A 3D chess knight piece, rendered in a dark grey, metallic-looking material, stands prominently in the center of the frame. It is positioned on a checkered board that recedes into the distance, creating a strong sense of perspective. The board's squares are a dark charcoal color, contrasting with the black background. The knight piece itself has a detailed, angular design with a central opening.

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MASTER THE COMPLEXITIES OF GRIDIRON

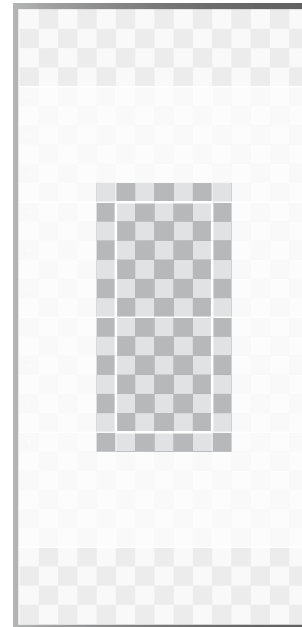


Displacement games

Learn the interior Lineman through these 'sub' games.

What are these Displacement games? Displacement games are a set of standalone games, that will help players to learn how to use certain Odess pieces in isolation. These games have been created to help teach some of the more important movements and to help give new players the confidence to play the more complex game of Odess.

1. **SCRIMMAGE.** Scrimmage is a game that utilizes three Offensive Guards and three Defensive Tackles. These Offensive and Defensive pieces share exactly the same movements. The aim of this game is to teach new players how these pieces move and how they need to work together to overcome their movement limitations. By the time you have mastered the movements required to win in Scrimmage, you will have formed a new appreciation for the value of these interior Offensive and Defensive Linemen.
2. **SLOT MACHINE.** Slot Machine is a game that utilizes, a Wide Receiver, a Safety and three Offensive Guards and Defensive Tackles. The three-step Wide Receiver, and the three-step Safety share exactly the same movement abilities, as both have their four Change Squares in exactly same positions. This game essentially integrates a speed element into the game of Scrimmage, teaching you how to maneuver both slow & fast pieces to achieve the intended outcome.



USING THE MIDDLE ZONES AND THE SLOT

The Grid is made up of six Zones and three Channels. The six zones consist of the 2 End Zones, 2 Red Zones and 2 Middle Zones. The Channels consist of 2 boundaries and the middle Slot area. Use the two Middle Zones and the Slot and allow one more square around this entire area as the bench. See the example to the left which helps to illustrate exactly where on the Grid, these Displacement Games are played.



The pieces you will learn more about, include; Safeties, Defensive Tackles, Offensive Guards and Wide Receivers.

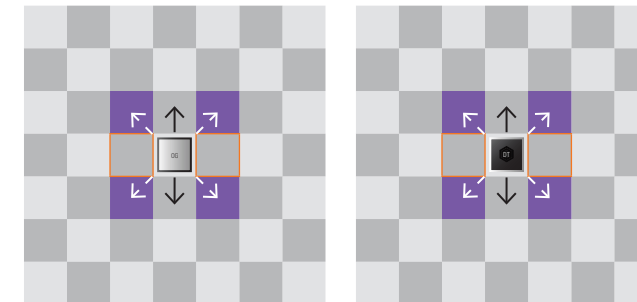


SCRIMMAGE PIECES

Scrimmage

Place three Defensive Tackles and three Offensive Guards as shown to begin the game.

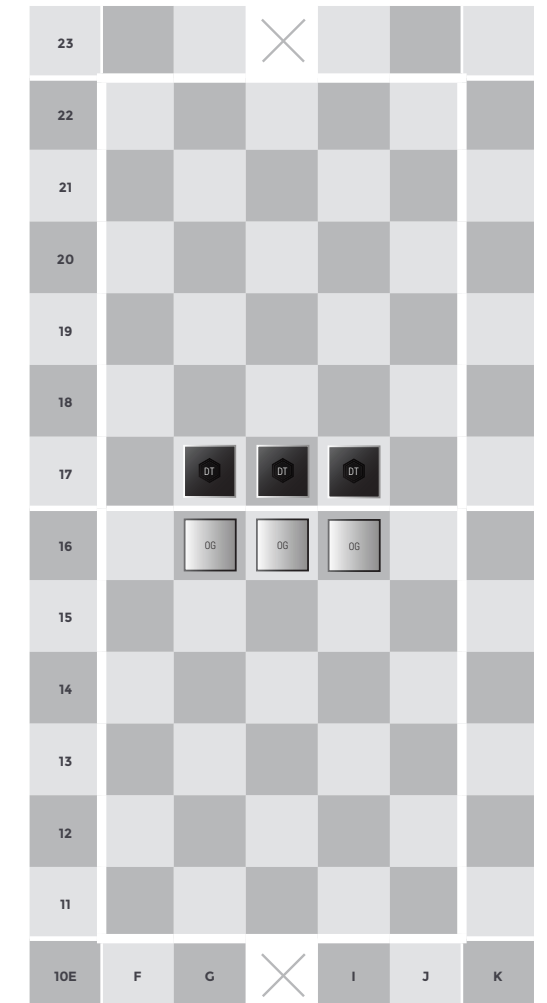
How do you Win in Scrimmage? Scrimmage is a simple concept, to Win, you must be the first player to cross the opponents' line and land on the square marked with an X (column H). However, you must step onto the X, by moving vertically forward. You CAN NOT take a diagonal angle to land on the X. The Offense moves upwards from Row 16 to end up on Row 23, and the Defense moves downwards from Row 17 to end up on Row 10. Now all you have to do is learn how these pieces move, and the Ability Squares they have the gives them greater movement potential.



