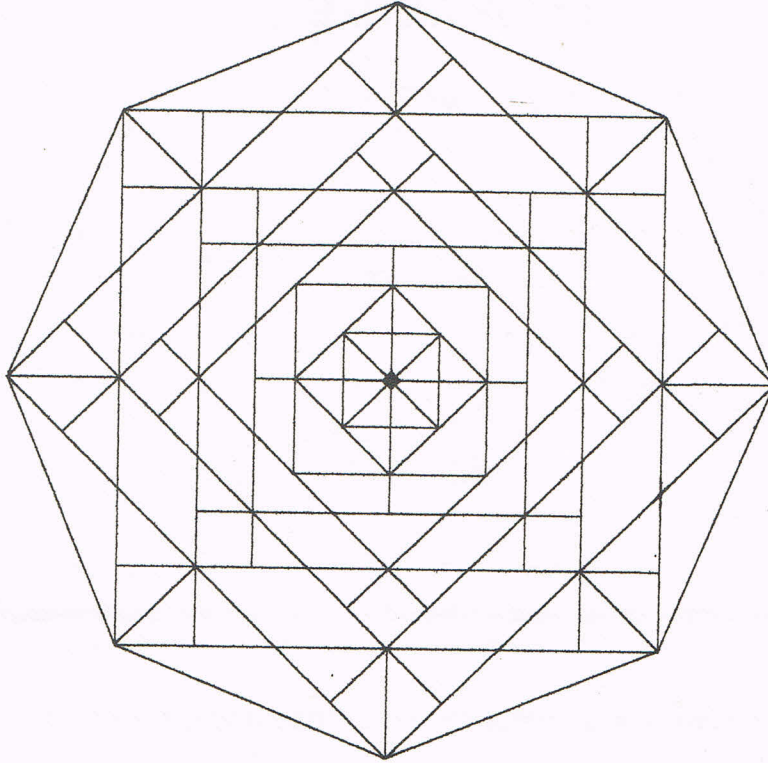


Over →
← **Pass**TM

For 1 to 4 players
Ages 12 to adult



Three games of strategy and chance
Unique solitaire puzzles



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The handsome Over-Pass gameboard is crafted and laser-engraved by

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INTRODUCTION

The game of **Over-Pass** consists of a gameboard with a grid comprised of squares and extension lines, 10 playing pieces in each of four colors, and two 6-sided dice.

Loosely based on the clean and stylish designs of Frank Lloyd Wright, the playing board consists of three sets of paired-size squares which are offset from each other by 45 degrees. Three additional squares of progressively smaller size fill the center of the board, and the innermost one (the Center Square) encloses and covers the center intersection of the board. Extension lines radiate out from the points of the larger squares, giving the viewer the impression of a frame within a frame.

Two of the games presented in this book use the lines and intersections as a playing area, while the other game takes advantage of the enclosed spaces or compartments. This total utilization of the board space is not often encountered and ensures that each game is distinctly different from the other. All three games recommend that you take time to study the board before playing.

For **Over-Pass**, examine the intersections of the board, making note of which lines pass through an intersection and which lines terminate at an intersection. It is the lines terminating at the intersection that can provide a partial safe-haven for a piece.

For **Groups-of-Three**, look for a space which has one side that spans across two other compartments, forming a T. These shared or "three-way" groupings enable you to bring more pieces onto the board.

For **Mono-Line**, watch for which intersections share the same line.

Rules for the game of Over-Pass

2 to 4 players – 30 to 45 minutes

Over-Pass is a game of strategy with a dash of randomness thrown in to keep things interesting. The objective of the game is to be the first player to exit all of their own pieces from the board. Two 6-sided dice determine the number of moves per turn. Since *any player may move any piece on the board*, players will continually update their strategy.

Important terms:

- ◆ **Turn** – a turn consists of two or more Moves. The number of moves a player may make during a turn is determined by the roll of the dice.
- ◆ **Move** – The process of transferring a playing piece from one location on the board to another location using the rules specified under “Moving the pieces” (see page 5).
- ◆ **Center Square** – The small square on the central intersection of the board. This is the starting location for a new piece. Pieces may use this location just like any other intersection on the board, except that it must be left empty at the end of a turn.
- ◆ **Reserve Pile** – supply of playing pieces that have not yet been entered into play.
- ◆ **Home Pile** – collection of playing pieces which have been borne off the board.
- ◆ **Exit Points** – the eight outermost intersections on the perimeter of the board.

