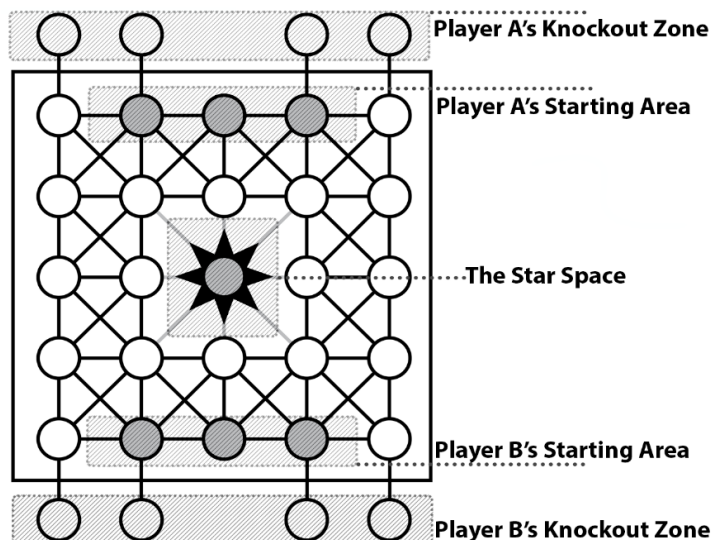


JACK'S GAMBIT

A game about getting 4-in-a-row with only 3 pieces.

[designed by Ian Guglielmi-White]



The board is a 5x5 grid with a STAR-SPACE in the middle, and a KNOCK-OUT ZONE on each player's side. Both players place their pieces onto their STARTING AREA. (See diagram above)

ON THE PLAYER'S TURN

Player **MUST** only move 1 piece per turn.

Player **MUST** only move 1 space in any direction.

Player **MUST** only move over a solid black line.

Player **MUST NOT** cross over the star space.

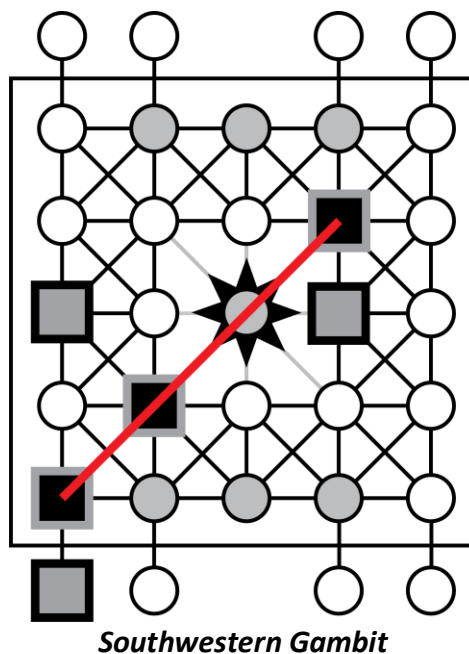
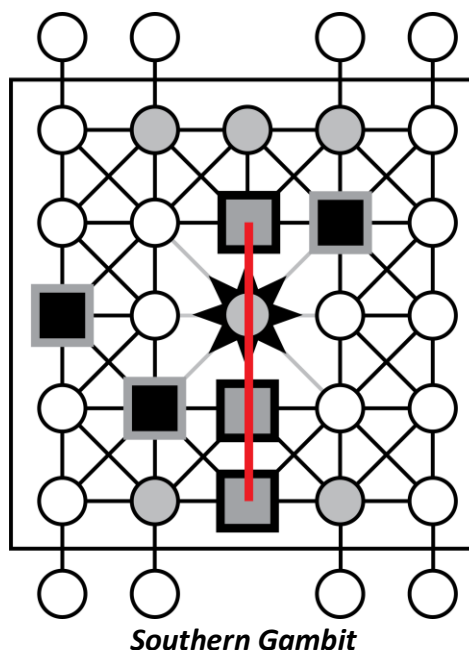
Player **MUST NOT** "jump" over pieces.

Player **MUST NOT** place a piece in an occupied space.

OBJECTIVE

Jack's Gambit is a game where 2 players take turns moving one of their 3 pieces to create a chain of 4-in-a-row either horizontally or diagonally by including the STAR-SPACE in the formation.

This chain is called a GAMBIT. Create any type of Gambit to win.

