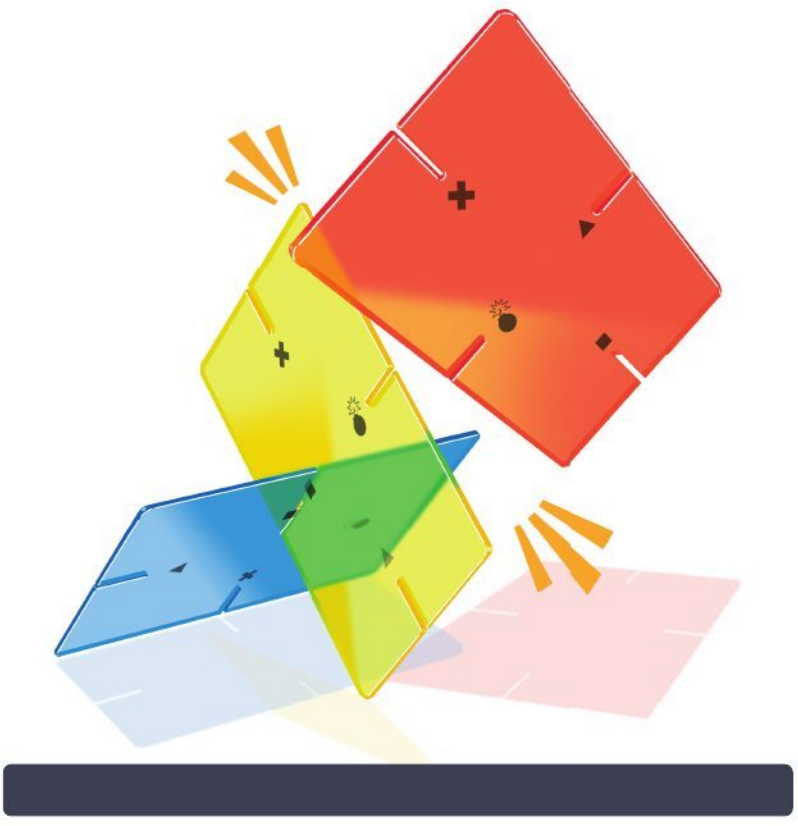
#04

Stackcard

スタッカード



player	time	type
2-4	10	

1

[Level]

●○○

Rules Manual (English Edition)

Don't let it collapse; bomb it. Insert, stack it up, and push it!

Insert tiles with the same symbol but different colors,
and stack the tower while keeping its balance.
Be the first to get rid of all your tiles!
When “Bomb” symbols connect,
stored tiles come rushing in all at once!
Bomb others before you get bombed yourself,
and force the next rival to take the hit!
Who will collapse under the weight of the tower
and the growing pile of tiles!?
An intense balance tower game full of tension
and mind games!
“Don’t let it collapse. Bomb them instead.”
“Insert. Stack. Pass the pressure on!”

Components

Acrylic Tiles (32 total)

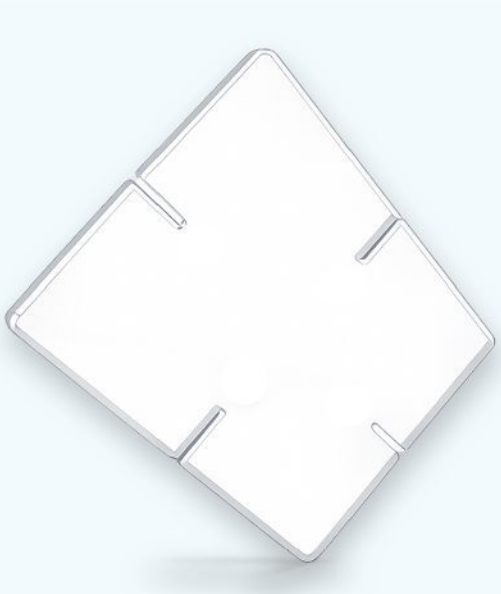
There are 4 different types of tiles:

Blue Tiles ×10

Yellow Tiles ×10

Orange Tiles ×10

Clear Tiles ×2



Setup

1. Create the Base

Place the box lid in the center of the table as the base.Place the 2 clear tiles beside it.