Preparing to play:

- ◆ When three or four persons are playing, each player selects the 10 pieces of a single color and places two of these pieces at diagonally opposite intersections around the Center Square as shown in Diagram 1. The remaining eight are placed into the player’s reserve pile for use as play proceeds. For three-player games, omit one color.

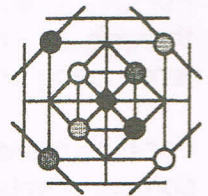


Diagram 1

- ◆ For two-player games, each player selects 10 pieces of two colors. Place two pieces of each color as shown in Diagram 1 above. Each player then places their remaining 16 pieces into two separate reserve piles by color, for use as play proceeds. Turns will alternate between players, and players will alternate which color they are using each turn. Each player maintains only one home pile.

- ◆ Each player rolls the dice. The person with the highest number starts. Turns continue clockwise around the board.

Taking a turn:

- ◆ At the beginning of a player's turn, the player places one piece from their reserve pile onto the Center Square. If the player's reserve pile is empty, no piece is placed onto the Center Square.
- ◆ The player then rolls the dice to determine the number of moves to take during this turn, then moves pieces according to the "Moving the pieces" rules below.
- ◆ Before the turn ends, the player must ensure that the Center Square is empty – even if this means making a disadvantageous move or using up precious dice counts.

Determining the winner:

- ◆ For 3 and 4 players, the winner is the first person to exit all 10 of their pieces from the board.
- ◆ For 2-player games, players mutually decide beforehand whether just one of their colors or both colors are to be removed from the board to win. (The "both" color option takes longer to play, but adds extra spice to the game.)

Moving the pieces:

- ◆ There are four different types of action you may take during your turn.
- ◆ You may use any or all of the move types during your turn.
- ◆ Only one piece may rest on any given intersection.
- ◆ Each move is a separate action that may be applied to any piece on the board, with the exception of pieces resting on Exit Points.
- ◆ Pieces resting on any of the 8 Exit Points may be moved only by their owner and may not re-enter the interior of the board.

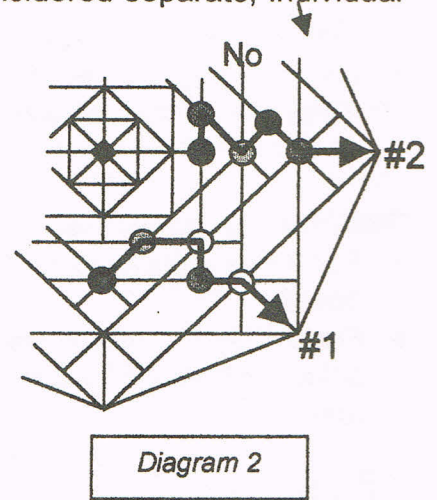
Move Types

- ◆ **Over-Pass.** In this move, a piece passes over the tops of other pieces on the board, moving in any direction, in order to reach an unoccupied intersection. The piece being moved, however, may *not* pass over a piece of its own color (e.g. a black piece may not pass over another black piece). The piece making an Over-Pass move may go over any number of connected, occupied intersections as a single action, and may change directions as necessary, following the lines. (These occupied intersections are just a "bridge" for the piece to pass over and are not considered separate, individual moves.) The moving piece may *never* pass over an empty intersection nor jump to an adjacent piece that is not connected by a line to the other pieces in the bridge. The move ends when the moving piece reaches an *unoccupied* intersection.

Passing over another piece does not remove or otherwise penalize the piece being passed over.

A piece resting on an Exit Point may make an Over-Pass move, provided it does not leave the perimeter.

In Diagram 2, Over-Pass move #1 is a valid move which transfers the black piece from its starting point to the Exit Point in a single move. Move #2 is not valid, since the black piece may not pass over another black piece.



The Over-Pass move deducts 1 from the total number of moves shown on the dice.