OFFENSIVE GUARDS AND DEFENSIVE TACKLES MOVEMENT ABILITIES

The Offensive Guard and the Defensive Tackle can both move one square in any vertical direction. Meaning vertically upwards one square or vertically downwards 1 square. However the Guard and the Tackle are also able to move one square diagonally, but this relies on them being able to push either one of their own pieces or one of their opponents'

pieces. If no piece is on any of their diagonal corners, then they simply cannot move diagonally at all. **Note.** Offensive Guards and Defensive Tackles are unable to move horizontally sideways at any time. Therefore these Orange squares indicate the Guards and Tackles Blind Spots. Areas they cannot move onto under any circumstances.

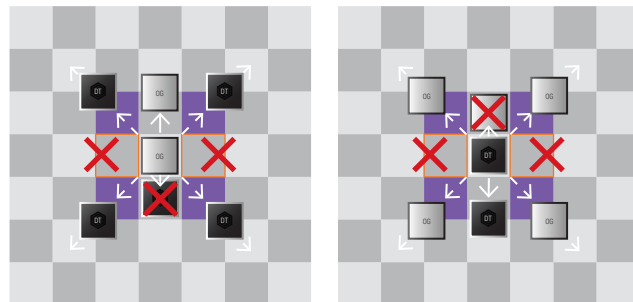


Both Offensive Guards and Defensive Tackles can displace each other diagonally.

What is a displacement? Displacement simply means 'pushing' in this context. To 'displace a piece' is simply to 'push a piece', a move that uses the direction of the 'push' to determine the direction of the 'displacement'.

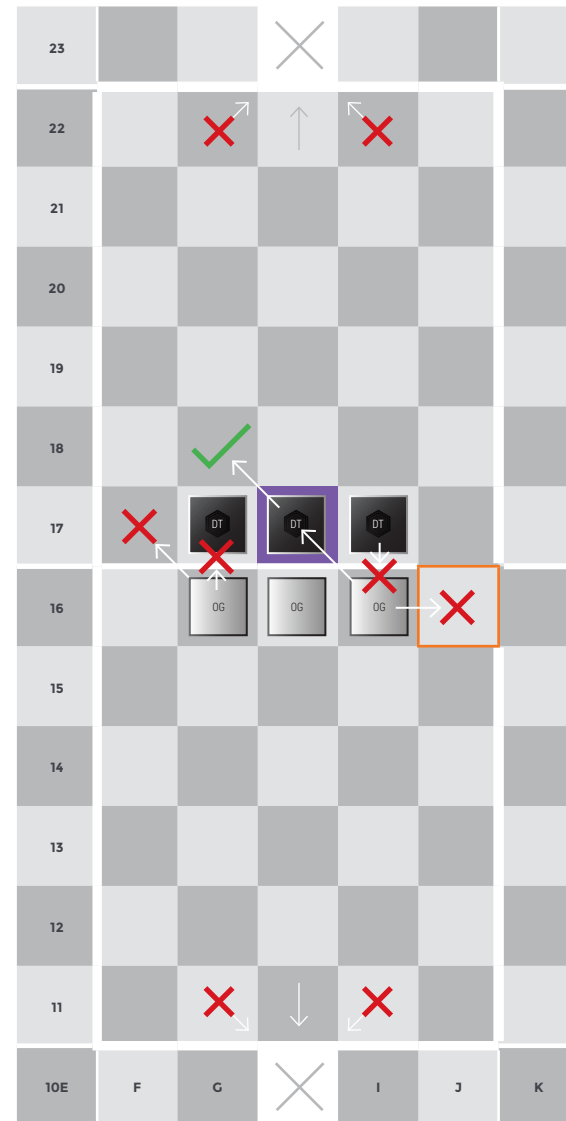
Below are two examples of the displacements that both an Offensive Guard and a Defensive Tackle can create. Both of these pieces can displace either one of their own pieces or one of their opponents' pieces from any of their diagonal corners. The red Xs show us that they CAN NOT push their opponents' pieces forward vertically, as they have no Power Squares in these vertical positions.

It's these 'Power Squares' that enable them to push an '**opponents**' piece. Without the usage of Power Squares, no piece would be able to push an opponents piece at all. However, pushing or displacing your '**own**' piece doesn't require a Power Square to do so.



OFFENSIVE GUARDS AND DEFENSIVE TACKLES DISPLACEMENT ABILITIES

The example to your right shows a number of moves that can not be made and only one that can. Let's go through each one to understand the limitations of these pieces.