2. Deal Starting Hands

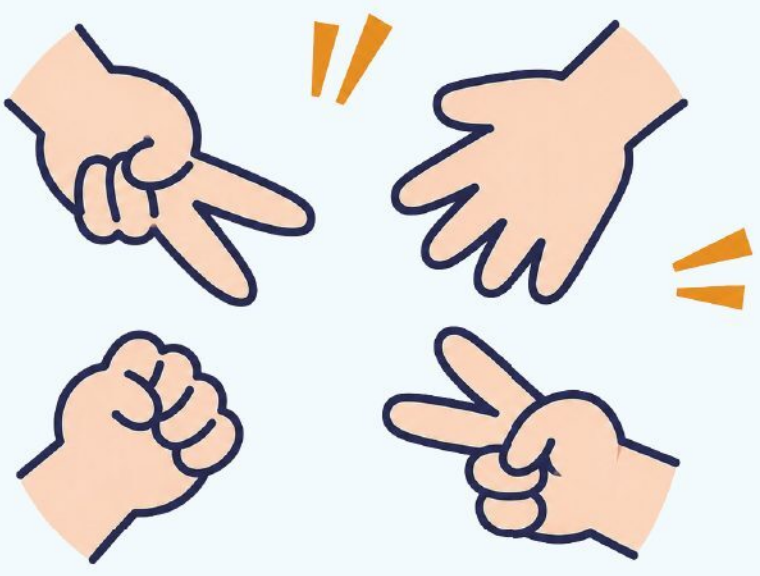
Deal 3 tiles to each player:
1 Blue, 1 Yellow, and 1 Orange tile.
In a 2-player game, each player receives 6 tiles (2 of each color).

3. Create the Draw Pile

Shuffle all tiles except the clear tiles and place them beside the base as a draw pile.

4. Choose the Starting Player

Choose a starting player using any method you like.



5. Build the Tower

The starting player connects the 2 clear tiles together in any arrangement and places them on the base.
This structure is called the Tower.

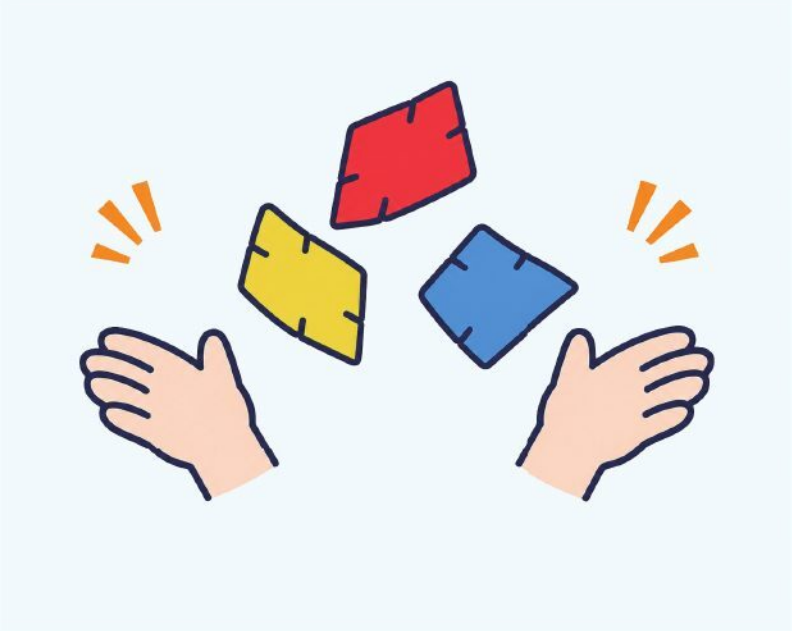
Setup is now complete!

Winning the Game

There are two possible endings in Stuckard:

- **Complete Victory — Reach 0 Tiles**

If a player has no tiles left in their hand, the game immediately ends and that player wins instantly.



- **Elimination — Reach 8 Tiles**

If your hand reaches 8 tiles, you are immediately eliminated from the game.
The game continues without you.
Enjoy watching everyone else having fun while fully accepting your defeat.

If nobody reaches 0 tiles and all but one player are eliminated, the final remaining player wins.

How to Play – Part 1

Starting with the first player and proceeding clockwise, players take turns performing one of the following actions.

- **Insert a Tile into the Tower**

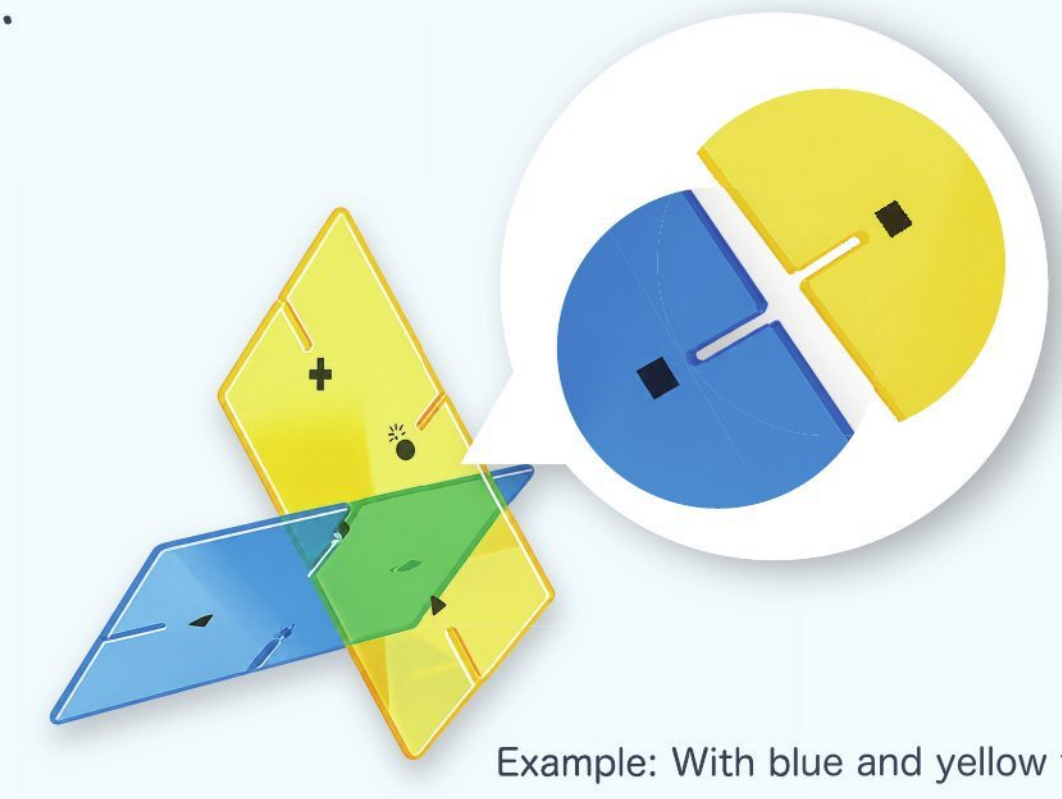
Choose 1 tile from your hand and hold it using only one hand.
Using only that same hand, insert the tile into the tower.

