

INSIDE MOVES™

The Strategy Game No Two People Play The Same

For 2 players/Ages 8 to adult

OBJECT

You can win this game in either of two ways:

- By landing any two of your pieces into your opponent's goal.
- By eliminating all but one of your opponent's pieces.

EQUIPMENT

Game board • 8 Wooden Power Pieces, four of each color with brass tops • 20 Wooden Pawns, ten of each color with silver tops

SET UP

- Open the game board and place it in the center of the playing area. At opposite ends of the board is a row with two squares. Inside each of the squares is a diamond shape. These squares are called the Goals. Place the board so that the Goals are directly in front of you and your opponent.
 - Choose a wood color and take all the playing pieces of that color.
 - On each side of the board are two rows of squares with dots in the center. On your side, set a Power Piece (brass top) onto each of those squares featuring a brass dot. Then, place a Pawn (silver top) onto those squares featuring a silver dot. Your opponent sets up his or her pieces the same way.
- The initial setup of the game board should look as the example below:

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

Remember: The dotted squares are important for the setup only. Once play starts, they are just like any other square.

- Pick a player to go first.
- Each square on the game board is numbered for your reference when reviewing game examples. In addition, you may use the numbers to record the moves of a game, if you wish.

PLAYING

One of the key features of this game is the freedom of its moves. Squares of both colors are used by both players. The colors have no purpose other than to aid in accurate jumps and Captures.

There are only four types of moves you can make in this game and they are easy to learn:

- THE PLAIN MOVE.** You may move any piece one square in any direction, as long as the square it lands on is empty.

After you have made a Plain Move, your turn ends.

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

Example: Except for the square that's occupied by another piece, this Dark Pawn can make a Plain Move to any other neighboring square.

2. THE JUMP. Sometimes you may want to reach a particular square in order to threaten an opposing piece, or to support a piece of your own. One way to get there quickly is with the jump.

To jump, move any one of your pieces over any one of other pieces.

- A. You may jump a Power Piece over a Pawn, a Pawn over a Power Piece, a Pawn over a Pawn, or a Power Piece over a Power Piece.
- B. You may jump in any direction, but only if your piece is on a neighboring square, and only if you can land on an empty square.
- C. You may continue jumping the same piece over more of your pieces, one at a time.
- D. Whenever you are able to change the jump's direction, you may do so.
- E. Because you jump your own pieces, they are not removed from the board.
- F. You never have to jump if you do not want to, and you may stop jumping whenever you wish. **When you do stop, your turn ends.**
- G. Unlike the Capture, you cannot end a jump on the same square where you started.
- H. You cannot follow a Plain Move with a jump.

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

Example: **Dark** jumps its own Pawn from 94 to 72, from 72 to 98, and then over its Power Piece from 98 to 74. Now **Dark** is in position to Capture on its next move. (See CAPTURE section).

3. THE CAPTURE. To capture an opposing piece, you leap your piece over it.

- A. You may Capture a Pawn with a Power Piece, a Power Piece with a Pawn, a Pawn with a Pawn, or a Power Piece with a Power Piece.
- B. You may Capture in any direction.
- C. You cannot follow a Plain Move with a Capture.
- D. You may only Capture a piece that's on a neighboring square.
- E. As long as your piece can land on an empty square, you may continue to Capture.
- F. You must stop Capturing when there are no more empty squares on which you can land.
- G. You *must* continue to Capture until you can no longer do so. You cannot stop Capturing in order to block your opponent's next move. (See STRATEGY HINTS section, p.7)

As you move, remove each Captured piece from the board.

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

Example: The **Dark** Pawn Captures from 74 to 98, from 98 to 72, and from 72 to 94. **Dark** cannot Capture the Pawn on 95 because its own Power Piece occupies the neighboring square at 96. **Dark** also cannot Capture the Power Piece on 70 because it is not a neighboring square. Therefore, **Dark** must stop Capturing at 94.

Note: After Capturing the Pawn at 85, **Dark** had a choice of Capturing the Pawn at 73 or the Power Piece at 83. It couldn't Capture both, so it chose to capture only the Power Piece.

