

# Rules: Outwit™

"It looks easy 'til you try it." For 2 Players/Ages 8 to Adult

Rules © 1978 Parker Brothers Div. of General Mills Fun Group, Inc., Beverly, Mass. 01915. Printed in U.S.A.  
OUTWIT is Parker Brothers' trademark for its slide strategy board game equipment.

## Equipment

1 Playing Board with 90 squares, including two corners of 9 squares each.  
18 Chips: 9 dark and 9 light; one chip of each shade—the "power" chip—has a dot on it.

## Object

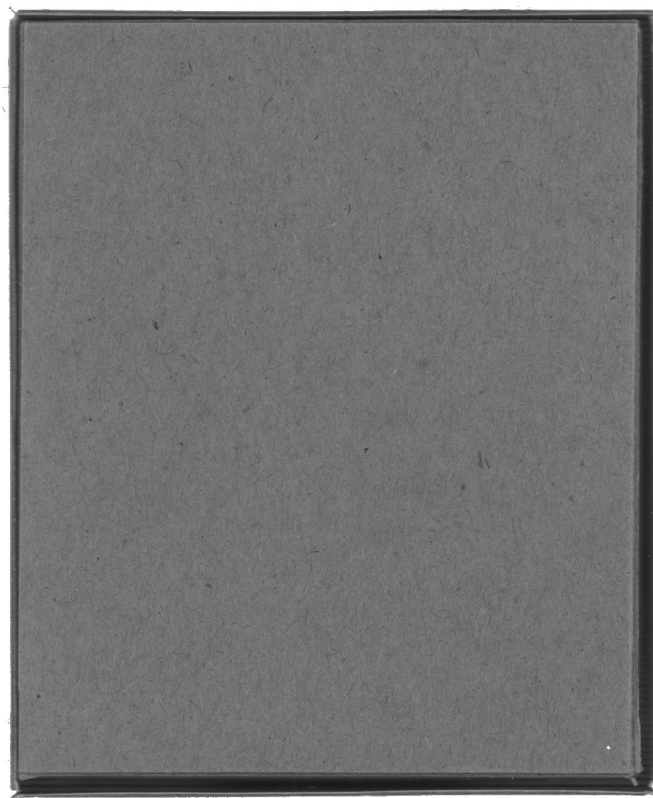
To be the first player to slide all nine of your chips into your own corner of the board.

## Set up

As you sit at the board, the corner that lies farther from you becomes your own. Your nine chips are those that match the shade of your corner.

Place your chips onto the dots in the center of the board: dark chips on dark dots, light chips on light dots.

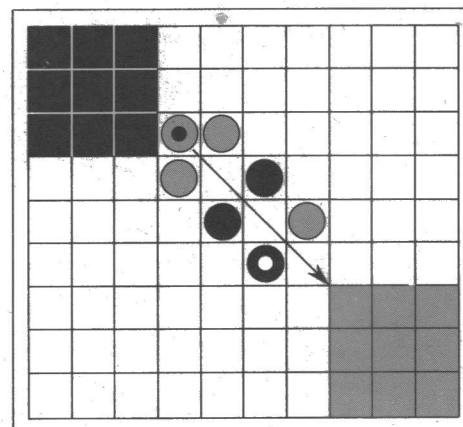
Place your power chip onto the circled dot in the center of your row.



## Rules

1. Either player may move first; a coin toss or power chip toss is suggested.
2. A player may move only one chip on a single turn.
3. A chip may move in only *one* direction on a single turn.
  - a) A regular chip must move either horizontally or vertically.
  - b) A power chip may move horizontally, vertically or diagonally.
4. a) On a single turn, a regular chip must slide as *far as it can go*. It stops *only* when it reaches: the edge of the board; another chip of either shade; or the opponent's corner.
  - b) On a single turn, a power chip may slide any number of squares in one direction. A power chip *may* stop whenever it wants, but *must* stop for the same reasons as a regular chip.
5. No chip, either regular or power, may enter the opponent's corner.
6. Once inside its own corner:
  - a) no chip, either regular or power, may move back into the playing area; and
  - b) each chip must continue to move as it did before: a regular chip must move horizontally or vertically as far as it can within the corner; a power chip may move, within the corner, any number of squares in any direction.

**Special note:** As seen below, a power chip may move diagonally *between* two adjacent chips of either shade:



We will be happy to answer questions about this game.  
Parker Brothers, 50 Dunham Road, Beverly, Mass. 01915.