- ◆ **Trade.** In this move, two pieces of different colors trade places on the board. Both of the pieces to be traded must be resting on separate, parallel lines. In order for a piece to be considered "resting" on a line, the line must pass through both sides of the piece. The Trade move ends when the two pieces have switched locations.

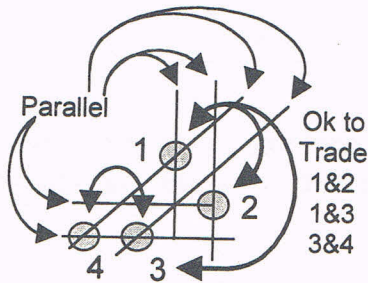


Diagram 3

In Diagram 3, we see that pieces 1 and 3 both rest on two different lines. Pieces 3 and 4, while sharing a common line, are also resting on separate parallel lines. Piece 2 is resting only on the vertical line (its horizontal line stops short). Pieces 1 and 2 (vertical), pieces 1 and 3 (diagonal) or pieces 3 and 4 (diagonal) may be traded. Pieces 2 and 3, pieces 1 and 4, and pieces 1 and 2 may *not* be traded.

Pieces resting on any of the Exit Points may not be traded, not even by their owner.

A Trade move deducts 1 from the total number of moves shown on the dice.

- ◆ **Slide.** In this move, the player is allowed to slide a piece to an immediately adjacent empty intersection in an *outward* direction, following the lines inscribed on the board. *Outward* is defined as moving a piece to an intersection that is farther from the center of the board than the intersection where the piece started. The piece may not leave the line nor jump over other pieces. Pieces resting on Exit Points may not make Slide moves because no outward direction is available.

A Slide move deducts 2 from the total number of moves shown on the dice.

- ◆ **Exit.** A piece resting on any of the 8 Exit Points on the outside edge of the board may be removed from the board by a player under these conditions:
 - It is that player's turn.
 - The piece is that player's color.
 - If there are still pieces remaining in any player's reserve pile, pieces may exit only if the roll on the dice is an EVEN number. After all players' reserve piles are empty, pieces may exit on any roll.

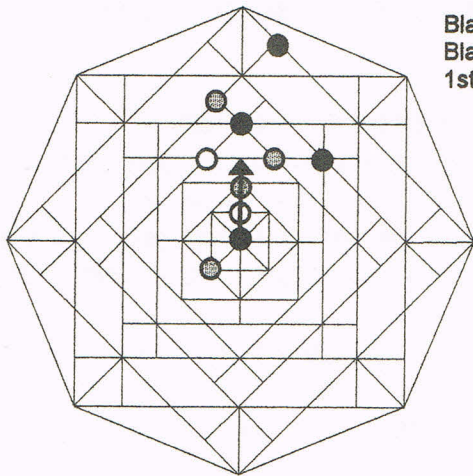
An Exit move deducts 1 from the total number of moves shown on the dice.

Strategy hints:

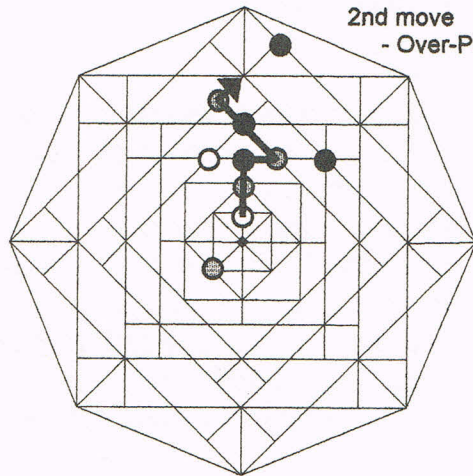
- Try to break up groups of connected pieces or use the parallel trade option to ensure that each of your opponents has pieces in the connected group. This will limit how far your opponents can pass over the connected group.
- If you want to use the Over-Pass move, but your own pieces are in the pathway, use a Trade move first to shift them out of the way.
- Consider the effect that a high roll by one of your opponents could have on your strategy. It is often better to "go with the flow" than try to anticipate every possible outcome.
- When the die roll allows, improve the position of your pieces by trading them with an opponent's piece which is in a better location.
- When playing a two-player game, use each turn to improve the position of all of your pieces. Remember that you may exit only the color you are representing that turn.
- Avoid having too many of your own color clumped in groups, or isolated from other pieces. Especially next to the Exit Points, try to have contrasting colors to help you make Over-Pass moves to get your pieces to the exits.
- Cooperating with your opponents can save you moves.
- Don't count on opponents' cooperation. Protect your pieces by finding safe havens where opponents cannot easily trade you into a disadvantageous position.

