

Beeline

DIRECTIONS

Object Of The Game

To be first to reach your opponent's starting point with a continuous line.

General Description Of Play

Two players, one plays black and the other red. Each player has 36 lined pieces in his own color called MARKS as well as 6 solids with his own color on one side and his opponent's color on the reverse side. The solids are called NODES. A player can play NODES in his own color to his advantage or he may elect to play them in his opponent's color to his opponent's disadvantage. How and when to play the NODES is the essence of Beeline strategy.

Equipment

The complete game includes the playing board, 36 red MARKS, 36 black MARKS, 6 NODES for each player and a direction booklet.

The board has two white spaces which locate the starting points. The center of the board is indicated for reference only. The darker spaces at the perimeter of the board may only be used by the player whose goal is on that side of the board. The two yellow spaces separating these areas are out of bounds to both players.

There are 3 types of MARKS, 12 straights, 12 angles and 12 sharps in each color. The 12 NODES are identical.

Rules Of Play

MARKS must always be played as a continuation of the line.

NODES do not have to be played as a continuation of the line and can be played in any unrestricted space on the board. There cannot, however, be more than two NODES of the same color adjacent to each other in any one place on the board. Any or all six sides of a NODE can be used. A NODE can be used to replace any piece previously played in either line except the last piece in the line. The piece that is replaced is then played on the end of the line. (This means that Black, for example, can play NODES with red up and modify the direction of Red's line or he can play then with the black side up for more freedom of direction in his own line.) When the replaced piece is played on the end of the line it must be played so that the opponent's RUT is free for additional play in his turn.

The RUT is the space directly in front of a player's last piece and is the space in which he must play his next piece. A NODE cannot be played in an opponent's RUT. If a player's RUT is occupied by his opponent's line he must remove all the pieces back to the nearest NODE and play from that NODE in his subsequent turn. The pieces that are removed can be played again, two in a turn.

Ties are possible although very rare. A Tie occurs when both players have exhausted all their pieces without either player having reached his goal. If one player exhausts all his pieces, his opponent wins if he can complete his line to the goal with the pieces he has remaining.

Play

All the playing pieces are in the seven cards wrapped together. Three cards for BLACK, three cards for RED and one card for all the NODES. The blank panel to the left of the cards is a box upside down. Turn it over and use the divider to keep black and red pieces separated. The pieces can be pushed out of the cards and the remains thrown away.

The players divide their MARKS into four groups each consisting of 3 straights, 3 angles and 3 sharps. All the pieces in a group must be played before another group can be used.

Each player places a NODE with his own color up in one of the white spaces. Each player then has five NODES left for the remainder of the game. Black plays first and is allowed to play only one piece in his first turn but two pieces in each turn thereafter. Red then plays two pieces and is followed by black.

