

OTTO
GAME OVER

GET YOUR SK8S ON

A scanty rulebook for the those who only
want to play and don't want to study



arcastudio

Game set up

- Place the board in the middle of all players
- Shuffle the secret card deck and place it next to the board
- Place all the shuffled tiles face down in the tile-holder tower
- Place scoreboard and players' pawns in plain sight

If there are **2, 3 or 4 single players**: give one player board each and the point markers of the chosen colour (see rulebook, page 11).

If there are **4 players paired off into couples**: give each couple only one set of point markers. The player that doesn't hold the point markers will use the player board face down for the sole purpose of holding the tile. Teammates play opposite each other.

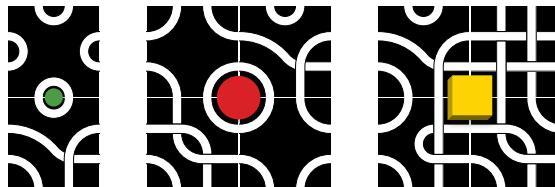
Who wins?

Whoever scores **24 points** or more in a series of matches wins. Count up the points at the end of each match. The match ends when there are no more spaces left on the board.

How do you score points?

Every time you close a circle or a square by placing your tile on the board, you score a designated amount of points. Place the point marker of the corresponding score over the shape.

- A small circle **is worth 1 point**
- A big circle **is worth 2 points**
- A square **is worth 4 points**

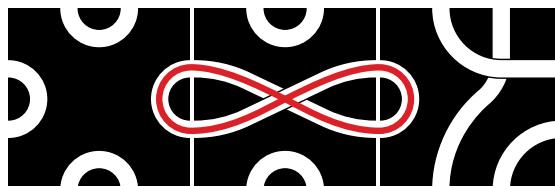


Why is it called OTTO (8 in Italian) Game Over?

If you create an 8, i.e infinity, **the match is over**, without having to complete the board.

Whoever creates an 8 wins the match with a score of **8-nil**. Any points scored by all players during the match will be erased.

If a player can create an 8, he is obliged to do so.



Before starting each game

All players (clockwise and starting from the oldest one) pick up **a tile** from the top of the tower and **a secret card** from the top of the deck. Place the tile face up on the player board, but don't reveal your secret card, unless you are playing in pairs – in which case your partner can see it.

Now let's play!

In the first match of the game, the player with the highest tile value on the table goes first, then proceed clockwise (see rulebook page 9 for **tiles value**). In the following matches, the player with the highest score starts.

During your turn, pick up a tile from the top of the tower and place it next to the one you already have. You then choose one of the two tiles to play and place it on the board according to **two simple general rules**:

- 1)** Place the tiles **adjacent** to a tile that is already on the board; on a first move, obviously there are only 4 available positions around the central tile.
- 2)** If you can score a point, **you have to** make that move. If you can score 1, 2 or 4 points you can choose your score, but if you have the chance to score 8 you can't choose any other score.

Watch out for the two bully tiles

There are two **special tiles** that, once picked, **warrant some strict rules**.



The **zero tile**, the one that cannot score any points, cannot be withheld. You have to play it straight away! On this turn, you can't use the other tile to score points, even if there's an 8 available.



The **dark tile**, the one without drawings, cannot be placed on the board, but needs to stay on the player board. If you pick up another dark tile the two will cancel each other out and you can pick up another tile right away and a new secret card, however you will skip your current turn.

Three inconceivable cases... they are explained in the full rulebook

- If you have scored a point but have run out of point markers - see 'How to give points away' on page 8
- The game ends in a tie - discover the thrill of a 'Blind match' on page 20
- You didn't even score one point? Try your luck with a 'Silly match' on page 21

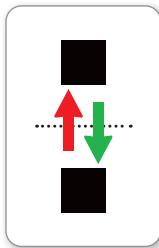
And what about the secret cards?

The secret cards are essential to devise some game winning strategies. When it's your turn (before picking a tile from the tower), you can play the secret card picked at the beginning of the match. You can play it straight away, or keep it for the following matches. So in the second match of the game you will have two cards available. Once played, the card is lost. You can play only one card per turn.

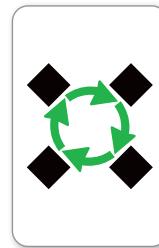
To uncover in detail **the powers of the secret cards** see page 16 of the rulebook: the big, serious one. Below you can find a short reminder you can refer to, if you are a beginner or just forgetful.



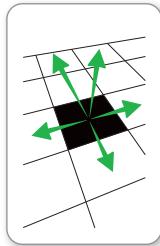
Have your turn twice! In the second turn, you won't be able to use any secret cards.



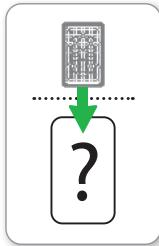
Swap your tile on the table with any other players' tile.



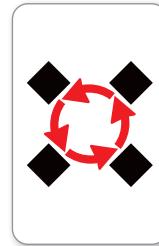
Each player passes their tile to the player on their left.



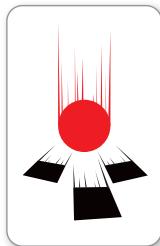
Pick any tile with no points from the board and place it wherever you want!



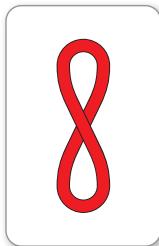
Steal a secret card from one of your opponents and use it right away. If you can't use it, the card is lost.



Each player passes their tile to the player on their right.



Everyone loses their tile on the table and picks up another one straight away.



If you do 8 you can add it to all the points you scored in that match. If another player does 8, this card saves your points.



This is the wild card! It can be whatever card you want.