The following four diagrams show a sample series of moves. It is Black's turn, and Black has rolled a 5. Since Black still has pieces left in his reserve pile, Black has placed a piece in the center of the board (not counted as a move). The 1st move empties the center using the Over-Pass move. The 2nd move, another Over-Pass, creates an Over-

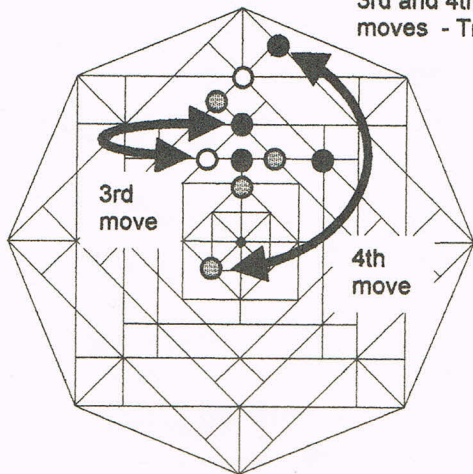
Pass path that will allow another piece to reach the edge of the board. Moves 3 and 4 are both Trades, eliminating all black pieces from the path Black has formed. Move 5 uses the Over-Pass move again to place a black piece on an Exit Point.



Black's move
Black rolled a 5
1st move
- Over-Pass



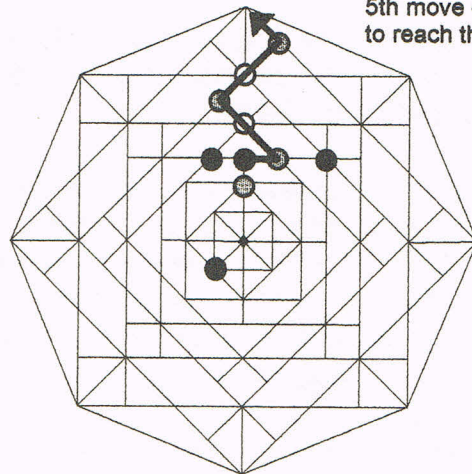
2nd move
- Over-Pass



3rd and 4th
moves - Trade

3rd
move

4th
move



5th move - Over-Pass,
to reach the Exit Point.

Rules for the game of Groups-of-Three

2 to 4 players – 30 to 60 minutes

Groups-of-Three is a strategy game where the object is to bring in and then bear off one's own 10 pieces from the board. This game is played in the polygon-shaped compartments instead of on lines and intersections. Pieces move from one compartment to another by crossing over the common line that joins them. You'll use the two dice.

Important terms:

- ◆ **Turn** -- A turn consists of two or more Moves, determined by the dice roll.
- ◆ **Move** – A move is the process of transferring a playing piece from one compartment to another by using the rules specified under "Moving the pieces" (see page 11).
- ◆ **Center Square** – the small square covering the very center of the board. Once a piece reaches the Center Square from any of the 8 small triangles surrounding it, the piece is removed from the board.
- ◆ **Transit Spaces** – The 4 shaded triangles in Diagram 1. Players may move through these spaces, but not rest there.
- ◆ **Reserve Pile** – Supply of pieces not yet brought into play.

Preparing to play:

- ◆ When three or four persons are playing, each player selects a color and places three of their pieces on the board as shown in Diagram 1. For three-person games, omit one color.
- ◆ For two-player games, each person selects two colors and places three of each color on the board as shown in Diagram 1. Turns alternate between players, and players alternate which color they use on each turn.
- ◆ The other 7 pieces form the player's Reserve Pile(s).
- ◆ Place the 4 triangular tiles on the board to mark the Transit spaces.
- ◆ Each player rolls the dice and totals them. The person with the highest number starts. Turns continue clockwise around the board.