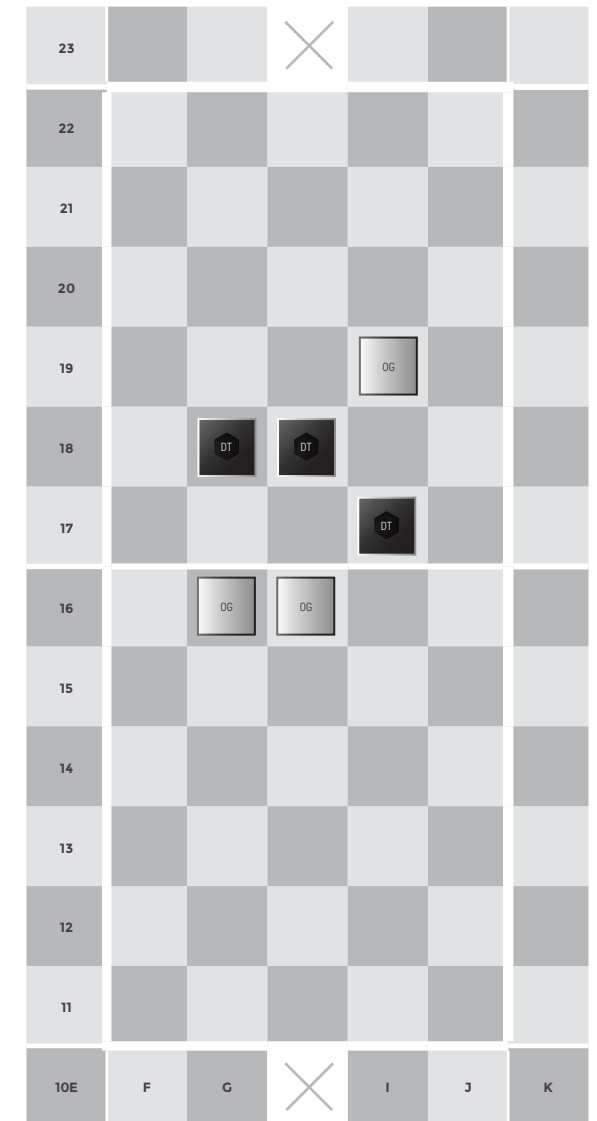
Firstly the Offensive Guard on the far left wants to move forward but can not, due to the fact that it does not have any Power Squares vertically above or below it. It only possesses the ability to push opponents pieces diagonally, as that is where its Power Squares are located. The same Guard is also not able to move diagonally upwards to the left, as it has no piece there to displace. The only way Guards and Tackles can move diagonally is if it has a piece on its diagonal corner that it can displace.

The Defensive Tackle on the far right is in exactly the same position, as it is not able to push or displace an opponents piece forward due to the fact that it also does not have a Power Square vertically above or below it. So, therefore, it does NOT have the Power to push an opponents piece in any vertical direction.

The Offensive Guard below it showcases two examples. The first is its inability to move sideways. These are the Offensive Guards & Defensive Tackles Blind Spots, meaning squares that they cannot move onto, due to their movement limitations. The second example shows how the Offensive Guard can displace an opponents piece. By using one of its Power Squares (in this case its upper left) it can displace the Defensive Tackle backwards in the same diagonal direction.

Now let's practice some Scrimmage movements.

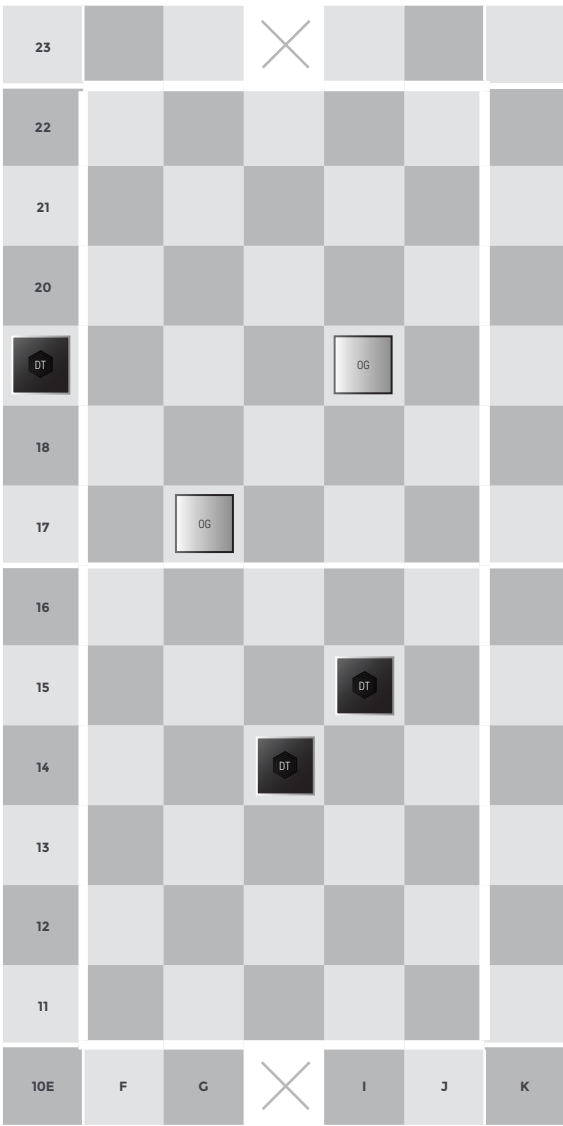
Start with the three Defensive Tackles and Offensive Guards lined up against each other on rows 16 and 17. Now move the far left Guard from 16I to 17H displacing the Defensive Tackle backwards diagonally. Move the Defensive Tackle from 17I to 16H displacing the Offensive downwards diagonally. Move the Offensive Guard on 17H upwards vertically one square to 18H. Move the Defensive Tackle from 17G backward diagonally onto 18H, displacing the Offensive Guard backward. Move the Offensive Guard backwards diagonally from 15G onto 16H displacing the Defensive Tackle backwards diagonally onto 17I. Now continue these movements on page 224.



At this stage you'll be more familiar with the diagonal displacement movements. Now, let's start to add some strategy into these movements to set about achieving our goal of getting one of our pieces onto the opponents 'X' marked square.

