

Lakeside's OVERBOARD

INSTRUCTIONS:

THE OBJECT

To be the player with the last piece on the board.

TO START

Arrange the pieces according to one of the following diagrams. Each piece must be placed at an intersection of the grooves in the board.

WWRWWR WRRWWR RWWRRW WWRWRR
RRWWWR RWRWRW WWRWRR WRRWWR
RRWRRW RRWRWW WRRWWR RRWRWW
WRRWRR WWRWRR RWWRRW WWRWRR
RWWWRW WRWRWR RRWRWW RWWRRW
RWWRRW RWWRRW WRRWWR RRWRWW

Select the starting player.

THE PLAY

On your turn you may push a piece of your color any direction and any distance in a straight line provided that you push one or more of your opponent's pieces Overboard.

You can push pieces Overboard even when there are gaps between pieces or between pieces and the edge of the board.

You can not push your own pieces Overboard.

If you can not or do not want to push your opponent's piece(s) Overboard, you may push one of your pieces only one space to the next vacant intersection.

TO WIN

Push all your opponent's pieces Overboard.

STRATEGY

Early in the game look for rows where you can push off a large number of your opponent's pieces.

Try to leave your pieces between your opponent's pieces. By doing so they are safe.

Try to avoid setting up rows with a large number of your pieces.

Towards the end of the game, be careful about leaving your pieces in a row.

Even if both players each have only one or two pieces, someone can win.

EXAMPLES

E = Empty

R = Red

W = White

EREREW <-- White pushes left

Both opponent's pieces can be pushed overboard

WRRRW <-- White pushes left -- illegal

You cannot push your own pieces overboard.

The opponent's pieces as shown are safe.