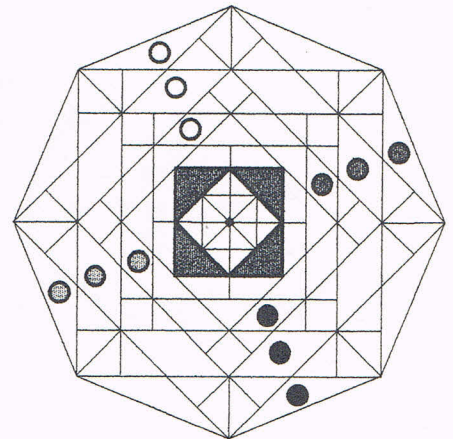


Diagram 1

Taking a turn:

- ◆ The current player rolls the 2 dice to determine the number of moves for this turn. The player then moves pieces based on the "Moving the pieces" rules below.
- ◆ When a piece is moved onto the Center Square, it is removed from the board. The removal does *not* count as a separate move.
- ◆ As long as players still have pieces in their Reserve Pile, they must keep at least two pieces on the board, to be able to bring additional pieces into play (see below).

Determining the winner:

The first person to bring all of their pieces into play, and bear them off the board, is the winner of the game.

Moving the pieces:

- ◆ Players may move only their own pieces.
- ◆ A move consists of sliding a playing piece across the common boundary between two compartments as shown in Diagram 2.
- ◆ During a turn, you may move as many of your pieces on the board as you wish to use up the number of moves allowed by your dice roll.
- ◆ Pieces may move in any direction on the board.
- ◆ Moving between two compartments that meet only at an intersection, as shown in Diagram 3, is *not* allowed. You would need to use 2 moves to get to the indicated space, by first moving through the adjacent triangle.
- ◆ If a compartment is already occupied, you may not move a piece into or through that space. There is no jumping nor passing over.
- ◆ You need at least 2 moves to travel through a Transit space – one to enter it and one to exit from it.

Bringing additional pieces into play:

- ◆ There are 36 spaces on the board with a T-shaped boundary between compartments. Diagram 4 shows where they are.



Diagram 2



Diagram 3

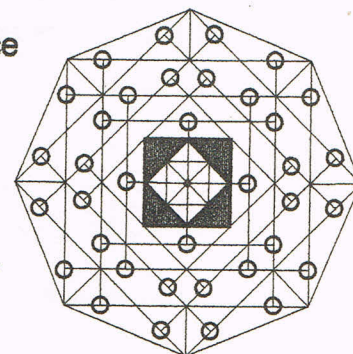
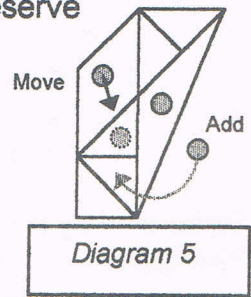