Move the Defensive Tackle from 18G to 17G. Now move the Offensive Guard from 16H onto 17G displacing the Defensive Tackle backward diagonally. Move the Defensive Tackle from 18H downwards diagonally onto its own Defensive Tackle on 17I. This displaces another of your Defensive Tackles downwards diagonally onto 16J. Now move your Offensive Guard from 17G upwards diagonally onto 18F displacing the Defensive Tackle backward diagonally out-of-bounds and onto the 'bench'. The Defensive Tackle can come off the bench to rejoin the game if it can push a piece diagonally to get back onto the Grid. However, it cannot push the Offensive Guard that just displaced it out of bounds until the defenses next turn, otherwise this would be considered a 'mirror move'. The 'Repetition Rule', is a movement that repeats exactly the same action in reverse. I.e. an Offensive Guard displaces a Defensive Tackle and the same Defense Tackle displaces the same Guard straight back - mirror moves are illegal, please see page 218.

So now move the Defensive Tackle from 17I to 16I and respond by moving the Offensive Guard downwards from 18F to 17F. This move by the Offensive Guard has stopped the possibility of the Defensive Tackle on 19E from re-entering the game. Now move the same Defensive Tackle downwards again from 16I to 15I. Move the Offensive Guard on 17F downwards diagonally onto 16G displacing another of your Guards downwards diagonally onto 15H. Displace the Defensive Tackle on 15I by moving the Defensive Tackle currently on 16J to 15I. Take some time to check that your Guards and Tackles on are the exact Squares shown in this example on your right.



Now the Guard on 15H wants to somehow displace the Defensive Tackle on 14H off this column, as the Defensive Tackle is on the correct lane to continue stepping down to win in four moves. However, the Offensive Guard is literally powerless. It can not displace it diagonally as the Tackle is not on any of its diagonal corners. It also can not move downwards diagonally as it doesn't have a piece on any diagonal square that it can use to activate a power square to make a diagonal movement. Therefore the Guard on 16G is the only piece with any future chance of displacing the Tackle on 14H.

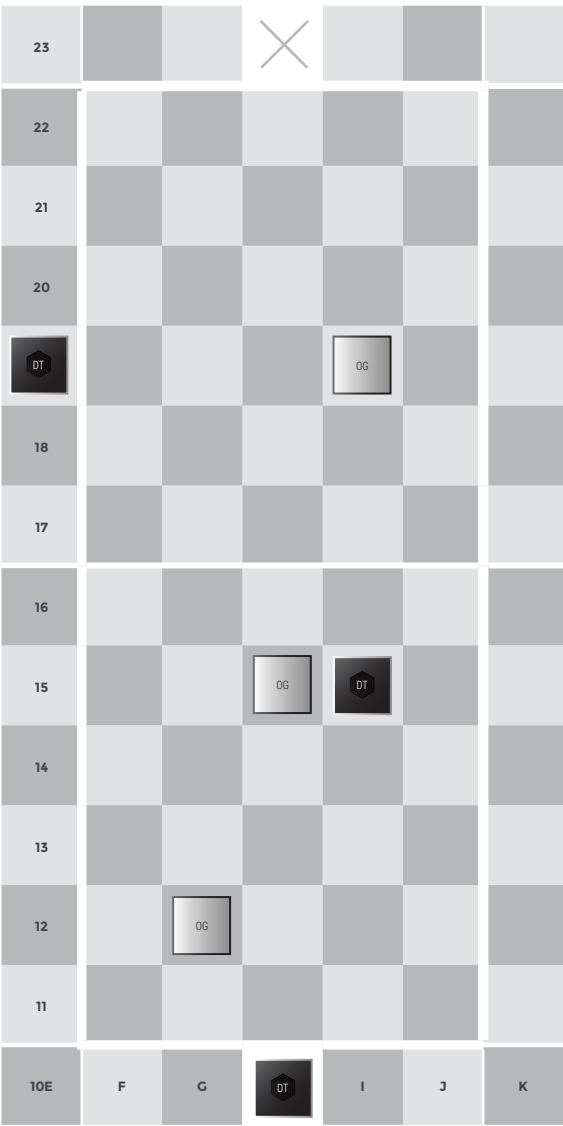
Move the Guard on 16G downwards onto 15G. Respond by moving down the Defensive Tackle from 14H to 13H. Move the Guard down from 15G to 14G. Move the Defensive Tackle down from 13H to 12H.

At this point, the Offensive player will realize that there is no way of catching and displacing the Defensive Tackle, but it chooses to continue to chase regardless of the outcome. So again move the Guard down from 14G to 13G.

Move the Tackle down from 12H to 11H. Move the Guard down from 13G to 12G. Move the Tackle downwards from 11H to 10H to win the game.

What did you learn from this overview?

