BAKKHUS

Goal of the Game

Bakkhus, god of wine and merriment, needs grapes for his festivities. Score the most favor with him by completing chains of grape stones and scoring points.

Setup

The grape stones are placed in a bag and shuffled. Players draw 3 stones to begin the game.

The Board

The board is made of a 10 x 10 field of squares. This field is bordered by stones that alternate between light and dark, alpha and omega. These are discussed in more detail below.

The Stones

The game has 100 double-sided stones. One side features the grape, the life of any festival. The other side features one of four engravings: alpha (white), omega (black), ought (grey), or delta (gold). These are used to begin and end festivities, and are described further under playing stones.

Placing stones

Each turn, a player may place one grape stone anywhere on the board. By themselves, these stones aren't worth much, but when combined in horizontal or vertical rows, they can lead to points each player needs to win the game. The longer the row or column, the more points it's potentially worth.

However players cannot claim a group of grapes unless it is completed festival, or surrounded by both an alpha and an omega stone. Instead of placing a grape stone in a given turn, the player may play the opposite side. As stated above, alpha and omega stones will complete groups and allow players to score. The ought engraving ends a group, but does not allow anyone to score. Only a few delta stones are contained in the bag; they can act as either alpha or omega. If a group is surrounded by two alphas or two omegas, it cannot be scored. The stones surrounding the playing field can be used to complete festivals.

Scoring

For every two grape stones, the completing player scores a point. A single grape makes for boring wine, and is worth nothing. If completing a festival with an uneven number of grapes, round down to the nearest even number. After recording points (if any), the player turns over all the completed grape stones.

Chaining

After turning over stones, players may create another completed festival. The player immediately scores those points and turns over those stones as well. This process continues until no more completions remain.
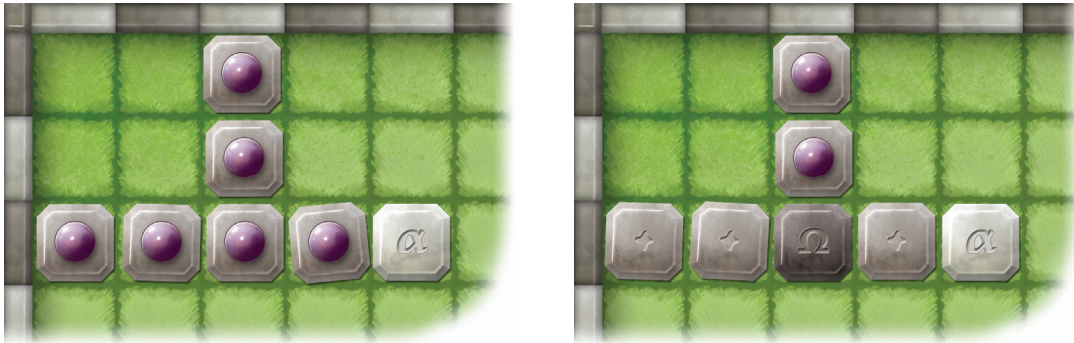
In the example above, a Player completes a festival by surrounding grapes with an alpha stone and an omega wall. That player then turns those stones over, scoring two points. This reveals an omega stone that would complete another festival. Those stones would be turned over as well, scoring an additional point.

Discarding

Instead of placing a stone on their turn, players can discard all their stones and draw three replacements.

Ending the Game

The game ends when no more stones can be placed. The player with the highest score wins!

Improvising the Game Components

A checker board makes a good replacement. Either play with a 12x12 field or mark off the proper areas. Most checkerboards even alternate the border color, making it perfect for indicating alpha and omega.

Pieces can be anything from checkers to go stones to glass counters. Simply mark the appropriate number of alpha, omega, and delta stones with colored stickers or paint. Ought stones can just be blank.

Optional Rules:

After completing a festival, player may place another stone.