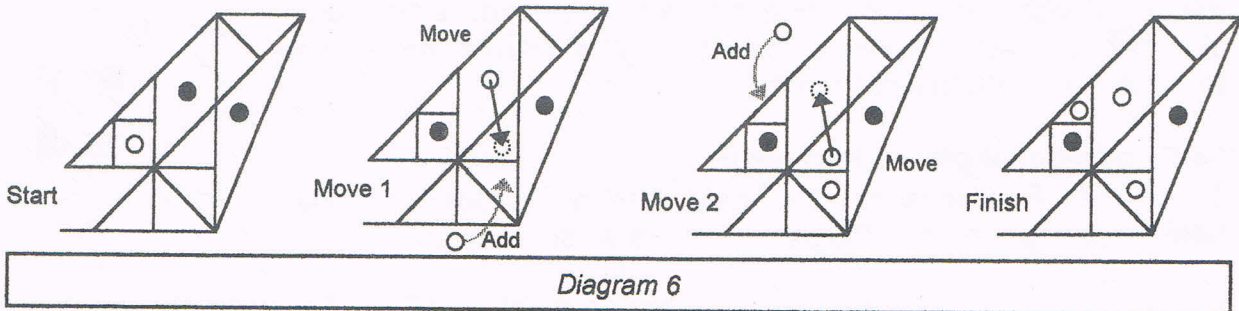
Diagram 4

- ◆ When a piece is moved into a group-of-three space, where one of the other two compartments is occupied (by any player's piece, including your own) and the third compartment is empty, the player may place a piece from their Reserve Pile into the empty compartment. This is shown in Diagram 5.
- ◆ Sometimes you can set up a situation where you form two such double occupancies, allowing you to add two new pieces.
- ◆ You may *not* add a new piece to the board if:
 - Both of the other two spaces in the group-of-three are occupied.
 - Neither of the other 2 spaces in the group-of-three is occupied.
 - Your Reserve Pile is empty.
- The act of adding a piece to the board does not count against the total number of moves your dice roll allows you to make during your turn.



Strategy hints:

- Don't be in a great rush to bear your pieces off. The more pieces you have on the board, the quicker you can bring in your unplayed pieces. You must bring all of your pieces into play before you can win the game.
- Examine the board carefully and familiarize yourself with the groups-of-three spaces which enable you to bring additional pieces into play (see Diagram 4).
- It is acceptable to move from one compartment in a group-of-three to another compartment in the same group and add a piece to the board (see Diagram 6 below). You may also exit a group-of-three and re-enter in order to bring a piece into play (this does count as two moves, however).



Rules for the game of Mono-Line

2 players – 10 to 15 minutes

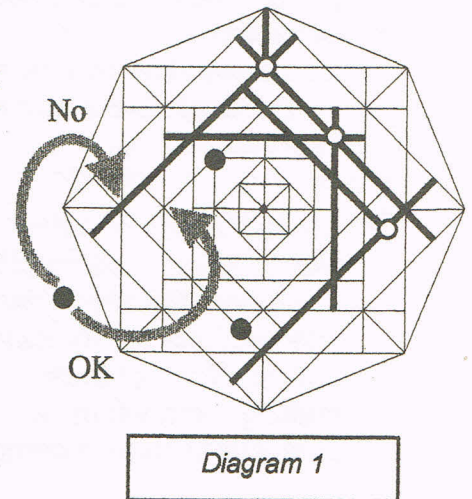
Mono-Line is a strategy game where pieces are placed on the intersections of the board. Intersections connected by a straight line may be occupied only by other pieces belonging to the same player. The objective is to be the last player able to place a piece on the board, or the first player to discover two opposing pieces sharing a line. Mono-Line does not use the dice.

Preparing to play:

- ◆ Each player gets two sets of colored pieces. For purposes of this game, both colors (20 pieces) are owned by the one player. The two colors need not be used alternately.
- ◆ One person is selected to make the first move. Turns alternate between players.

Taking a turn:

- ◆ The current player examines the board to locate at least one intersection that is not connected by a line to another intersection occupied by their opponent's piece. In Diagram 1, all intersections on the dark lines belong to White, blocking Black from playing there.
- ◆ If, before placing a piece on the board, the player discovers two pieces of opposing colors sharing a single line, and announces the discovery, he or she immediately wins the game.
- ◆ The player chooses an intersection and places a piece upon it. The piece being played may be tested in different places until the player declares the turn over.
- ◆ A turn is not considered complete until it is declared so by the current player.
- ◆ Once the player's turn is over, the piece placed on the board may not be moved for the remainder of the game
- ◆ In a "friendly" game, opponents may point out bad moves to each other, thereby helping the game to be won by strategy rather than by mistakes.
- ◆ Players *may* place a piece so that it shares lines with their own other color.



Determining the winner:

- ◆ The winner is the last player able to place a piece on the board
OR
- ◆ The first person to notice, at the start of their turn, that two opposing pieces on the board are sharing a line.

Strategy hints:

- Try to “capture” a line each turn. This may take careful examination of the board, but will be well worth the effort spent.
- Just because you have one piece on a line doesn't mean that you should not place additional pieces on that same line. In the simplified example shown in Diagram 2, Black will gain control of the dashed line by placing a piece at the indicated intersection, even though Black already has control of one of the lines at that intersection.
- Create “zones of safety” where you can place pieces without worrying about being blocked by your opponent. In Diagram 3, we see that Black has created two such zones. The “safe” intersections are indicated by the gray pieces with a dashed outline. None of these intersections can be blocked by White, making them valuable near the end of the game as that last safe intersection is being searched for.

