



A fast game of tactics for 2 players

## INTRODUCTION

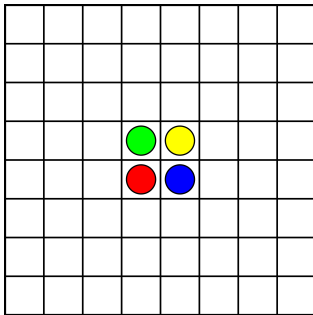
Dakapo (pronounced ducupo, the word is a German adaption from the Latin “da capo”) is an abstract board game for two players. The stones in four colours are placed in turn by both players trying to form a square. Often the game ends suddenly for the losing player who can request a rematch with the word “dakapo”.

## CONTENTS

64 stones, 16 each in 4 colours (red, yellow, green and blue),  
1 game board 8 spaces wide and 8 spaces high

## START OF THE GAME

Place 4 stones - one in each colour - on the four spaces in the middle of the board (see picture).



## GAME PLAY

Players alternately take turns. The player whose turn it is puts a stone on an unoccupied space. The following placement rules apply:

1. It must be orthogonally adjacent to another previously placed stone. (Orthogonally adjacent spaces are those that are directly above and below, left or right—not diagonally!)
2. It must be a different colour than all orthogonally adjacent stones.
3. It must be a different colour than the stone placed by the opponent in the previous turn. (*Tip: as a reminder, it is helpful for a player to place a matching stone in front of him until his next turn. For example, if a player places a red stone on the board, he also places a red stone in front of him so that his opponent will remember that it is forbidden to play a red stone this turn.*)

## END OF GAME

When a player places a stone that forms the fourth same-coloured corner of a square, he wins the game. If this is not noticed until later in the game, however, it no longer counts.

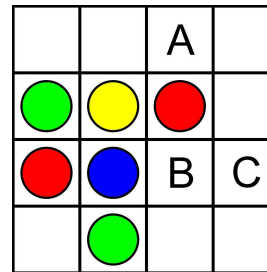
The game also ends if a player cannot legally place a stone. That player loses the game.

If the neither of these conditions are met before the last stone is placed and the board is filled up, the game ends in a tie.

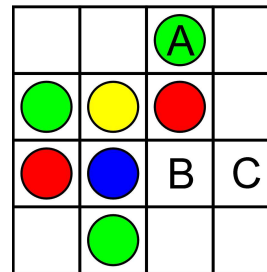
## THE CORNERS OF THE SQUARE

A square has four equal sides and four equal angles. The sides of the square formed by the 4 stones of the same colour do not need to be parallel with the edges of the game board. In other words, the square can be angled!

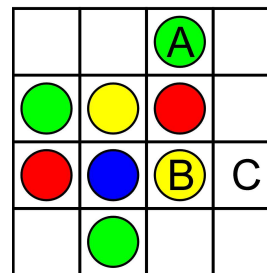
## PLACEMENT EXAMPLES



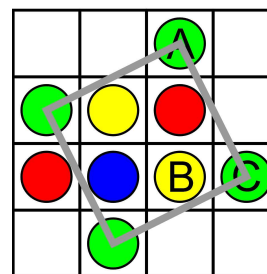
Tom is not allowed to put a red or a blue stone on space B (*rule 2: must be a different adjacent colour*). He is also not allowed to put any stone on space C yet (*rule 1: no adjacent stones*). Tom places a green stone on space A.



Susan is not allowed to put a red or a blue stone on space B either (*rule 2*). At the moment she can't place a green stone anywhere (*rule 3: different colour than previously placed stone*). She puts a yellow stone on space B.



Now it's Toms turn again. He can't place a yellow stone on space C (*rules 2 und 3*), but he can choose a green stone and puts it on space C.



The stones on the spaces A and C, together with both of the other green stones, now mark the corners of a square. Tom wins the game.