

RRIB-BIT

A TWO PLAYER COMPETITION GAME OF SKILL AND STRATEGY

OBJECT

The object of the game is to position three Frogs in a row in the Arena (horizontally, vertically, or diagonally), and at the same time prevent the opponent from breaking up the three.

PLAYING PIECES

The game consists of nine light Frogs, nine dark Frogs, and the playing board. All 18 Frogs have equal value, equal power, and move in the same manner. The playing board consists of 63 rectangular "pads"; nine center red pads called the "Arena", and alternate light and dark pads surrounding the Arena.

THE MOVE

A Frog may move in any direction. There is no obstruction or blocking of any move. A Frog moves either one pad forward or backward and then one diagonally, or one pad to the left or right and then one diagonally. (The diagram shows all of the moves that could be made by a Frog on the pad marked by the circle.) Remember that the Frog always moves in *two* directions on a turn, one straight and one diagonal. The move of the Frog is similar to the "Knight" in the game of Chess. Any Frog can leap over his own Frog at any time. One pad cannot be occupied by more than one Frog at any one time.

THE CAPTURE

A leaping Frog does *not* capture an opponent Frog over which he passes. A Frog may capture only if an opponent Frog is on a pad to which he may move. The opponent Frog is then removed from the board and the player in turn moves to that position. Capturing is not mandatory. Only one capture is allowed in a turn (except in advanced play).

THE PLAY

One player has light Frogs, the other has dark Frogs. The two players sit facing each other, with the board between them so placed that the edges with nine pads are closed to each player. Each player arranges his Frogs side by side facing the opponent on the nine pads closest to him.

Light moves first, with the first move alternating on subsequent games. Players alternate turns moving one Frog per turn. Once a player has moved and taken his hand off the Frog moved, he cannot retract the move.

Once a player has positioned three Frogs in a row in the Arena, the next move of the opponent must be to capture one of the three or the game is ended. If the opponent does capture one of the three, the play continues.

DRAW

The game is a draw when both players have only two Frogs or less on the board. When both players are down to four Frogs or less it is recommended that either a time limit for final play or a fixed number of additional moves be agreed upon, after which the game should be considered a draw. Capturing all of the opponent's Frogs does *not* constitute a win. The game is a draw unless there are three Frogs in a row in the Arena at the end of that last capture.

ADVANCED METHOD OF PLAY

If a more complex game is desired, the Frog in turn may continue moving more than once on his turn as long as he captures an opponent Frog on each move.

VARIATIONS OF PLAY

Starting Position

Many different starting positions may be used as long as both players arrange their Frogs in the same manner. Two of the most interesting are:

1. Each player may arrange his Frogs on all the light pads or all the dark pads of the two rows closest to him.
2. Each player may arrange his Frogs to his left with 5 Frogs on the row closest to him and 4 Frogs on the next row.

Alternate Win

In addition to a "Three in a Row" win, a player may be considered the winner if he has captured 7 or more of the opponent's Frogs.