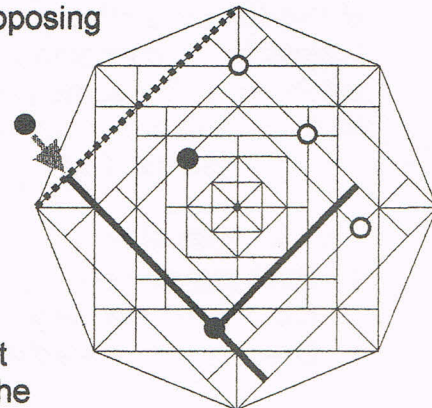


Diagram 2

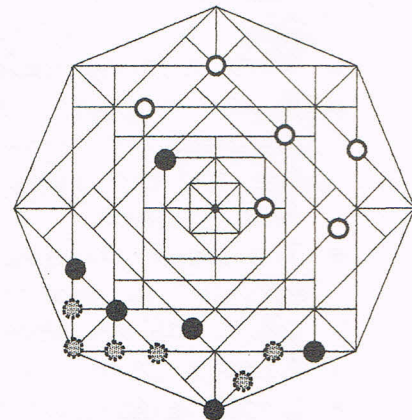
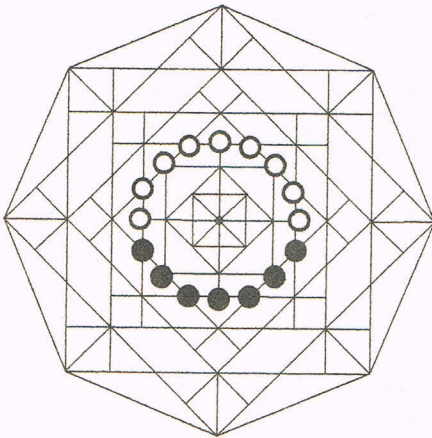
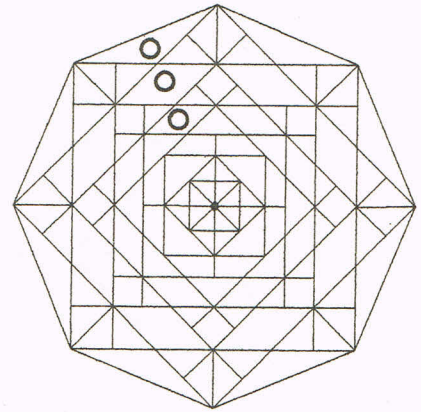


Diagram 3

Solitaire Puzzles

Challenge 1: Full House

Using the Groups-of-Three rules but ignoring colors, place three pieces on the board in the starting position shown on the right. How few moves does it take you to bring all 40 playing pieces onto the board (assuming you are allowed unlimited moves)?

