



Players = 2 or 4
Age = 6 years and up

CONTENTS OF THE PACK

GAMEBOARD

The board is divided into 42 octagonal spaces (boxes), 6 rows of 7 boxes each.
Each row is a different colour.

SHIELDS

The octagonal shields are 43, each has an arrow.
36 shields are coloured: 6 for each colour of the board.
There are 6 black wild cards (jokers) too and one White Lady, that is (surprise!) white.

The rules are in two parts; the first one explains the standard rules and also represents the complete regulation for 6-9 year old kids

The second part completes the standard rules and is for over 9 year old people only .

FIRST PART (over 6 y.o.)

2 players

STARTING THE GAME

The players pick at random either the White Lady or a shield.

The one with the White Lady starts the game.

GAMEPLAY

Distribution and first move.

Each player is given 3 jokers and 18 coloured shields (randomly extracted)

The starting player makes the first move placing the White Lady in any preferred position on the board.

Once the opponent has had their turn, the White Lady will be removed from the board.

Game dynamic

The game consists in positioning a shield on a box in turn, one at a time.

Which box?

Look at the last positioned shield; its arrow shows the box where you can put the next shield.

This arrow, that can point eight different positions, shows one or more boxes in a row oriented vertically, horizontally or diagonally.

Following the direction of the arrow, the shield will

be positioned in the first free box of the row.

Therefore, the occupied box, or more consecutive occupied boxes, are “skipped”.

Important: the opponent must always be directed to a free box.

Which shield?

When placing shields on the board, players must use shields that are the same colour as the required box, alternatively a joker can be used.

In turn, the arrows on the shields will indicate the box on which the opponent must position their next shield, and so on and so forth.

The players must take their turn and they can choose a required coloured shield or a joker. If a player does not have either they must skip a turn.

END OF THE GAME

The game ends when:

- placing a shield on the board, it is no longer possible (either with coloured shields or with a joker) to direct the opponent to any free box.
- no player has the shields required by the box or a joker.
- a player has no more shields.

THE WINNER IS THE PLAYER WHO HAS THE LEAST NUMBER OF SHIELDS AT THE END OF THE GAME.

To declare the end of the game, the winner will put the white lady back on the board in any position.

Tip: placing the “White Lady” in the box indicated by the last shield played each time will help to remember the correct position.

SECOND PART

(only players over 9)

There are two new rules: the first one concerns the joker shields, the second one concerns the perimeter boxes.

Moreover four players can play in pairs.

THE JOKER

There is now a difference between the coloured shield and the black joker: the coloured shield

arrow continues to indicate the first free box, while the joker now forces you to put the next shield in the last free box of the row indicated by the arrow.

THE PERIMETER BOXES

These boxes have three or four small coloured triangles in the corners that indicate the outside of the board.

These 22 boxes are special because they can connect the opposite sides of the board. It means that the player can “exit” one side of the board to enter the opposite one. Let’s see how to do it.

When is the connection possible?

The connection is activated when the player puts a shield (either a coloured shields or a joker) in one of the 22 perimeter boxes and its arrow occupies a corner showing a coloured triangle. Two conditions are needed: special box and triangle.

How is the connection activated?

Let’s see figure 1-4 below which show a shield A. Activating the connection means the shield A will virtually face the opposite side to that indicated by its arrow.

In which position?

In that of the virtual shield A1, i.e. in correspondence with the row of boxes in which the indicator shield A is positioned.

The arrow of A1 will keep the same direction and show the box where the opponent will place shield B, following the rules.

The colour of the triangles helps understand which box (if free) to position the next shield B in. This triangle is the same colour of the first free box

(either free or occupied) of the row indicated by the A1 arrow.

In other words a coloured triangle works as a switcher for connecting sides when a shield activate it.

Let’s look at the pictures of any possible case:

A is the indicator shield

A1 is the virtual position of A

B is the opponent’s shield to be placed.

If A is a coloured shield:

Fig 1: A1 arrow indicates the first free box of the row where B must be placed

Fig 2: The first box indicates by A1 arrow is already occupied by shield S. B will be placed in the nearest free box of the row and the occupied box is “skipped”.

Again: the occupied box, or more consecutive occupied boxes, are “skipped”.

If A is a joker shield:

Fig 3: Shield B will be placed in the last free box of the row following the direction of A1 arrow.

