OCTI

BUILD ➤ MOVE ➤ CONQUER
Each year, players from around the globe compete in an Octi tournament as part of the MindLab Olympics. Players as young as 8 are drawn to this unique game of strategy and creativity. Octi is truly an outstanding game that can be appreciated by the novice and expert alike.

We have chosen Octi, for our MindLabs around the world, as the ideal game to teach children how to analyze and develop winning strategies. Octi can be learned in minutes by anyone over 7 years. It is a cornerstone in our program of developing strong cognitive skills.

Dan Gendelman - International chess master / president of MindLab International

Acclaimed as one of the great modern strategy games, Octi is easy to learn and fun for strategy-lovers of all ages. What makes Octi’s patented game system distinctive? Octi pieces grow - they become more powerful and agile. Each turn, players are presented with the choice of moving their pieces or improving them. By giving players the freedom to design their pieces, Octi unleashes a new level of creativity.

The Tenth Anniversary Edition of Octi allows players to enjoy all of the variants of Octi that have sprung up around the globe. Basic Octi takes just minutes to learn and is suitable for players 8 years and older. Fast Octi is played on a larger board with more pieces and opens up a new level of tactical possibilities. Octi Classic is a tournament-quality game that will impress the most discerning board game enthusiast.

Rules, puzzles, and on-line opponents may be found at www.octi.net

__Age: 8+__

__Number of players: 2__

Copyrights: © 2008 Foxmind Games NV and Don Green. All rights reserved
Publisher: Published by FoxMind Games BV
Stadhouderskade 125hs, Amsterdam, The Netherlands
Under license from FoxMind Games NV"
Distribution: In the USA
FoxMind USA
2710 Thomes Ave
Suite 1079
Cheyenne, WY 82001, USA

FoxMind Canada
4710 St. Ambroise Unit 220-A
Montreal, PQ, H4C 2C7, Canada

Website: [www.FoxMind.com](http://www.FoxMind.com)
Dedicated website: [www.octi.net](http://www.octi.net)
**Game content**
Double-sided board (6x7 board on one side and 9x9 board on the other)
7 pods of each color  (red and black)
50 prongs, to be inserted into the pods

**Game rules**

**About Octi**
Octi is a strategy game invented by Prof. Donald Green of Yale University. The simple rules and small number of pieces yield surprisingly deep strategic possibilities, making it an ideal game for youngsters, casual gamers, and serious strategy fans alike.

At its core, Octi comes down to a choice between moving one’s pieces or making them stronger. Strategy in Octi is thus a matter of balancing one’s wish to move toward the target with the need to invest in strength and mobility, while also thwarting the opponent’s plans.

Octi can be played in three ways, and the easiest way to learn how to play is to start with the basic version.

**Octi – Basic Game Rules**

**Components used**
6 x 7 board
4 pods of each color
12 prongs for each player

**Setup**
The Octi board used in the basic game is a 6x7 grid. There are 8 bases, four for each player, designated by differently colored squares. (See game example).

Each player starts with 4 pods of their own color (so-called “friendly pods”), on each of their 4 bases, and 12 prongs in reserve. The arrow on top of each pod is oriented so that it points towards the opponent.

**IMPORTANT:** The pods should never be rotated during the game; the arrows should always point toward the opponent’s side of the board.

**Object of the game (Basic rules)**
To be the player to first land a pod on any of the opponent’s bases.
**Rules**
A pod may not move until it has been equipped with at least one prong. Once equipped, a pod may move in any of the directions indicated by its prongs.

On each turn, a player performs ONE of the following actions:

1) Add one prong to any friendly pod, thereby enabling the pod to move in that direction on subsequent turns.

2) Move a friendly pod to an empty, adjacent square. You may only move a pod one square and only in a direction for which it is equipped with a prong. (Remember - when moving a pod, be sure not to rotate it.)

![Diagram 1]

3) Make a jump, or series of jumps. A friendly pod may jump over pods of either color, in any direction indicated by its prongs. A player may make a series of jumps in a single turn. The square immediately behind each jumped pod must be vacant, and the player may not jump twice over the same square in the same turn. At the end of the turn, the player may choose whether to capture some or all of the pods, of either color, that were jumped, or leave them in place. A player is not obligated to jump when presented with the possibility – jumping is always optional. All captures are made at the conclusion of the turn.

![Diagram 2]

Capturing prongs: A player who captures a pod, of either color, removes all the prongs from the captured pod. These prongs can be used by the player in subsequent turns.

**Game End**
The first player to land one of their pods on any of their opponent’s bases wins the game.
**Rules for Octi Extreme (Octi-X) – Fast Game rules**

**Components used**
- 9x9 board
- 7 pods of each color
- 25 prongs for each player

Octi-X is played on the 9x9 board. The basic rules of Octi apply, so please read them if you had not yet done so. The Octi-X Fast Game uses, in addition, the following rules:

**Setup**
Each player starts with 1 pod on each of their 3 bases; 4 pods and 25 prongs are kept in reserve.

**Object of the game**
To be the first player to land one friendly pod on any of the opponent’s bases.
Playing Octi-X
On each turn, players must perform ONE of the following actions:
1) Add a prong to a friendly pod, as in the basic game.
2) Move a pod, as in the basic game, but with the added possibility of stacking friendly pods (see below).

3) Make a jump, or series of jumps, as in the basic game. Stacks of pods may make simultaneous moves and jumps (see below).

4) Bring a pod from their reserve into play and place it on an empty or occupied friendly base. The pod enters play with no prongs.

Octi-X allows players to stack two or more friendly pods on top of each other. A player may build a stack by moving their pod to a square occupied by a friendly pod or by bringing a pod into play from their reserve and placing it on top of another pod occupying a friendly base.

When moving a stack, any or all stacked pods may move or jump simultaneously in any direction allowed by their prongs.

Note: Pods making simultaneous moves ignore each other for purposes of jumping. If one pod of a stack moves into a square, other pods of the stack, provided they are equipped to move in that direction, may also move into the same square. But, in a single turn, one cannot move one pod from the stack and then jump that pod with another pod from the stack.

When jumping over a stack of pods, the player may select whether to capture any or all of the stacked pods.

Rules for Octi-X – Classic
The classic version expands further on the Octi-X Fast Game rules.
Setup
The Octi-X classic uses the same setup as the Octi-X Fast Game.

Object of the game
The winner is the first player to occupy, simultaneously, all three of the opponent's bases.

Additional rules: In addition to the Fast Play rules, players have the following options:

1) Liberate a friendly pod that was previously captured. A player who occupies an opponent's base may decide, as a move, to liberate a friendly pod previously captured by either player. The liberated pod, empty of all prongs, is then stacked on top of one of the player's pods currently occupying a friendly or enemy base.

2) In addition to being able to introduce a reserve pod on a friendly base, a player may, under the Octi-X classic rules, stack a reserve pod on top of a friendly pod occupying an opponent's base.

Note: A 'reserve' pod is a pod that has never been brought onto the board. A 'captured' pod is a pod that was removed from the board by either player. All the prongs of a captured pod remain with the capturing player even if such pod is subsequently liberated. It is important to keep captured pods separate from reserve pods as the rules for bringing them into play differ.

For examples and answers to frequently asked questions about Octi, please visit the sites www.octi.net or FoxMind.com/Octi