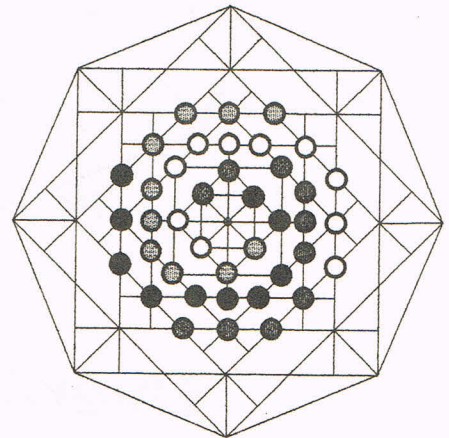


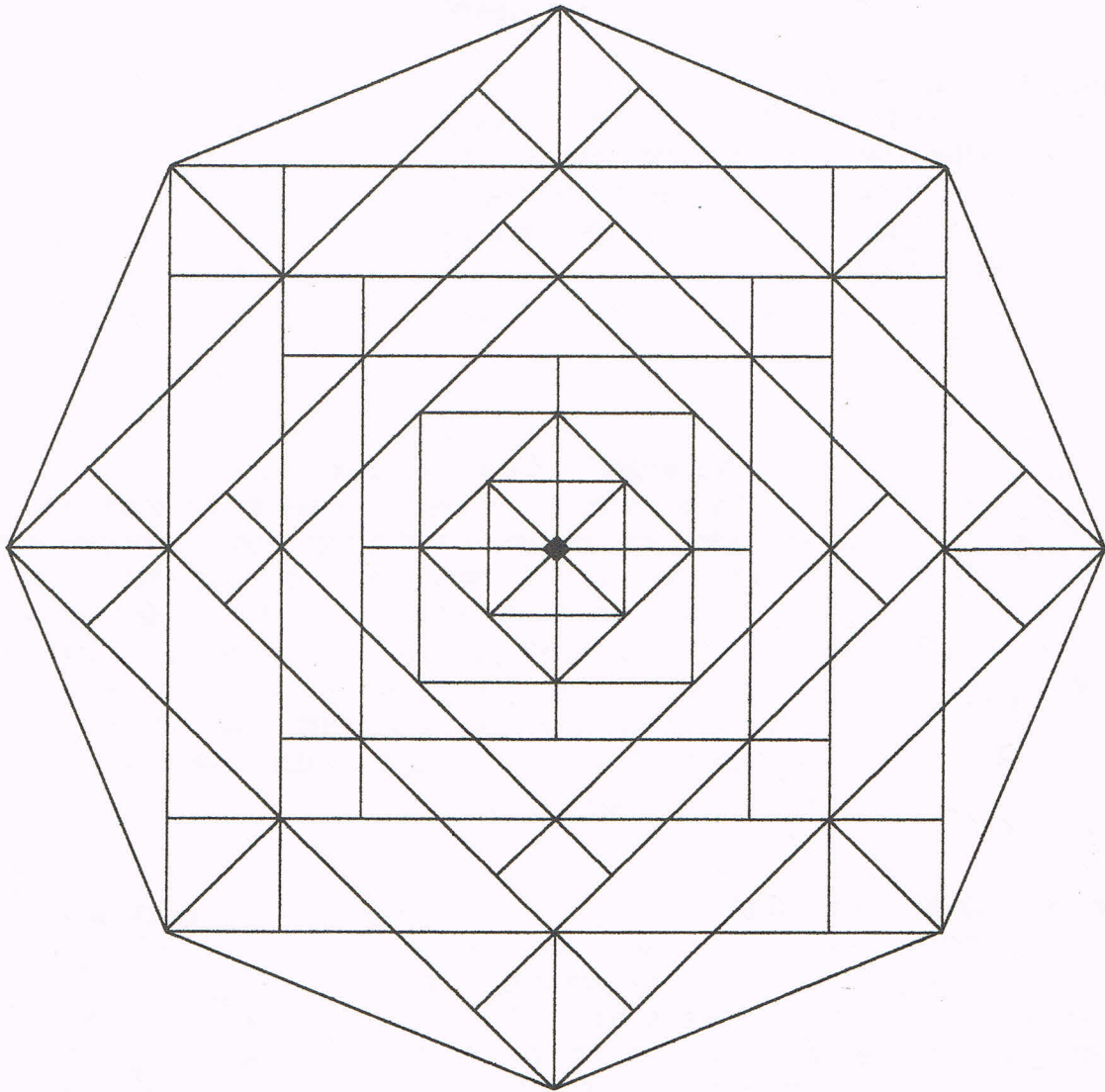
Challenge 2: Crooked Jumps

Starting with 16 pieces arranged on the board as shown to the left, jump over and remove one jumped-over piece at a time until there is only one piece remaining in the center. The piece jumping may change direction and/or turn corners during the jump, still following the lines on the board; however, it may jump over only one piece at a time onto an empty intersection (not over multiple adjacent pieces). In this challenge, color does not matter.

Challenge 3: Over-Pass Spiral

Arrange all 40 pieces in the spiral pattern as shown in the diagram to the right. Pieces move using only the Over-Pass move from the Over-Pass game. The last piece you passed over when landing on an empty intersection, however, is *removed* from the board. Can you eliminate all but one piece? Can you leave that piece in the center of the board?





Over-Pass™ *from Kadon*