

Octogo board game description and how to play.

Octogo is a 2 player abstract strategy board game played on a 6x7 board with square shaped pieces with a single arrow which can be pointed in 8 different directions, so the piece can also set diagonal on the board. Some other board games may use an octagon shaped piece instead. Point-Blank board game uses this type of piece, which I have written in the past.

The object of the game is to be the first player to capture all 10 of their opponent's pieces.

The board is set up with each player's pieces placed on their 2 back rows of the board with having 4 pieces on their back row and 6 pieces on their front row with arrows pointing to their opponent, Player 1 is on the left side of the board, while player 2 is on the right.

The pieces move in the direction as the arrow is pointed to. The pieces can be rotated clockwise or counter clockwise at 45 degree angles at a time. Each player must make 2 plays on each turn with a single piece. The 2 plays can be: 1) move a single piece 2 spaces, in a straight line, in the direction of the arrow, one step at a time. Or 2) Rotate a single piece 90 degrees, 45 degrees in 2 steps. Or 3) Rotate a piece 45 degrees and then move it in the direction of the arrow. Or 4) Move a piece 1 space, then rotate it 45 degrees to set up for a future move.

Pieces are captured by landing on them like in Chess. 2 pieces can be captured in the same move in a straight line in 2 steps. Pieces can not jump over other pieces.

Once a piece is chosen, a circle will appear around that piece and a copy of the piece is placed on the right side of the screen with 45 degree rotations of that piece placed on either side.

To rotate the piece 45 degrees, select the rotated angle you wish to rotate your piece. If this is your first step, the new rotated angle will appear with both new rotations on either side. That piece can not be rotated back to the same rotation it was previously, so that angle will be shown grey and not selectable.

Instead of choosing a new rotation, the player can choose to click on the next board position the piece is pointed to and move the piece there. If this was the first step, the cursor will appear at the new position on the board and you are prompted to make the 2nd move.

At the start of your turn after you choose a piece to play, you can select the same piece position and the piece becomes un-selected and you can select a different piece to play. I use this feature for many of my games where a player can change their mind and choose a different piece. However, some games, once you choose a piece, you can not change your mind. Some games have rules, once you touch a piece, you must play it. Barragoon Board Game, which I have previously written, uses this rule.

The game continues alternating turns until there is a winner.

Game Controls:

Left Mouse Button to select pieces, board location to move to and piece rotations.

Pressing <ESC> during game play will alternate between window and full screen mode.

Pressing Y or N at the end of the game to play again or not.