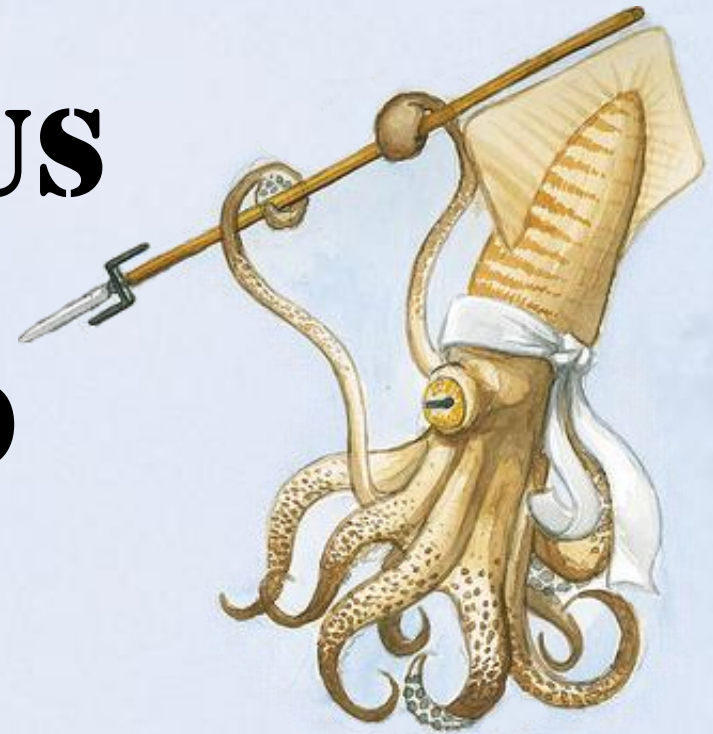




OCTOPUS VERSUS SQUID



Materials:

- Geoboard (5 x 5 peg grid)
- 8 rubber bands (4 orange and 4 yellow)

To Start: Players choose to be the octopus (orange) or the squid (yellow) and take the 4 rubber bands of that color. The octopus places a rubber band first.

The Rule of Good Line: All rubber bands must run along the rows, columns, and 45° diagonals of the board. Any move that would cause a section of rubber band to cut across the board at some other angle is not allowed.

The Play: Play alternates. On their turn players can choose to place one rubber band and/or move one rubber band, in that order. Players may also pass their turn by choosing to take no action.

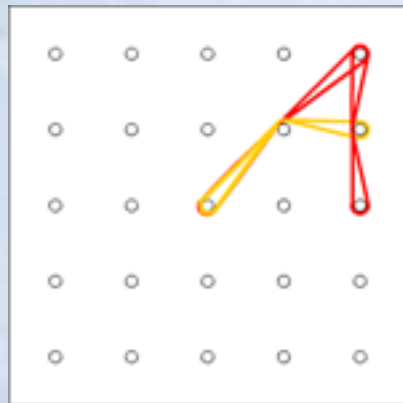
Placing: A player places a rubber band on the board by stretching it across three adjacent pegs to form a straight line. The rubber band should encircle the peg at either end of the line, but the player must place the middle of the rubber band to one or the other side of any peg it contacts. Rubber bands can partly overlap one another, but two rubber bands may never contact the exact same set of pegs in a one-to-one overlap.

Capturing pegs: The object of the game is to capture and retain control of more pegs than your opponent. A player captures a peg by encircling it with the end of a

rubber band. Each rubber band, on the turn when it is placed, captures exactly two pegs—one at either end. A rubber band cannot capture more than two pegs.

Players can steal each others' captured pegs by encircling them. Each peg on the board can only be in contact with two rubber bands at a time, so a captured peg that is stolen cannot be stolen back. Stolen pegs count towards the score of the player who stole them.

A player's rubber band may contact a peg in such a way as to trap the capturing section of the opponent's rubber band without encircling and stealing the peg. A peg that is encircled by a rubber band that is trapped is under the control of neither player and is not counted in scoring.



In this image, the octopus (orange) has control of 2 pegs and the squid (yellow) has control of 1 peg.

The squid has stolen the bottom left peg from the octopus. Although the squid's yellow rubber band encircles a second peg, the octopus has trapped the encircling end. Because of this, that peg is no longer under the squid's control and does not count towards either player's score.