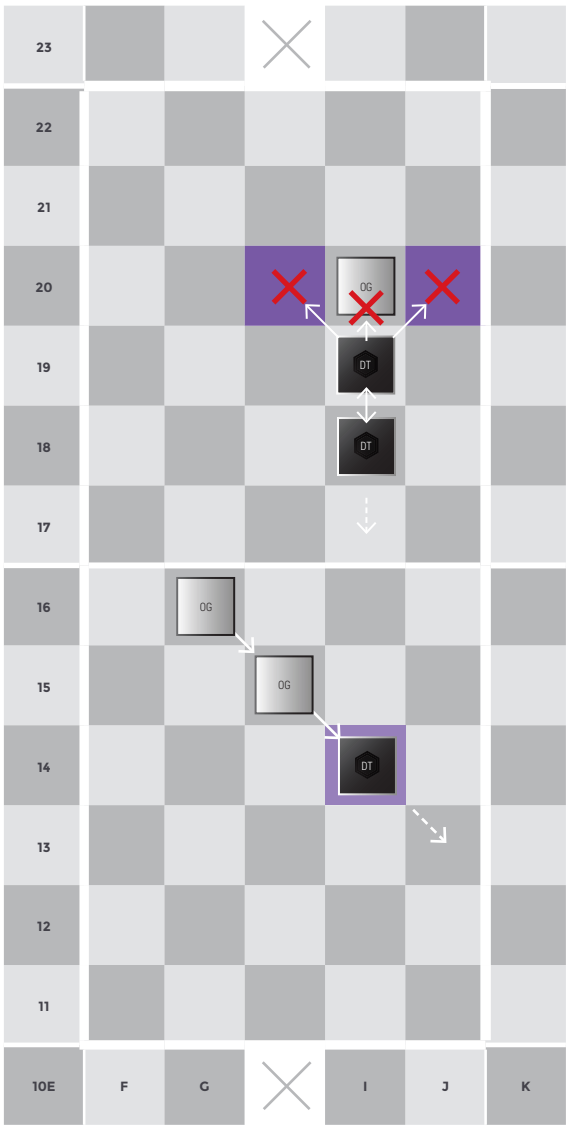
1. Offensive Guards and Defensive Tackles displace 'opponents' on their diagonal corners.
2. Offensive Guards and Defensive Tackles can also displace their 'own pieces' from their diagonal corners.
3. Once an Offensive Guard or a Defensive Tackle is isolated from all other pieces, then it becomes unable to move diagonally at all.
4. Offensive Guards and Defensive Tackles can displace their own pieces forwards and backwards vertically.
5. Offensive Guards and Defensive Tackles can not displace opponents pieces forwards and backwards vertically, as they do not have Power Squares in these vertical positions.



Now, let's practice some movements that weren't explored in the previous game. If you can firstly set up your pieces in this exact position. Then start by observing the lower two Offensive Tackles. The Offensive Tackle on 15H has a diagonal Power Square directly under the Defensive Tackle on 14I. This is shown using a highlighted purple square. The Offensive Guard on 16G is able to displace its own piece (another Offensive Guard) from 15H onto 14I. The Guard on 16G can, therefore, use the Power of the piece that it is displacing. We call this the 'displacement of a Power Square piece'. For this move to be allowed the Offensive Guard being 'displaced' must be able to use its Power Square to displace the piece in its way. In this case, the Offensive Guard on 16G is able to displace both pieces in the one move. It displaces its own piece which in turn displaces the opponents' piece by using its own Power Square to do so.

Now let's look at the two Defensive Tackles on Column I. Normally the Defensive Tackle on row 18 could push its own piece upwards from Row 19 onto row 20. However, an Offensive Guard is blocking the path. The Defensive Tackle being displaced only has Power Squares on its upper diagonal corners, as shown using purple squares. Neither of these Power Squares can be used to push the Offensive Guard upwards as neither of these Power Squares is under the resting Guard. Both Guards and Tackles do not have Power Squares on their vertical positions. Therefore the only displacement option here is for the Defensive Tackle on Row 19 to displace the Defensive Tackle on Row 18 downwards onto Row 17.

This shows that its not a case of just having Power Squares that matter. It matters where these Power Squares are positioned to be able to affect a Power displacement. All pieces that have Power Squares have them on their diagonal corners. The only piece that has both diagonal and vertical and horizontal Power Squares it the Offensive Tackle, making the Offensive Tackle the most powerful piece in Odess.

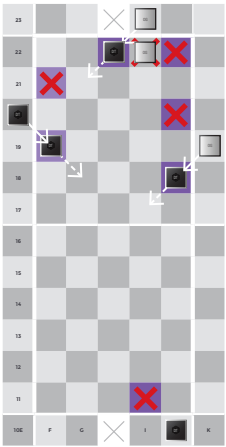


If we reverse the positions of the pieces as shown on our right, then we can apply exactly the same principles, as both the Offensive Guards and the Defensive Tackles share exactly the same movement abilities and limitations.

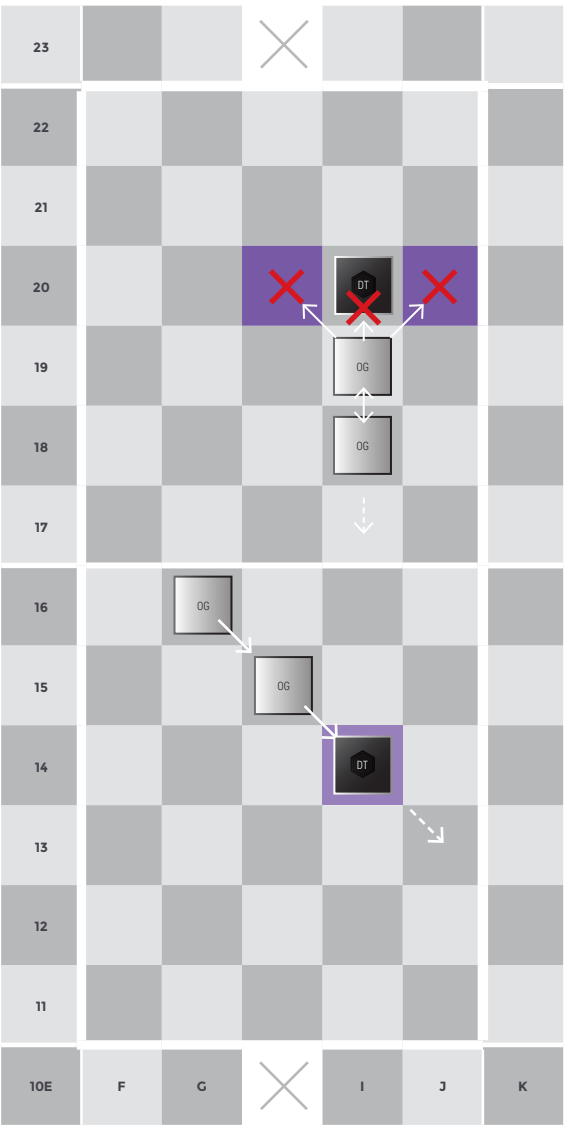
If you choose to play 'Scrummage' then in about five or six games, you will begin to see a marked improvement in your interior lineman play. This will help Offensive players to open up running lanes for their Halfbacks to use and will help Defensive players to close down running lanes to shut down these running options. Learning aspects of Odess through these Displacement games will help you to understand the value and role of every piece in Odess.

