

Square Off™

Rules

OBJECT: Capture 7 of your opponent's pieces or prevent opponent from moving.

SET UP: Each player chooses a color and removes all pieces from the board.

GENERAL DESCRIPTION

Square Off™ is played in two stages. In stage 1, players take turns placing their pieces on the board. In stage 2, players take turns moving their pieces one space along a line. Whenever a player lines up three of his own pieces in a row connected by a straight line, he removes one of his opponent's pieces from the board.

CLASSIC VERSION

Stage 1: Placing Pieces on the Board

- The youngest player goes first.
- Players take turns placing their pieces on any unoccupied circle on the board. These are "active" pieces. The object is to form three in a row along a straight line.
- When a player maneuvers three of his own pieces into a straight line, he captures the opposing piece of his choice and permanently removes it from the board. Players may not remove a piece that is part of an opposing three-in-a-row. Once a piece is removed, it may not be used again during the current game.
- Stage 1 continues until both players have placed all their pieces on the board.

Stage 2: Moving Pieces

- Players take turns moving one of their pieces to any adjacent, unoccupied circle, which is connected by a line.
- As soon as a player maneuvers three of his own pieces into a straight line, he captures the opposing piece of his choice and permanently removes it from the board. Players may not remove a piece that is part of an opposing three-in-a-row. Once a piece is removed, it may not be used again.
- Once a player forms a three-in-a-row, he may un-form and re-form the same three-in-a-row over and over again (and remove an opposing piece each time!).
- Game ends when a player has only two pieces on the board, or cannot move.

JUMP OFF™

In addition to the rule for the Classic Version:

- Pieces may jump over an opponent's piece if the jump is along a straight line and there is an empty space directly behind the jumped piece. Players do not remove the jumped piece from the board (unless the jump forms a three-in-a-row, in which case they may remove any piece that they choose).

- Pieces may not move directly in and out of the same three-in-a-row. Players must wait an additional turn after un-forming a three-in-a-row before re-forming it.

TRADING PLACES™

In addition to the rules for the Classic Version:

- A player may trade one of his active pieces with an opponent's piece. Trading counts as a move, and players may only trade one piece per turn. Players may not trade a piece with an opposing piece that is part of a three-in-a-row. If the trade formed a three-in-a-row, the trading player removes an opposing piece. If the trade forms a three-in-a-row for the opponent, the opponent removes one of the trading player's pieces. In some cases, both players will be able to remove a piece.