

Octet

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Number of players: 2 - 6

Playtime: +/- 45 minutes

Contents:

-gameboard visualizing a rowing-channel

-6 boats

-6 x 8 rowers in 6 colours

-90 rowblocks: helmsman (number 0) and rower one to eight,
all in the same amount

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Octet

The goal for rowers is clear: to reach a medal at the end.

But with which strategy? A quick start or saving power for a later phase? When comes your attack?

Play and test your strategy.

Introduction

To go forward you have to get your pawns in your boat.

That amount of rowers is the amount of lines that your boat goes forward at the end of a turn.

Every turn is divided in two parts.

In the first part you can place pawns on your boat with combinations of blocks.

In the second part you can throw out pawns from places corresponding with your double blocks.

do

-Everyone takes a colour (8 pawns) and a boat.

-Determine who starts.

-Place the boats in their lines in the same order as the order in which the players play clockwise.

-Everyone places a pawn on his/her boat on place one. That is at the front of the boat, so place eight is at the far end of the boat.

-Raffle all the blocks.

-Everyone gets 4 secret blocks to place in front of him/her.

-After reading the parts of a turn, player one starts with the "**First part of a turn**".

First part of a turn

By handing in two blocks you can get a pawn on your boat. The difference between the blocks is the position where you put your rower on your boat.

Example:

Handing in block 5 and block 2 brings a rower on position 3 on your boat, because that is the difference between 5 and 2.

When rower 3 is already on your boat, that combination isn't possible.

With more pairs of blocks you can get more rowers in your boat in one turn.

The used blocks go out of the game.

If every player had the possibility to put pawns on his/her boat this way, player one starts again with the second part of the turn.

Second part of a turn

By handing in two blocks with the same number, you take all the pawns on that position out of every boat, also out of your own boat. You give them back to their owners.

Example:

By handing in two rower-2-blocks, all the pawns at position 2 go out of the boats.

By handing in two helmsmen (block number 0) or three blocks with the same number, you may choose which position must be emptied on all the boats.

Example:

When you have three rower-2-blocks, you can choose and take, for example, all the pawns at position 5 out of all the boats.

You can use more double/triple blocks in the same turn.

After handing in the equal blocks, you get new blocks back:

-Handing in three equal blocks: take two new blocks from the stock.

-Handing in two equal blocks:

-take two new blocks if all the boats lose a rower incl. your own boat.

-take one new block if not all the boats lose a rower.

End of a turn

When all the players had their chance in the first and second part of the turn, the boats must be moved. One player (!) moves the boats the amount of lines forward corresponding with their amount of pawns.

Example:

When you have four pawns on your boat, your boat moves four lines forward.

New Turn

After moving the boats, everyone adds two new blocks to his/her amount of blocks and player one starts again with the "**first part of a turn**".

The turns go on this way until a boat passes the first line which is marked by a number equal to the number of players. Then player one's left neighbour starts the turns. Everytime such a line is passed, the next left neighbour starts the following turns.

When the stock of blocks is emptied, you use the used blocks again. Always take blocks blind.

It's optional to use the rule that a player who is a full boatlength (16 lines) behind the first boat, must stop his/her race.

End

When more boats finish in the same turn, the boat which passes the finishline with the most steps/lines after the finishline, wins.

If that is also equal, the boat with the most pawns, wins.

If that is also equal, a finishphoto must decide.