Important Scrummage notes.

Once a piece has been displaced out-of-bounds, it 'cannot move'. It relies on a piece to land on one of its corner diagonal squares that are on the active Grid to activate its Power Square - enabling it to re-enter the game. See below.



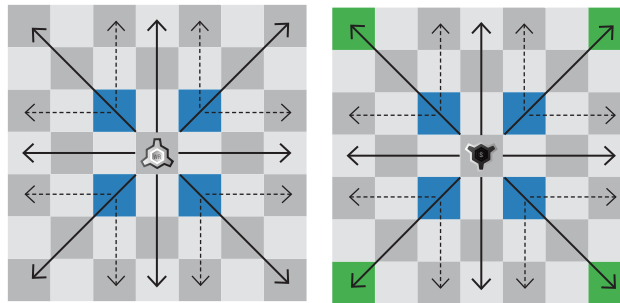
The example to the left shows several displacement possibilities that will enable pieces to re-enter the game and several red Xs that show moves that can not be made. Let's take the Offensive Guard on Row 23. This Guard can displace the Defensive Tackle downwards diagonally to re-enter the game, but can not move downwards vertically as it normally could, as when it is on the bench it requires a diagonal displacement move to re-enter the game. The same Offensive Guard is also unable to move downwards to the right diagonally as there is no piece there to activate its diagonal displacement movement. The Defensive Tackle on Column E can re-enter the game by displacing its own Defensive Tackle downwards diagonally. The same applies to the Offensive Guard on Column K. On Row E, the Defensive Tackle that is on 14J, can not re-enter the game as no piece is there to help it activate a diagonal displacement move.



Slot Machine

Place three Defensive Tackles, three Offensive Guards a Wide Receiver and a Safety as shown.

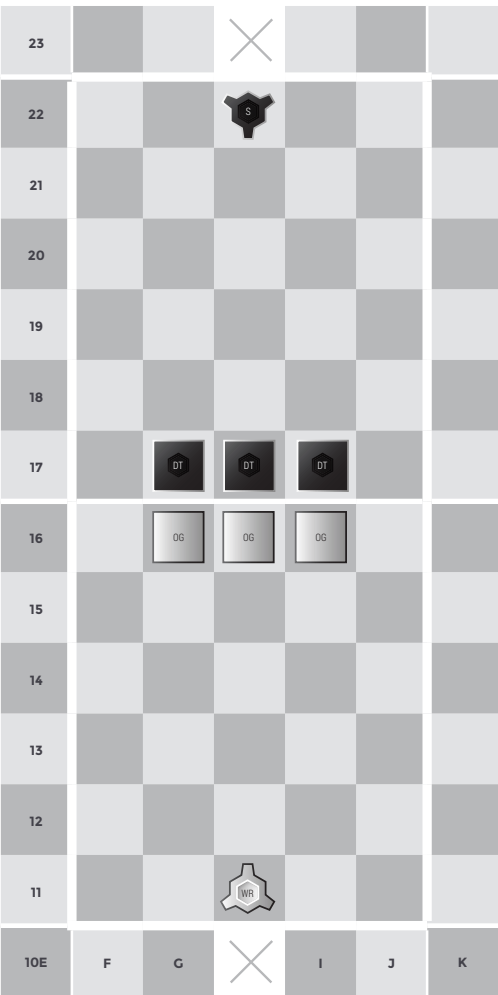
How do you Win in Slot Machine? Slot Machine is also a simple game to play and Win. You must be the first player to cross the opponents' line with either your 'Wide Receiver' or your 'Safety' to 'land on' the square marked with an X. However, you must finish 'on' the X. You CAN NOT pass over the X, instead, needing to finish your three-step movement precisely 'on' the X. The Offense moves upwards from Row 11 to end up on Row 23, and the Defense moves downwards from Row 22 to end up on Row 10. Now all you have to do is learn how these pieces move, and the Ability Squares they have that gives them greater movement potential.



THE WIDE RECEIVERS AND SAFETIES MOVEMENT ABILITIES

The Wide Receiver and the Safety share exactly the same movement potential. Both Receivers and Safeties have four Change Squares each. These Change Squares can be found on the four diagonal corners shown in blue in the above examples. The solid unbroken arrows represent their direct three step movements. These are three steps either vertically, horizontally or diagonally. The dashed arrows represent the pieces alternate movements. Movements that have required

a Change Square to be used, to change direction during the movement. Unlike the Wide Receiver, the Safety has four outer diagonal Disruption Squares, these can be used by the Safety to Knock the Wide Receiver from its position. In many ways, these Disruption Squares are like Power Squares, except they can only be used on Eligible Receivers. So therefore in Slot Machine, they can be applied to the Wide Receiver only, as Guards are NOT eligible receivers.

