ACACIA

CONNECT. EJECT. PROTECT.

2 PLAYERS | **15-20** MINUTES | **8+** AGE

Acacia is a fast, thinky, two-player abstract strategy game where owls and squirrels battle for cozy hollows in an old tree. Place your animals into the grid, building toward a line of four—but when your opponent gets too comfortable, push them out. Sacrifice one of your own pieces to eject theirs and claim the space, turning their progress into your victory. Every shove is satisfying, every cube is precious, and one clever displacement can flip the entire game.

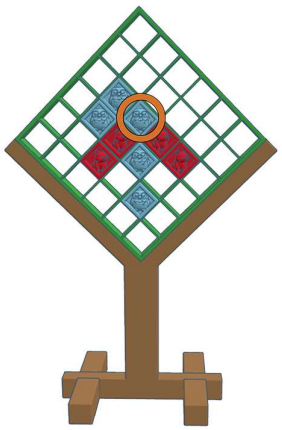
Think *Connect Four*, with two more rules and infinitely more depth.

HOW TO PLAY

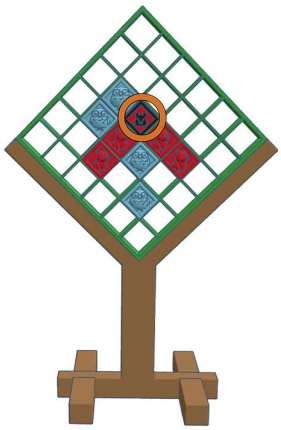
1. Players alternate placing cubes adjacent to other cubes.
2. You may eject one of your opponent's regular cubes with a "blocker" cube.
3. Return the ejected cube to your opponent.
4. "Blocker" cubes can only be ejected with a neutral cube.
5. Connect Four cubes of your colour to win, OR be the first to place all your cubes.

WHY ACACIA?

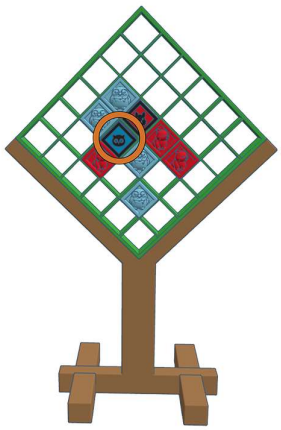
- **Familiar with a Twist**: The core game is easy to grasp.
- **Strategic Depth**: There is no "solved" approach to the game.
- **Replayability**: Lots of different approaches to try out.
- **Simple Rules**: Rules can be explained in 30 seconds.



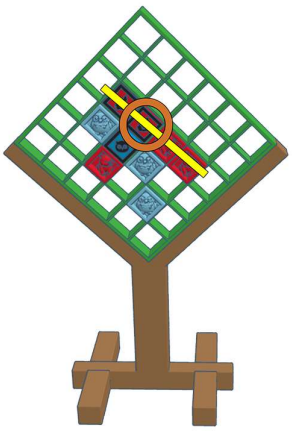
Place an Owl



Eject Your Opponent



Try to Make a Line



Victory!

Designer: Dean Morris **Contact:** dean.a.morris@gmail.com

Components: 1 board, 2 yellow cubes, 12 blue cubes, 12 red cubes