

Opprimo

(Overwhelm, Overpower)

The Rules of the Game

1. Introduction

Opprimo is a board game played between two players. It is a game of skill and strategy which can normally be played in under 20 minutes. At the start of the game, the players command a force of eleven (11) pieces which they try to maneuver through the board to gain positional advantage in order to penetrate enemy lines, convert enemy pieces to their side, and eventually surround the enemy's most vital piece, the King.

One unique characteristic of the game is that from the game's start to its end, all pieces take an active part in the battle. No pieces are removed from the board. The pieces merely change sides. The players will at times find their respective forces either depleted or reinforced. This characteristic is what makes Opprimo intriguing, challenging, and entertaining to players young and old alike.

2. The Board

The game is played on a board composed of sixty-six (66) triangles. The areas bounded by colored lines are the castles or territories occupied by the two contending forces at the start of the game.

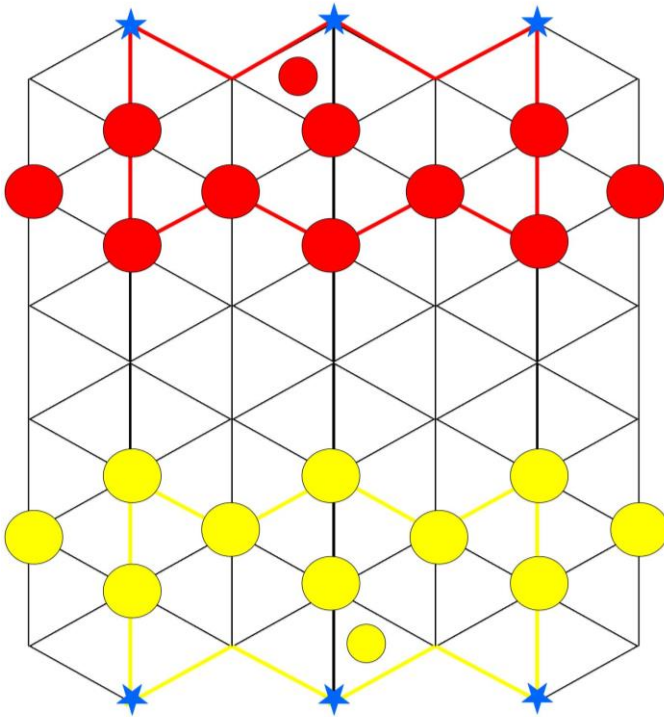


Figure 1. The Game Board with the colored areas showing the opposing Castles. The player with the yellow pieces always makes the first move.

3. The Pieces

Each player commands a force of eleven pieces composed of ten Soldiers, all of equal rank, and one King. One player gets the yellow pieces and the other the red pieces.

Each player also has three insignia pieces which are used when a soldier has been promoted. Fig. 2 shows a representative image of the playing pieces.

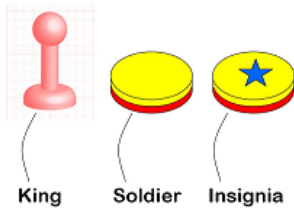


Figure 2. The Pieces

4. The Objective of the Game

The objective of the game is to surround or trap the opponent's King (Figure 3). The King is said to be surrounded when the three points of the triangle on which it stands are occupied by the opponent's Soldiers.

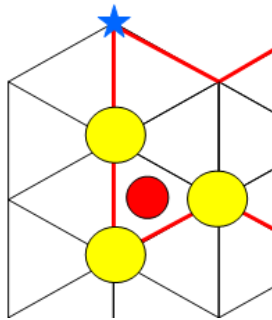


Figure 3. The objective of the game is to surround the opposing King.

5. Start of the Game

To start the game the players set up the board by laying it flat on an even surface. Then they arrange their pieces on the board as shown in Figure 1. The Soldiers are placed on the corners of the triangles. Printed on the board are small yellow and red dots to assist the players in positioning their pieces at the start. Unlike the Soldiers the King is placed inside a triangle and may be placed in any triangle as

long it is within its own Castle which is the area bounded by the colored lines.

The player with the yellow pieces always makes the first move. The play proceeds with the players making alternate moves.

6. Movements of the Pieces

A Soldier moves along the lines in a FORWARD DIRECTION ONLY, one step at a time, from one intersection to another, vertically or diagonally (Figure 4a).

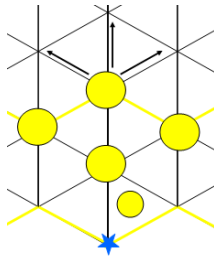


Figure 4a. A Soldier can move forward only one intersection at a time.

The King also moves one step at a time to any triangle adjacent (side-by-side) to it. It cannot, however, step outside of its own Castle. Figure 4b shows the legal moves of the King. The King's move constitutes one legal move and, therefore, the next move belongs to the opposing player. In short, the King and any Soldier of the same color cannot be moved at the same time.