4. **THE POWER PLAY.** Only a Power Piece can make a Power Play, which is a combination of a Jump and a Capture.

To make a Power Play, jump a Power Piece over one or more of your pieces in order to reach and Capture an opposing piece. You may not jump again after the Capture, and you *must* continue to Capture as many opposing pieces as you can.

- A. A Pawn cannot combine a Jump and a Capture in the same move.
- B. The order of moves in a Power Play must be the (1) Jump(s) and then the (2) Capture(s).
- C. A Power Piece does not have to perform a Power Play. But when a Jump brings your Power Piece next to an opposing piece, you *must* capture that piece *unless* you have a choice of capturing another.
- D. You cannot follow a Plain Move with a Power Play.

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
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91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

Example: **Dark** lumps its own Power Piece from 94 to 72, from 72 to 98, and from 98 to 74. **Dark** must now continue by Capturing the Pawn on 62 and on 51, and then end the Power Play by Capturing the Power Piece on 63.

5. DEFENDING YOUR GOAL. If your opponent gets two pieces into your goal, he or she wins the game. The following explains the ways in which you *can* and *cannot* defend your goal.

YOU CANNOT:

- A. Make a Plain Move into your own goal.
B. Jump a piece into your goal.

YOU CAN:

- A. Enter and defend your goal by Capturing an opposing piece. But your turn *immediately* ends—even if more jumping and Capturing is possible. You must start your next turn by moving that piece *from* your goal.

If you have a choice of moving the piece out by Plain-Moving, Capturing, or Jumping, you must jump out.

Once you have entered your goal, you must start your next turn by moving out, *no matter what other opportunities may exist.*

[illegible]

Example: There are two ways **DARK** could enter its own goal:

- a.) by Capturing the Power Piece at 4 with the Pawn at 13, or
- b.) with a Power Play from 37. **DARK** may not enter its goal with a Plain Move from 5 or a lump from 15.

- 6. CAPTURING A GOAL.** Once you've entered your opponent's goal, you cannot move your piece out in any way. You may, however, move from one goal square to the other. Sometimes this makes it easier for you to enter another piece. This maneuver is called a "Goal Move" and you can make it only *twice* in a game.

WINNING

You will win the game as soon as two of your pieces enter your opponent's goal. Another way to win is to capture all—or all but one—of your opponent's pieces.

STRATEGY HINTS

1. Always plan ahead. Try to position your pieces to your best advantage—and to your opponent's worst. (*Example:* Trying to block multiple jumps and Captures).
2. Be especially careful of your opponent's Power Pieces. A Power Piece can do great damage.
3. Your opponent misses a chance to jump and Capture one of your pieces. Though you do not have to point out this mistake, you may want to. In planning ahead, you may discover that it would be to your advantage to force your opponent to land on a certain square. In this case, you can *insist* that your opponent finish the move by Capturing your piece.

A SHORT GAME OF INSIDE MOVES

The following pages illustrate a short game of INSIDE MOVES that will help show you one of the many opening moves and different kinds of moves you may make during a game. You may wish to set up the game board and actually play these moves for a better understanding of the game.

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

FIRST MOVES

Light opens the game by Jumping a Pawn from 107 to 83.
Dark advances a Power Piece by a Plain Move 52 to 64.

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

SECOND MOVES

Light now jumps a Power Piece from 105 to 107 to 85.
Dark makes a Plain Move of Pawn from 62 to 75.

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

A Go board diagram showing a sequence of moves. A black stone is at 108 and a white stone is at 84. An arrow points from 108 to 84, indicating a jump. Other stones are placed at various intersections: black at 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126.

THIRD MOVES

Light jumps a Pawn from 108 to 84.

Dark jumps a Pawn from 60 to 62 to 88 (forcing Light's Power Piece into a dangerous position for future capture).

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

A Go board diagram showing a sequence of moves. A black stone is at 88 and a white stone is at 108. An arrow points from 88 to 108, indicating a capture. Another arrow points from 108 to 84, indicating a jump. Other stones are placed at various intersections: black at 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 85, 86, 87, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126.

