

# STACK ATTACK!

**PLAYERS:** 1-6

**TIME:** 15-30 MIN

**DESIGNER:** JORDAN DRAPER

**GAME TYPE:** DEXTERITY, GAMBLING

Push your skills to the limit in this dexterity poker game of currency stacking!

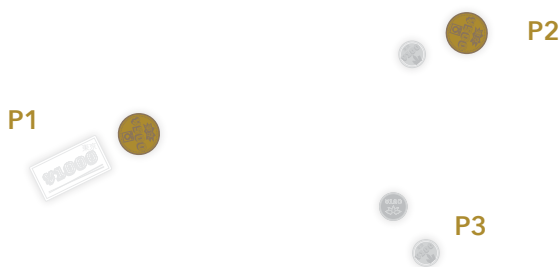
**SETUP:** Give each player 5x 100 yen coins, and 2x 500 yen coins, 1x 1,000 yen bill, and 1x 5,000 yen bill. If you wish to play a longer game, hand out all of the currency in even amounts per type to all players. Place the rest of the currency in the bag and set it aside.

**OBJECTIVE:** To get rid of all of your items by successfully stacking them.

**GAMEPLAY:** The youngest player will go first. They will declare a number of items they think they can stack this round, such as two, or four. They must then place out the number of items stated in a single file row connecting between them and the center of the table. It is allowed to choose any type of currency item, the choice is up to you and only the number of items is important.

The next player in clockwise order now has the choice to either match or exceed the number of items stated, or pass for the round. Once you pass, your bid is locked in and you cannot join back in. If you bid zero you will not stack this round. You can always raise as high as you like if you have enough items left. \*Note that if a player has not bet for the round yet, and they do not possess enough pieces to match the current bid, they can make up the difference by taking pieces of their choice out of the bag.

Continue this way in clockwise order, raising your previous bid if desired, until all players have passed.



**STACKING:** Starting with the last player to pass, they will place their inner most item in the center of the table, starting the stack. The next player in clockwise order will then add their inner more piece on the center stack, and so on until all pieces are gone or the stack falls.

**RULES FOR STACKING:** You may only touch the piece you are adding to the stack, if you move any other pieces on the stack with your hand you must take all of the pieces in the stack and your current stacking piece as a penalty. If you knock any pieces off of the stack and they fall onto the table, you must take all of the pieces in the stack and your current stacking piece. If the piece you are attempting to add to the stack falls onto the table, there is no penalty, however you must still add it to the stack successfully. \*Note that newly added pieces can be added anywhere on the stack, however they must follow the previously stated rules.

If you had to take the stack as a penalty, use the next center most piece in your row to start a new stack and continue play as normal with the next player in clockwise order adding their next piece. All players will continue stacking until all of the pieces in their betting row for the round are used.



**ROUND END:** When all players have no pieces left in their betting row for the round, the round ends. Take all of the pieces in the central stack and add them to the bag. Check to see if any players have zero pieces left, and if so, they win immediately! If multiple players have zero pieces remaining, they will share victory. If all players have at least one piece left, begin a new bidding round starting with the last player to add a piece to the stack on the previous round.



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