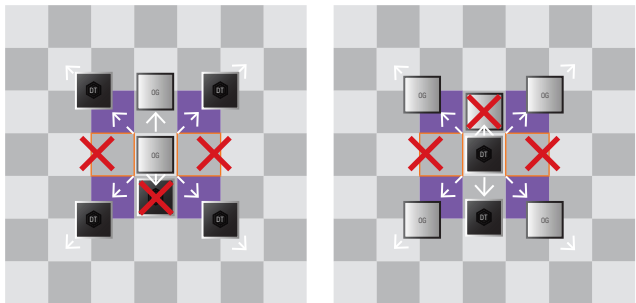


Both Offensive Guards and Defensive Tackles can displace each other diagonally.

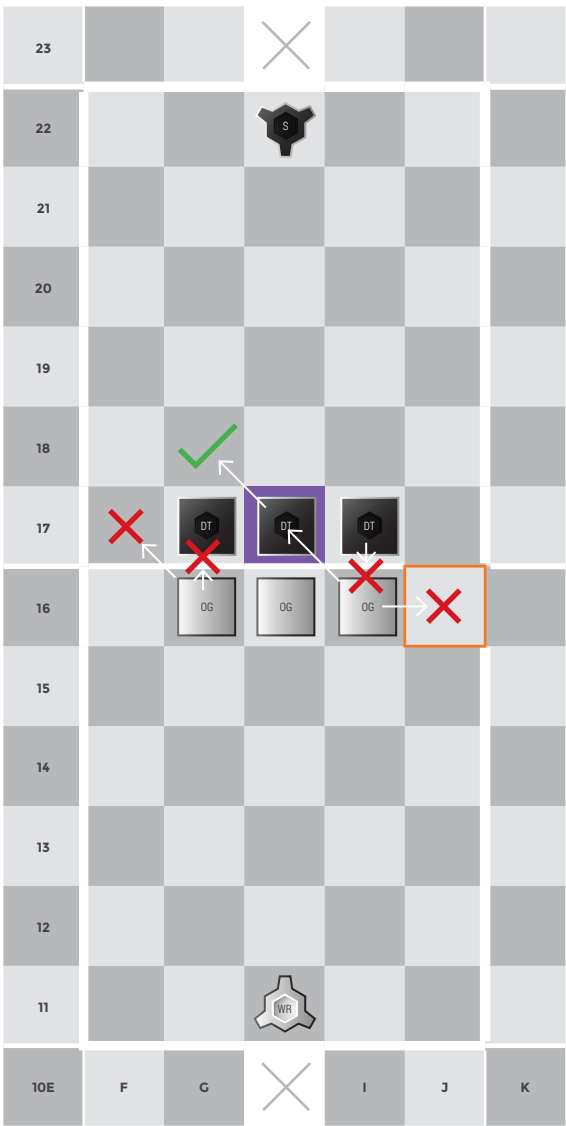
What is a displacement? Displacement simply means 'pushing' in this context. To 'displace a piece' is simply to 'push a piece', a move that uses the direction of the 'push' to determine the direction of the 'displacement'.

Below are two examples of the displacements that both an Offensive Guard and a Defensive Tackle are able to create. Both of these pieces can displace either one of their own pieces, or one of their opponents pieces from any of their diagonal corners. The red X's show us that they CAN NOT push their opponents pieces forward vertically, as they have no Power Squares in these vertical positions.

It's these 'Power Squares' that enable them to push an **opponents'** piece. Without the usage of Power Squares, no piece would be able to push an opponents piece at all. However, pushing or displacing your **own** piece doesn't require a Power Square to do so.



OFFENSIVE GUARDS AND DEFENSIVE TACKLES DISPLACEMENT ABILITIES



Now let's practice some Slot Machine movements.

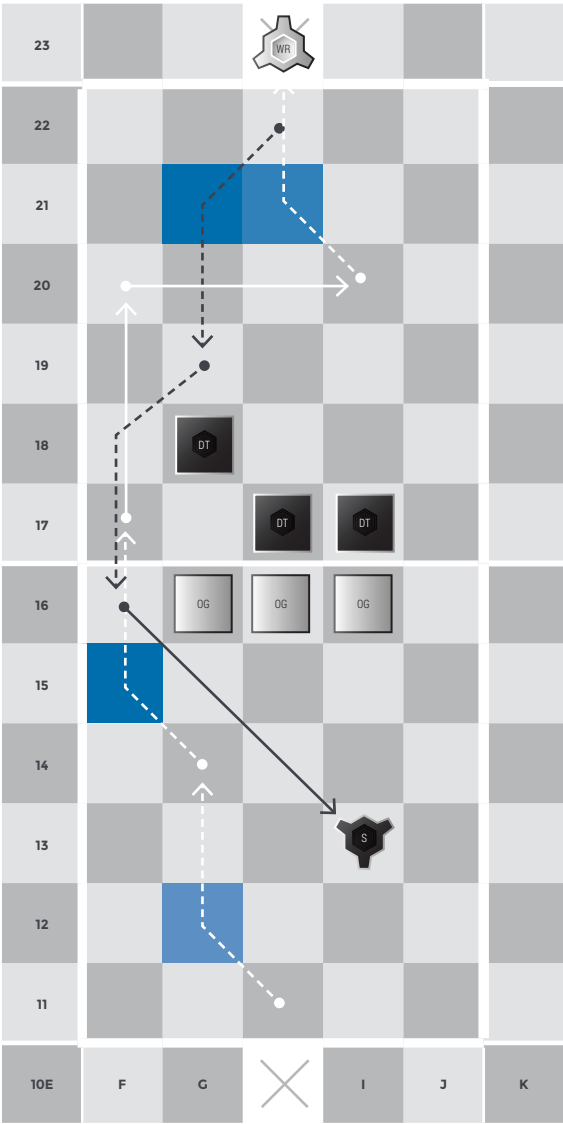
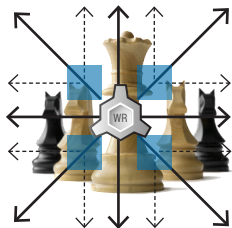
Move the Wide Receiver from 11H to 14G, you will have to use a Change Square to change direction to reach 14G. Move the Safety from 22H to 19G. Again you will have to use a Change Square to change direction to reach 19G. Now move the Wide Receiver from 14G to 17F, you will have to use a Change Square again to change direction to reach 17F.