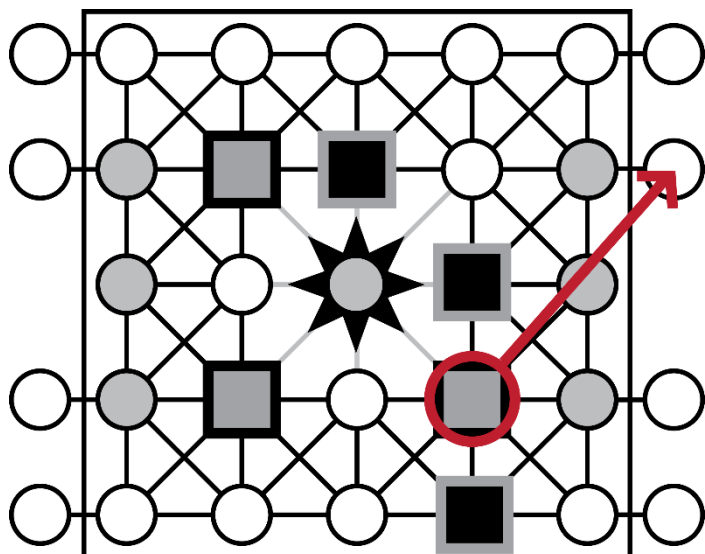
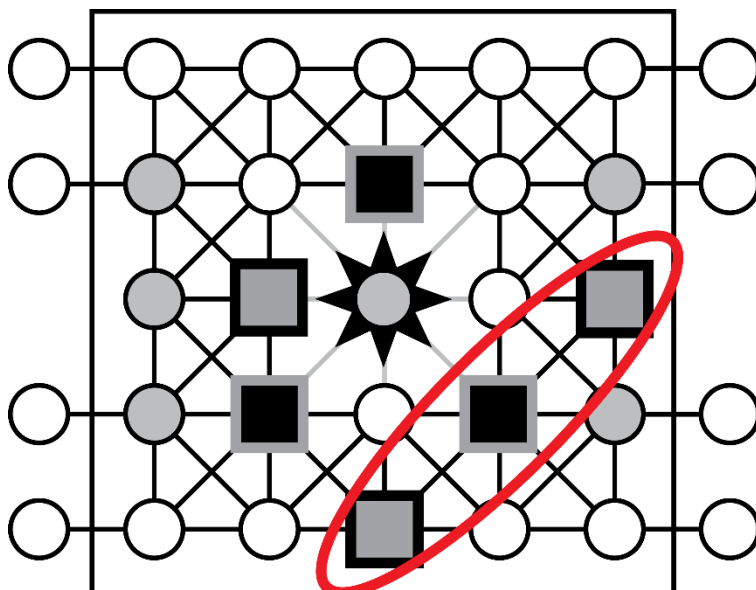


CAPTURING A PIECE

When a player "sandwiches" an opponent's piece between two of their own; then the center piece is CAPTURED.

The attacker then takes the target piece and moves it into a KNOCK-OUT SPACE of the attacker's choice (Within the Knockout Zone on the victim's side of the field).

Your line of capture must be through a solid black line. You may not use the STAR SPACE to capture or cut through the STAR SPACE area.