FOURTH MOVES

Light now *must* Capture the opponent's Pawn on 88 with its Power Piece at 99 to 77. (This Capture is necessary because the exposed opponent's piece is on an adjoining square and no other Capture is possible.)

Dark now replies with a Power Play by Jumping the Power Piece on 64 to 86. Capturing from 86 to 108, and then Capturing from 108 to 82.

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

A Go board diagram showing a sequence of moves. A black stone is at 82 and a white stone is at 108. An arrow points from 82 to 108, indicating a capture. Another arrow points from 108 to 84, indicating a jump. Other stones are placed at various intersections: black at 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126.

FIFTH MOVES

Light is now obliged to Capture the **Dark** Power Piece on 82. **Light** can do this by Jumping its Power Piece from 94 to 70, or with its Pawn from 83 to 81. **Light** decides to Capture with its Pawn from 83 to 81.

Dark now makes a Power Play, Jumping the Power Piece on 45 to 71. Capturing from 71 to 97, to 99, to 123, to 97, to 95, to 93, and finally to 119. **Dark** removes the opponent's pieces during the course of this Power Play.

Dark's Power Play leaves **Light** with so few pieces in comparison which are so scattered and susceptible to Capture, that **Light** cannot hope to win. Note that **Dark**, on its next turn, can capture either **Light's** Power Piece on 77, or on 85 by making a Power Play from 58, leaving **Light** with only four pieces. **Dark** will easily win!

(Solutions given on p. 14)

[illegible]

How can **Light**, to defend its goal, play and win in three moves?

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

[illegible][illegible]

Dark is defending its goal in massed formation. How can **Light** play and win in three moves?

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126

CHALLENGE # 5

How can **Light** play and win in three moves?

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
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CHALLENGE # 6

Light and **Dark** each have one Power Piece and seven Pawns. How can **Light** play and win in three moves?

SOLUTIONS TO CHALLENGES

PM means Plain Move. **J** means Jump. **C** means Capture. **PP** means Power Play.

CHALLENGE # 1

Light's first move, a sacrifice, prepares the way for its second move, which enables **Light**, in its third move, to capture all **Dark**'s pieces.

Light PM 141-129; **Dark** 128 C 130; **Light** 153 J 131, **Dark** 120 C 141; **Light** 151 C 129 C 131 C 133 C 109.

CHALLENGE # 2

Light Captures **Dark**'s Pawn on 58, releasing its own Power Piece for a Power Play which Captures all but one of **Dark**'s pieces.

Light PM 79-68; **Dark** 56 C 80; **Light** 91 C 69; **Dark** 58 C 80; **Light** PP 82 C 58 C 34 C 60.

CHALLENGE # 3

Light, by sacrificing a Pawn and a Power Piece, captures all but one of **Dark**'s pieces.

Light PM 107-106; **Dark** 117 C 95 C 121; **Light** 109 C 133 C 153 C 131.

CHALLENGE # 4

After a preliminary sacrifice, **Light** moves two pieces into **Dark**'s goal in two turns.

Light PM 40-28; **Dark** 29 C 27; **Light** PP 35 J 37 J 12 J Goal; **Dark** 14 C 35 C 37; **Light** PP 62 J 40 C 15 C Goal.

CHALLENGE # 5

Light captures **Dark**'s Power Piece and then starts a Power Play, capturing **Dark**'s entire force. (Note the "double cross" in the final move.)

Light PM 102-90; **Dark** 78 C 102; **Light** PM 112-101; **Dark** 102 C 100; **Light** PP 105 J 131 J 109 J 107 J 133 J 111 C 89 C 63 C 87 C 61 C 59 C 37 C 61.

CHALLENGE # 6

Light wins by making an interesting double sacrifice that enables it to capture all but one of **Dark**'s pieces.

Light 82 J 108 J 86 J 88; **Dark** 101 C 75 C 99; **Light** PM 73-86, **Dark** 99 C 73; **Light** 84 C 62 C 36 C 58 C 60 C 36 C 38 C 62.

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