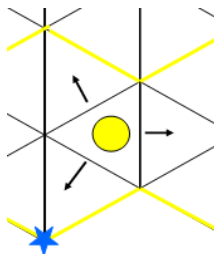


Figure 4b The King can move only within its Castle to the closest triangle one step at a time.

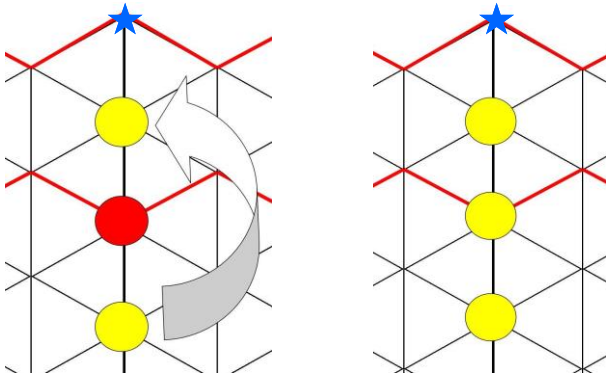
7. Conversion

One interesting aspect of the game is that a player can increase his force and at the same time diminish his foe's by using the game's innovative feature. It is called *Conversion* – the process of making an enemy piece change its color or sides.

Conversion is accomplished by making a Soldier jump over an enemy Soldier and then flipping the latter over. The flipped piece is then said to be *Converted*.

Conversion constitutes one move and is executed in the same manner as the ordinary movement of the Soldier. This means that the direction of *conversion* must only be either vertically or diagonally forward. Backward *conversion* is not allowed.

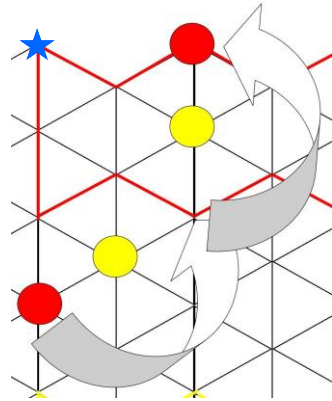
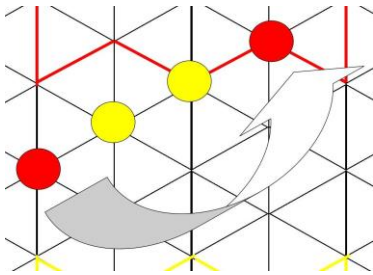
Conversion is done this way: the player lifts his Soldier nearest the enemy Soldier and depending on the alignment of the enemy places his Soldier on a vacant intersection immediately behind the enemy (Figure 5a). The opposing Soldier is then flipped over assuming the color of the converting piece (Figure 5b). Play resumes afterwards with the next move initiated by the other player.



Figures 5a and 5b, respectively.

Conversion is not mandatory. That is, a player can choose not to convert an enemy piece.

A Soldier can be converted more than once but **ONLY ONE** Soldier can be converted at a time. Thus, the conversion moves as shown in Figures 5c and 5d are **NOT** allowed.



Figures 5c and 5d, respectively. These conversion moves are not allowed.

Due to its position on the board, the King cannot convert any piece.

8. Promotion

When a Soldier reaches any of the three farthest points on the board (marked by a star), it becomes an “Officer” and acquires additional movements. It can now move and convert backwards vertically and diagonally but **ONLY ONE** step at a time.

An “Officer”, however, can still be converted by an enemy Soldier. Once converted, it ceases to be an “Officer”, reverting back to being a regular Soldier.

To distinguish a promoted Soldier from the rest of the regular Soldiers, an Insignia piece is placed on top of it or replaces the regular Soldier on the board. Then, when a promoted Soldier is converted by an enemy piece, the Insignia piece is removed and the Soldier is flipped over or the regular Soldier replaces the Insignia piece on the board.

(There is actually no limit to the number of promoted pieces. Although only four Insignia pieces are provided, a coin can be used as a substitute if more are needed.)

9. Additional Notes

A Soldier can move along ALL the lines on the board, and this includes the vertical lines on either side of the board.

Figure 6 shows an end game position won by the yellow player even though a red Soldier is threatening to convert a yellow Soldier.

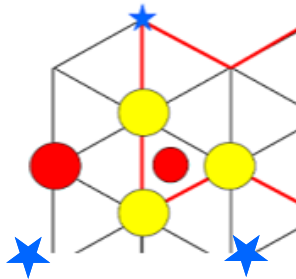


Figure 6: Red wins

When a player succeeds in trapping the enemy King, he says “Trapped” and the game ends.

When a player resigns, he simply states “I resign.”

A game ends in a draw when both players agree upon it.

*Please visit my website and give me feedback at:
www.opprimothegame.com*

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