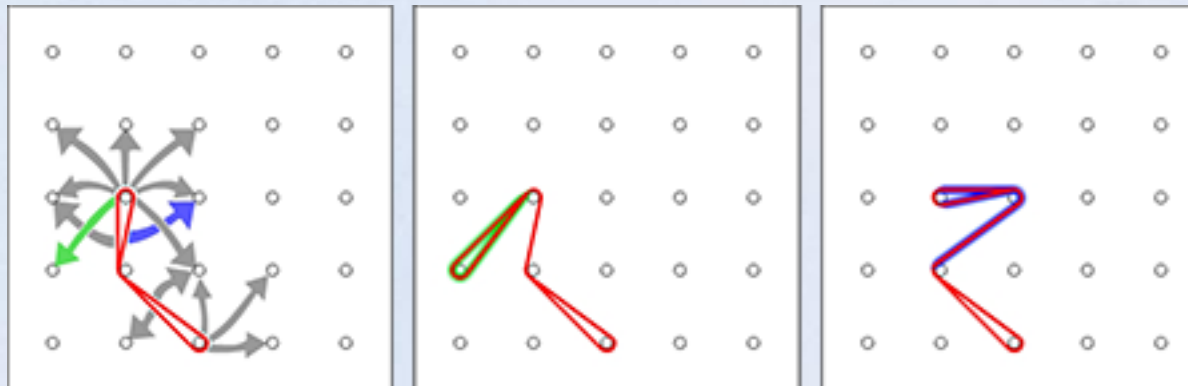
Moving: Rubber bands move in two ways: bending and stretching.

A player bends a rubber band by choosing a section of the rubber band that is in contact with a peg and shifting it to an adjacent peg. Only one part of a rubber band may be shifted at a time—all other sections in contact with a peg should still be in contact with that peg after the rubber band has been bent.

Stretching a rubber band is similar to bending it, but when a rubber band is stretched it remains in contact with all the pegs it is currently touching and is pulled into contact with a fourth peg. Rubber bands can be stretched from either end of the band to an adjacent peg, or from a middle section to an adjacent peg. Rubber bands may not be in contact with more than 4 pegs at a time, so each rubber band can only be stretched once. After a rubber band has been stretched, it can never be unstretched—it must contact 4 pegs for the remainder of the game.

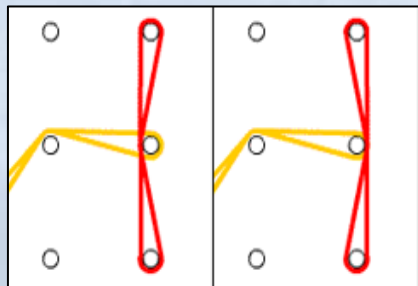
A rubber band must never directly double back on itself such that sections of its middle overlap in a line.

If a player wants to shift a middle section of rubber band from one side of a peg to the opposite side of that same peg, the player must spend the full movement portion of a turn to do so.



The rubber band in the left-most image can be stretched in 14 different ways. One way of stretching the rubber band from an end is shown in green, and a way of stretching it from a middle section is shown in blue.

In the process of capturing and stealing pegs, players will trap sections of each others' rubber bands. A section of rubber band that is caught underneath another rubber band in such a way that it could not be removed from its peg without dislodging the other rubber band is trapped. Trapped sections of rubber band (the part contacting the peg and to either side of it) may not be moved.



The yellow rubber band on the left is trapped—it would be a convoluted affair to remove it from the peg without dislodging the orange band.

The yellow rubber band on the right is not trapped. Even if the orange band were held in place, the yellow band could slip easily past it and off the peg.

Winning: As soon as both players pass their turns, one immediately after the other, the game is over. Count the number of pegs each player controls—these are the players' scores for this round. Play 2 games (alternating who is the squid and who is the octopus) and add up your scores to find the winner of the entire match.

Notes on Strategy: Players are limited to 4 rubber bands each and thus can only score a maximum of 8 points in a round. Because of this, successful game strategies tend to focus on stealing one's opponent's pegs while ensuring that one's own pegs cannot be stolen. After all rubber bands have been placed, if you look carefully you can often find ways to augment your score and/or decrease the score of your opponent. Good luck!