

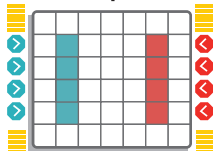
OCTI

DIRECT YOUR MIND

Ages 6+, 2 players
Playing time 5-15 min.

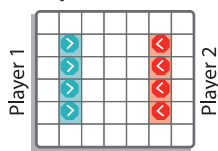
A game by Don Green
OCTI is a registered trade
mark. Patent 6, 182, 967
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Board and pieces



The OCTI board is a 6X7 grid of squares. Each player controls four light or dark colored places called "pods" and 12 "prongs".

Set-up



Place game board between players, so that OCTI squares face each player. Place 1 empty pod on each of the 4 friendly OCTI squares. Arrows on the pods should be visible and always pointed toward the opponent. Pods never rotate.

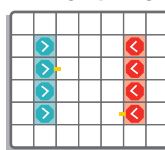
Rules of play

OCTI is a game of options. Players, in turn, must do one and only one of the following:

- Insert a prong into a friendly pod
- Move a friendly pod
- Jump other pods - capturing them if desired

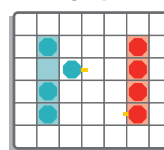
DO ONLY ONE THING EACH TURN!

Adding a prong



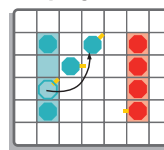
You can add one prong to one of your pods.

Moving a pod



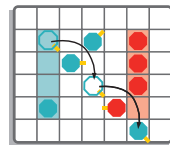
You can move your pod one space in the direction of a prong to an empty space.

Jumping



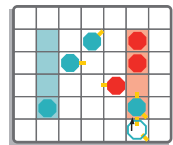
You can jump your pod in the direction of a prong. You can jump over pods of either color. Multiple jumps are allowed, as long as you don't jump over the same square twice.

Capturing



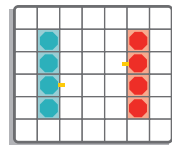
You may capture any pods that you jump over and keep the prongs for later use. Once a pod is captured, it is removed from game.

Winning



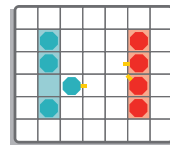
The winner is the first player to land on one of the opponent's OCTI squares.

Game example



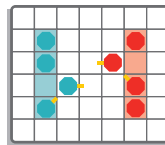
Turn No. 1

- Green adds prong
- Red adds prong



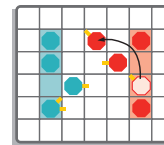
Turn No. 2

- Green moves forward
- Red adds prong



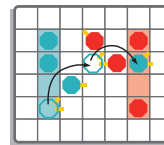
Turn No. 3

- Green adds prong
- Red moves forward



Turn No. 4

- Green adds prong
- Red jumps



Turn No. 5

- Green double jumps to win