

OLIX

The Ultimate Placement and Tactics Game

A Game by Reiner Knizia

Players: 2
Age: 8 and up
Duration: c. 20 minutes.

Spiel Spass game No. 10001

German Edition:

(P) 1999, W&L Verlagsgesellschaft, D-97828 Marktheidenfeld, Germany;
© 1999, Reiner Knizia, D-89257 Illertissen, Germany.

English Translation:

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The name says it all: an O, an L, a line and a diagonal. Alternately, place one counter on the board. Build your own patterns, at the same time thwarting your opponent's plans. In the end, the most valuable patterns will win. But watch out! A super-pattern brings instant victory.

Contents

- 1 game board
 - 50 red & 50 blue counters
 - 1 rulebook
-

THE BOARD

The board has two sections. The scoring area contains one line for each of the four possible patterns: **O**, **L**, **I** and **X**. The playing area consists of an 11 x 11 grid. Counters are placed both on the grid to build patterns and on the scoring area to mark success.

PLAY

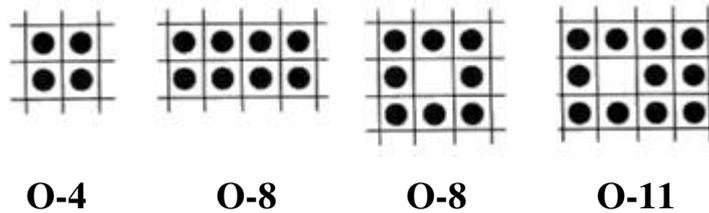
Each player takes the counters of one colour. Determine who plays first. Alternately place one of your counters in an empty space on the grid. The object of the game is to build the most valuable patterns with your counters.

PATTERNS

There are four types of pattern. The value of each pattern is equal to the number of counters contained in it.

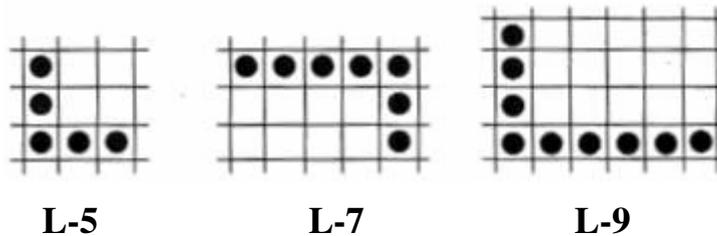
O: Any rectangle, at least two counters long and two counters wide. The rectangle may be hollow, or filled with counters of either colour. Having your own interior counters, however, increases the pattern value.

Examples:



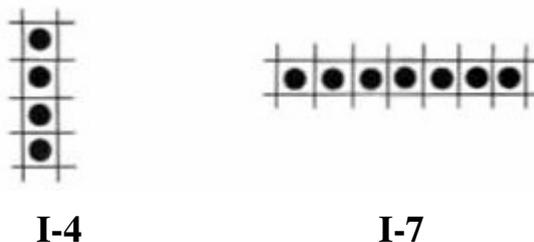
L: Any right-angled line, with arms of at least three counters in length. Only horizontal and vertical lines are permitted, no diagonals.

Examples:



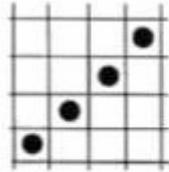
I: Any straight line, of at least four counters in length. Only horizontal and vertical lines are permitted, no diagonals.

Examples:

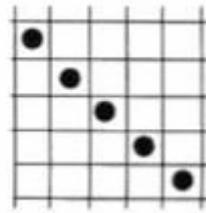


X: Any diagonal line, of at least four counters in length.

Examples:



X-4



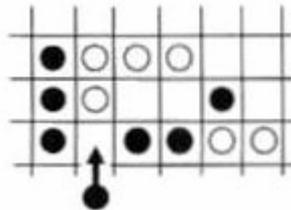
X-5

SCORING

The board shows four scoring lines, one for each of the four types of pattern. When the placement of one of your counters creates a new pattern, or extends your existing ones, then place one of your counters on the corresponding place of the respective scoring line. On each scoring line, only the counters in the highest value position remain, lesser counters are removed. However, it is possible that both players have counters on the same high-value space.

Each pattern must be scored when it occurs on the grid. It is not permitted to claim a pattern at a later time, unless you extend the pattern with another counter. If the placement of your counter creates or extends more than one pattern you may score them all.

Example:



The player with the dark counters scores for two patterns: I-4 and L-6.

GAME END and WINNER

In the end, the player with the more counters in the scoring area wins the game. In the case of a tie, when both players have the same number of counters in the scoring area, the players compare their most advanced counters. The more advanced counter determines the winner. If both counters are equally advanced, compare the next two counters, and so on. If this process is unable to break the tie, the game is drawn.

The game ends when a losing player concedes that he cannot win the game.

If a player succeeds in extending a pattern with a higher value than shown on its respective scoring line, he wins outright immediately.

Example:

O	L	I	X
4	4	4	4
 6	6	5	5
8	 7	 6	6
9	8	7	 7

Both players have 3 counters in the scoring area. In comparing their most advanced counters, the player with the dark counters wins, as his counter on X-7 is the most advanced.

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