Insertion Rules

A tile may only be inserted if:

- **The colors are different**
- **The symbols are the same**

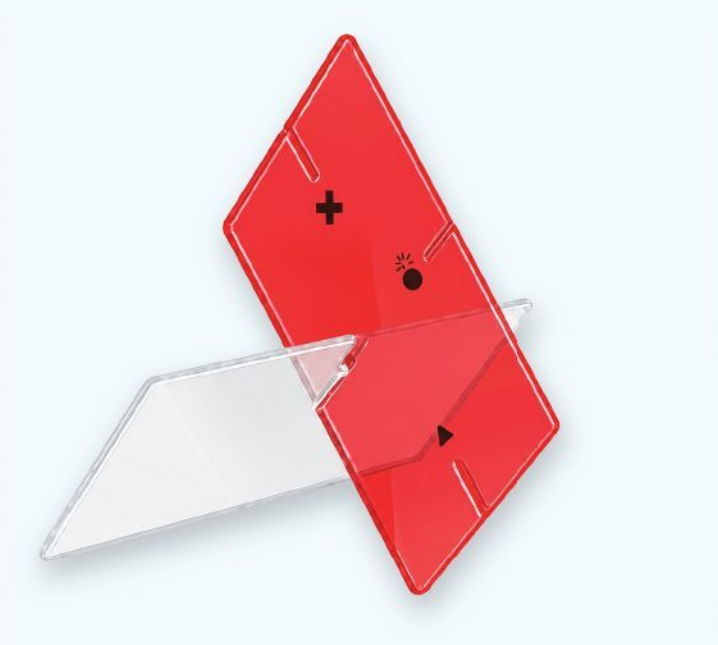
If both conditions are satisfied, the insertion is valid.



Example: With blue and yellow tiles,
it's okay because they are the same ■ symbol!

About the Clear Tiles

Any tile may be inserted into a clear tile regardless of color or symbol.
However, the two clear tiles together only allow one insertion point.



About “Bombs”

If two Bomb symbols are connected:
1. Draw 1 tile from the draw pile.
2. Place it into the Bomb Pool.

Any player who does not connect Bomb symbols on their turn must take all tiles currently in the Bomb Pool.
The Bomb Pool continues growing until someone takes it.

※We recommend using the bottom box as a bomb storage.

- **Pass**

If you cannot insert a tile — or choose not to — you may pass.
When passing:
・ Draw 1 tile from the draw pile.
・ Take all tiles in the Bomb Pool, if any exist.

Repeat this process, and once someone fulfills the victory conditions, the game ends. Finally, I will explain what happens when you topple the tower on the next page.

How to Play – Part 2

If the tower is knocked down

If you collapse the tower while inserting a tile on your turn, you receive the following penalties:

- **Draw 3 tiles from the draw pile.**
- **Take all tiles currently in the Bomb Pool.**

Tower Collapse Rules

The tower is considered collapsed if it touches anything other than the base (such as the table).
However, it is acceptable if the tiles supporting the tower change during play.
Even if a different tile than the original one ultimately supports the tower, it is still valid as long as the tower does not touch anywhere outside the base.

After penalties are resolved, return all collapsed tiles to the bottom of the draw pile.
The penalized player rebuilds the tower following Setup Step 5, then starts the next turn.

Bonus Mode: Cooperative Mode

Currently in preparation for release.

Scheduled release date: May 31, 2026.

FAQ

■Q1. Preparation in progress

▼A. Preparation in progress

Credits

Production: Play&
Original Concept: suzuri
Game Design: Totty, Yabu
Development: Kubocchi
Illustration: Demeko Takezaki

For gameplay questions or product inquiries:
Email：contact@asoboard.jp
X(Twitter)：@playand_

Play&

ルールブック：v1.2