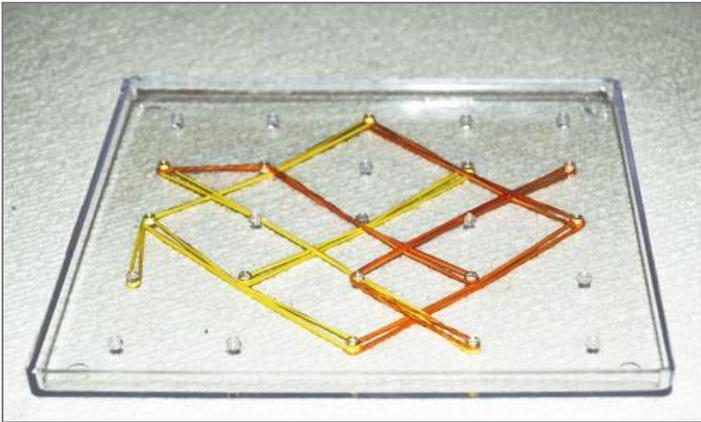


## Freestyle prototype—initial rules



### Materials:

One geoboard (5 x 5 pin grid)  
8 rubber bands—4 of color A and 4 of color B

### Rules:

The game is for two players—one takes color A, the other, color B.  
Games are played in sets of two. Each player gets to go first for one game.

The object of the game is to capture and retain more pegs than your opponent.  
Players capture pegs by encircling them with the end of a rubber band. Players can also steal captured pegs by encircling them, but no peg can be contacted by more than two rubber bands.

Players take turns. On a turn, a player may:

- (1) Place a rubber band of his/her color on the board. Each rubber band must initially be placed so that it contacts three adjacent pegs in a straight line (diagonals are legal). Rubber bands encircle only the pegs at either end of the band—throughout the game, the middle of the rubber band must be placed to one or the other side of any peg it contacts. The player must choose the side on which to put the middle of the rubber band when placing the band.
- (2) Stretch or bend a rubber band of his/her color that is already on the board by shifting part of the rubber band that contacts one peg to an adjacent legal peg. Rubber bands may contact a maximum of four pegs. Bent rubber bands must keep to the rows, columns, and diagonals of the board. Remember to always place the middle of the rubber band to one or the other side of any peg it contacts!
- (3) Shift the middle of a rubber band of his/her color from one side of a peg to the other.

Whenever one of Player A's rubber bands overlaps Player B's band in such a way that the B band cannot be moved without having to reach under the A band, the B band is considered to be trapped and cannot be moved unless Player A stretches or bends his/her band in such a way as to remove the obstacle. If a capturing end of a player's rubber band is trapped by a band of the opposing player that contacts but does not encircle the captured peg, the peg is controlled by neither player. At the end of each game the number of pegs controlled by both players is counted up, and whichever player has the highest sum at the end of two games wins.