Fig 4: The last box indicates by A1 arrow is already occupied by shield S. Shield B will be positioned in the farthest free box from A1.

fig. 1

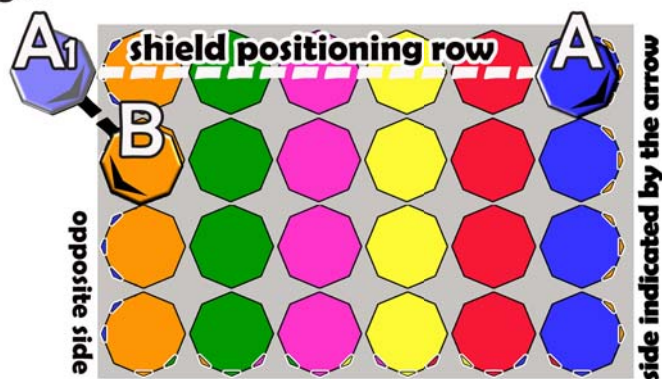


fig. 2

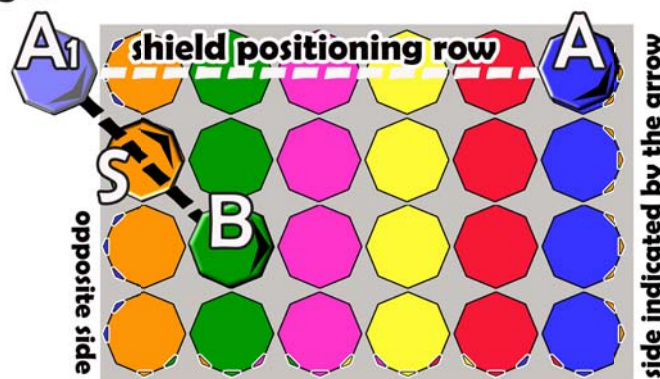


fig. 3

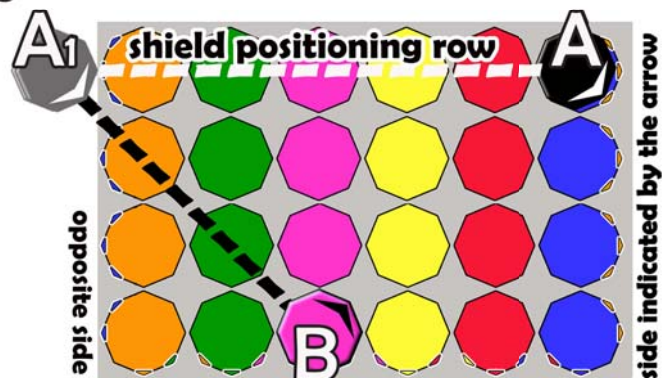
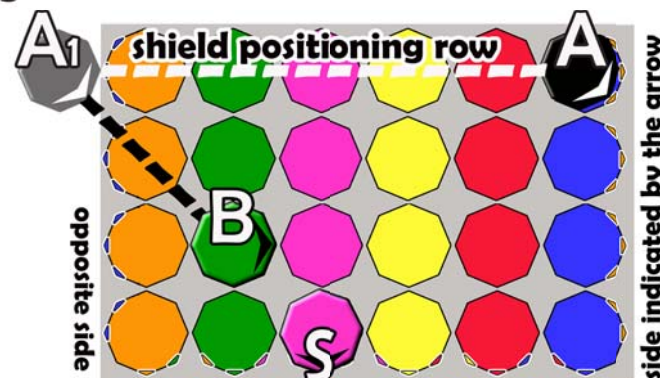


fig. 4



Tip: to understand where to place shield B you can move your shield A in the virtual position A1

FOUR PLAYERS

The game is played in pairs.

Each player is given a joker shield and 9 coloured shields which are randomly extracted. One of the remaining joker shields is given to a player in each pair according to the wishes of the members of the pair.

Players of the same pair must sit in front of each other; making suggestions or giving hints is not allowed.

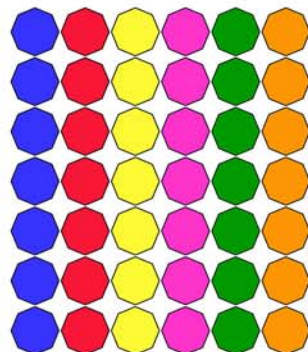
Players can choose ahead of the game if other's shields are visible by other players.

Start of the game.

The starting player is the one who draws the White Lady from four shields.

The game continues in a clockwise direction.

If you have any doubts watch the videos you find here <https://octagone.org/faq/>



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