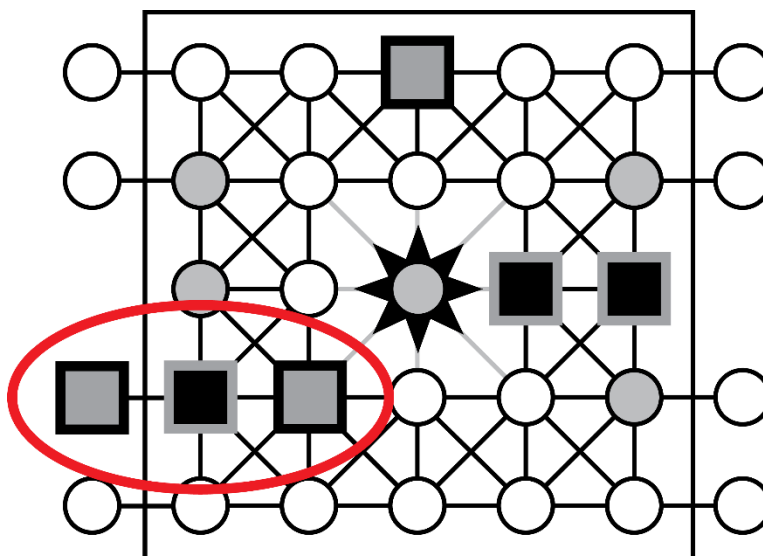
WHEN YOU ARE CAPTURED

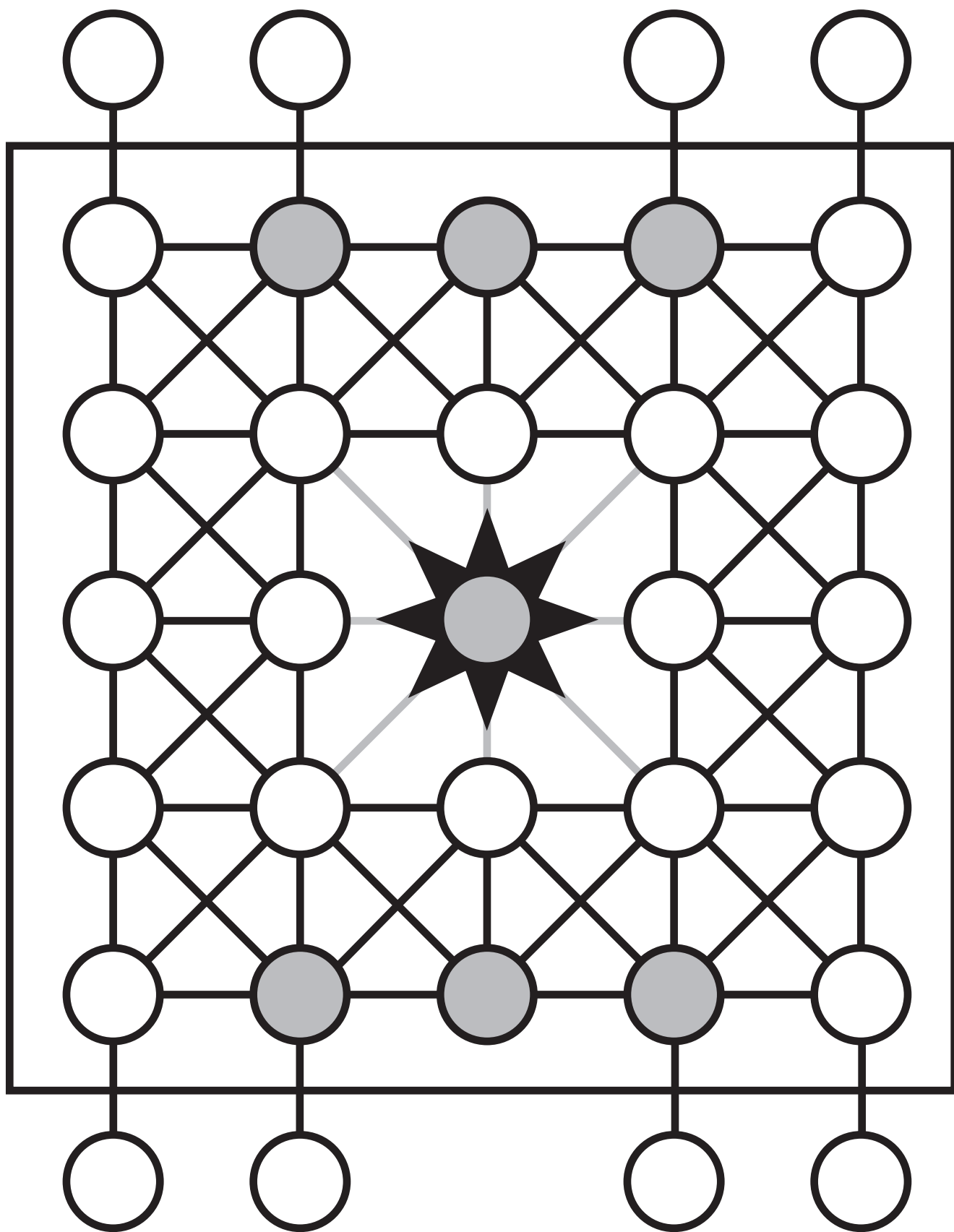
The attacker will place your piece into one of your KNOCK-OUT SPACES of the attacker's choice.

Your piece can only leave this space by going forward as part of regular player movement.

JAILBRAKE!

It is possible for a piece to be stuck in the Knockout Zone by an unmoving enemy piece. This can either be countered by normal capture, or a JAILBRAKE, which is a capture involving a KO'd piece.





Cut these squares
to use as your pieces.
Color in the BORDER
or CENTER of the extra
piece to replace a lost or
damaged piece!

Player A's Pieces



Extra Piece



Player B's Pieces