Now the path for the Safety is blocked as it is occupied by the Wide Receiver. Move the Defensive Tackle on 17G backward onto 18G to block the diagonal path of the Wide Receiver. The Wide Receiver responds by moving vertically three steps from 17F to 20F.

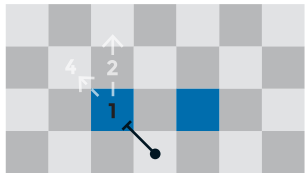
Now move the Safety from 19G to 16F. Move the Wide Receiver from 20F to 20I. Move the Safety from 16F directly to 13I. Move the Wide Receiver from 20I to 23H to Win, by using a Change Square to alter its direction to end up on the X symbol.

Playing Slot Machine more strategically.

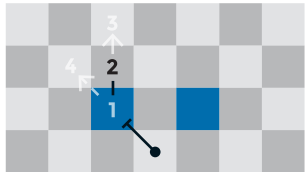
In that example of the Slot Machine, the Offensive and Defensive Lines hardly played a role. By using then to block movement lanes the game will become a lot more difficult to Win. It teaches both players about the importance of considering whether to block before they attack. And it teaches both players how to move their Safety and Wide Receiver pieces with a lot more confidence. Learning how to move a Wide Receiver is especially important in the game of Odess, as these pieces play a significant role in the actual game itself.



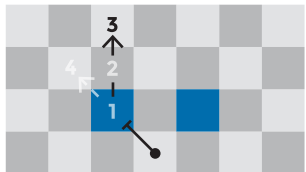
Now let's practice a movement that wasn't explored in the previous game. If you can firstly setup your pieces in this exact position. In this scenario, its the Offenses turn & the Wide Receiver is able to show a displacement of two of its Offensive Guards in the one movement. Move the Wide Receiver from 14H onto 15G, displacing the Offensive Guard outwards to 16F, continue upwards with the Receiver to end up on 17G. Then push the Guard upwards from 17G onto 18G.



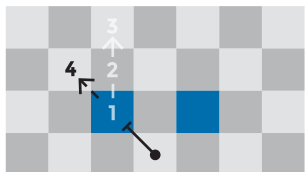
1. This is the Change Square that a Wide Receiver can use to change direction, but also to displace one of its own pieces from. It CAN NOT displace a defensive piece from this square, as it is not a Power Square and therefore the Wide Receiver does not have the power to displace an opponents piece.



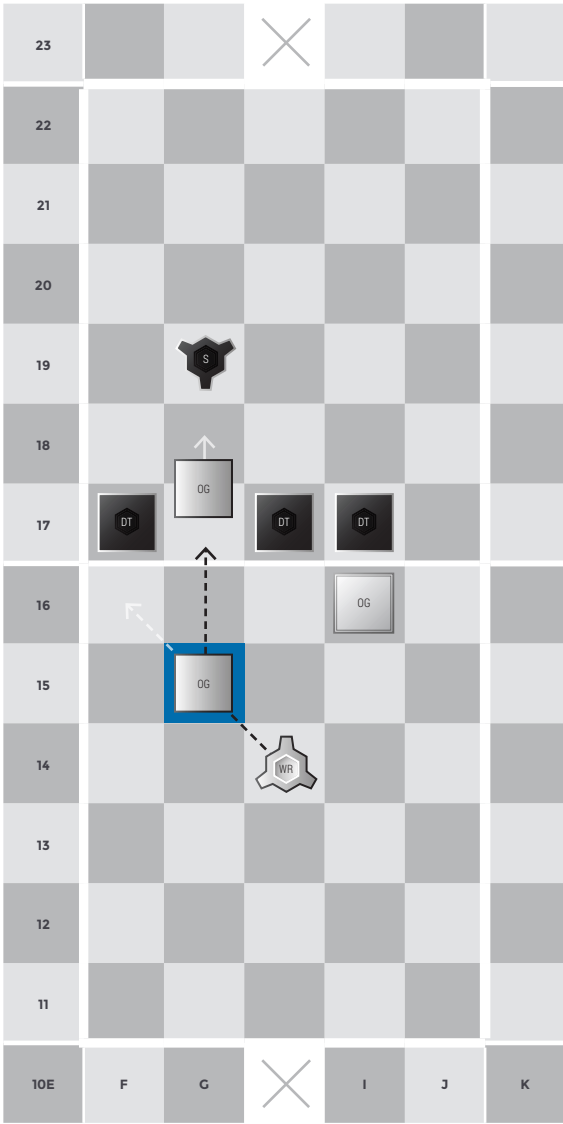
2. This is the 'Mid Route' Square, something that only three step pieces have. Mid-route displacements are part of the overall Route Movement Displacement.



3. This is the 'End-route' Square. It simply indicates where the Wide Receiver will finish its movement, therefore these squares are known as Destination squares, as they become the destination of the Wide Receiver.



4. This square indicates the final position that one of the Offenses pieces will end up on after it has been displaced by the Wide Receivers upper left diagonal Change Square.





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