when a "Stack" of two is attacked) or a "Stack" composed of several men—on the same circle it occupied at the time of the "Capture."

In any one turn of play a single "Major" or a "Major Stack" can never, after making one "Capture," return to the same circle from which it started that play by "Capturing" another man from the same opposing "Stack." In other words, an opposing "Stack" cannot be attacked twice in succession in the same turn of play.

A player must continue to "Capture" in one play as many of his opponent's single men or "Stacks" as is possible with the single exception that when a "Minor" or a "Minor Stack" reaches the last row of circles on the opposite side of the board, it must be immediately replaced by a "Major," and the play then ends. If the piece, however, be a "Major" or a "Major Stack," it must continue to make "Captures" as long as possible whether they take it into the last row or not.

Single men or "Stacks" belonging to one side can never be "Captured" by single men or "Stacks" belonging to the same side.

The game is won by one player "Capturing" all of his opponent's pieces or in other words by controlling all the "Stacks" on the board; or by blocking his opponent so that he cannot move.

## HINTS ON PLAYING

The strategy of the game is for each side 1. To build up "Stacks" having several of its own men (preferably "Majors") on top, and with them to wear down by "Capture" the weak "Stacks" of the opposing side. 2. To imprison its opponent's men in "Stacks" which it controls and thus render them, for the time being inactive.

A "Stack" with several of your opponent's men underneath but with only one of your men on top, is a weak piece, and should be protected and used for defence only, for your opponent by attacking it can "Capture" your piece on top, and thus release his own men underneath. On the other hand, a "Stack" with several of your men on top, and composed entirely of your men (especially if these men are all "Majors") is a strong piece, and should be used to attack and wear down by "Capture" the weak "Stacks" of the opposing side.

When one side has a strong "Stack," it will often be found advantageous for him to move so as to force the opposing side to capture a man off the top of this "Stack" if by so doing he can, in the succeeding plays, "Capture" the controlling men off an opposing weak "Stack," and thus release his men which are imprisoned in this opposing "Stack."

During the first part of the game the play consists mostly of "Moves," "Captures," and "Recaptures" of the "Minors." Small "Stacks" are constantly being built up and torn down, and it is very seldom that a "Stack" of more than two men is built up at a time. The strategy during the first part of the game consists of maneuvering so as to "Capture" an opponent's man for every man of yours which he "Captures," and to build up a "Stack" of two of your own pieces every time your opponent builds up a "Stack" of two of his pieces. As soon, however, as a "Minor" on each side reaches the last row of circles on the opposite side of the board, and is replaced by a "Major," the "Stacks" composed of three, four, five, or even more pieces begin to pile up rapidly, and as the game progresses the "Minors" gradually disappear from the board, so that towards the end of the game, if it be a hardly contested one, nearly all the men on the board will be "Majors."

In only a few games will all of the twenty-four "Major" pieces furnished in the set be used. They are provided, however, in case the game is very close and they are all required. In such a game, of course, during the play every "Minor" has been retired from the board.