Beeline



straight



angle

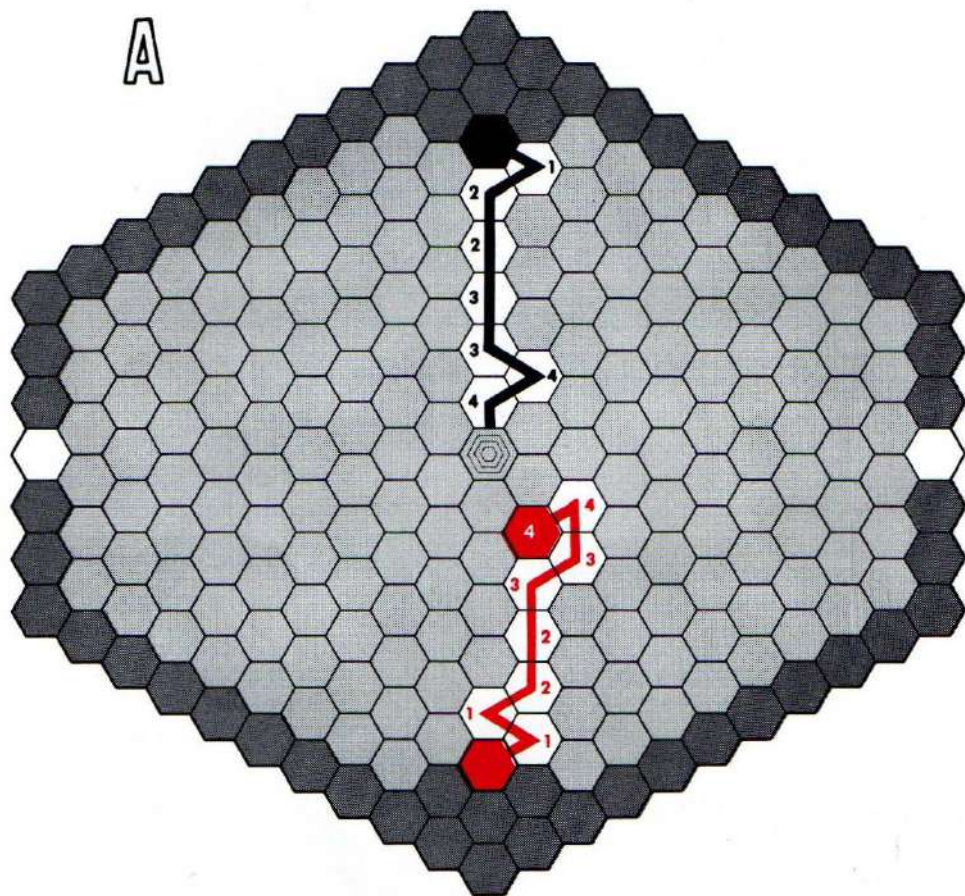


sharp

MARKS

SAMPLE GAME DIAGRAMS

A



Plays 1, 2, 3, & 4

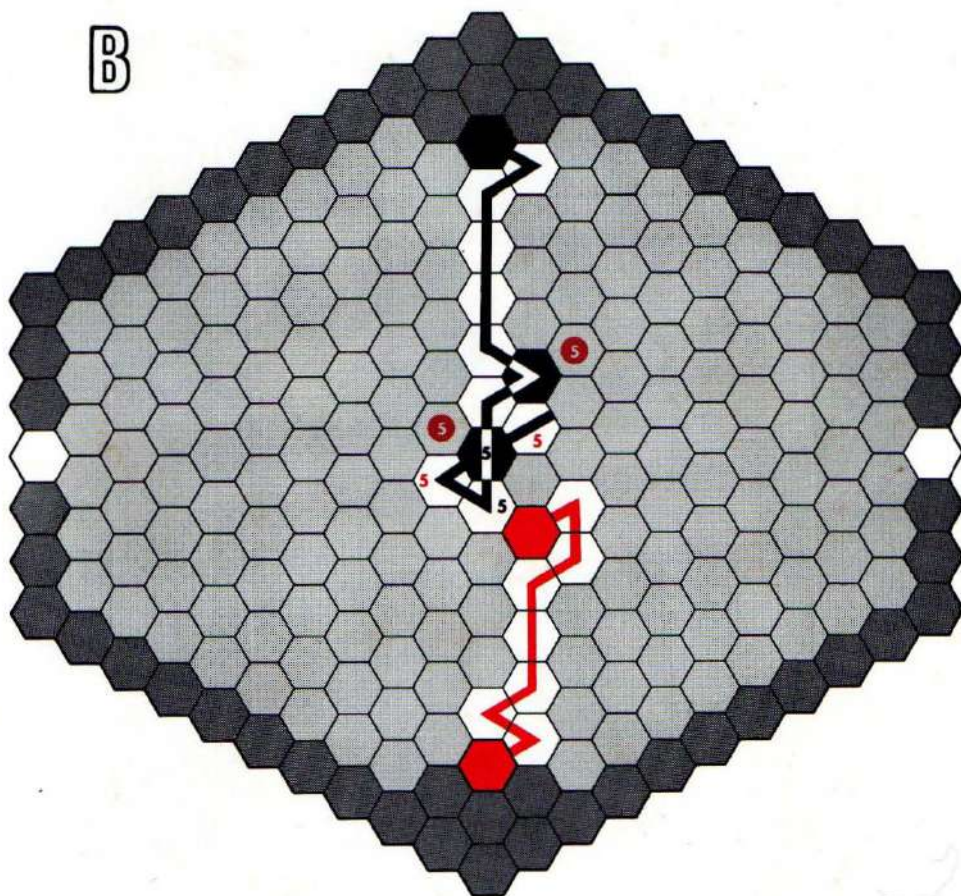
Black is first with one piece.

1. Black plays one sharp.
1. Red plays two sharps.
2. Black plays an angle and a straight.
2. Red plays an angle and a straight.
3. Black plays a straight and an angle.
3. Red plays two angles.
4. Black plays a sharp and an angle.
4. Red plays a sharp and a NODE.



MARK replaced by a NODE

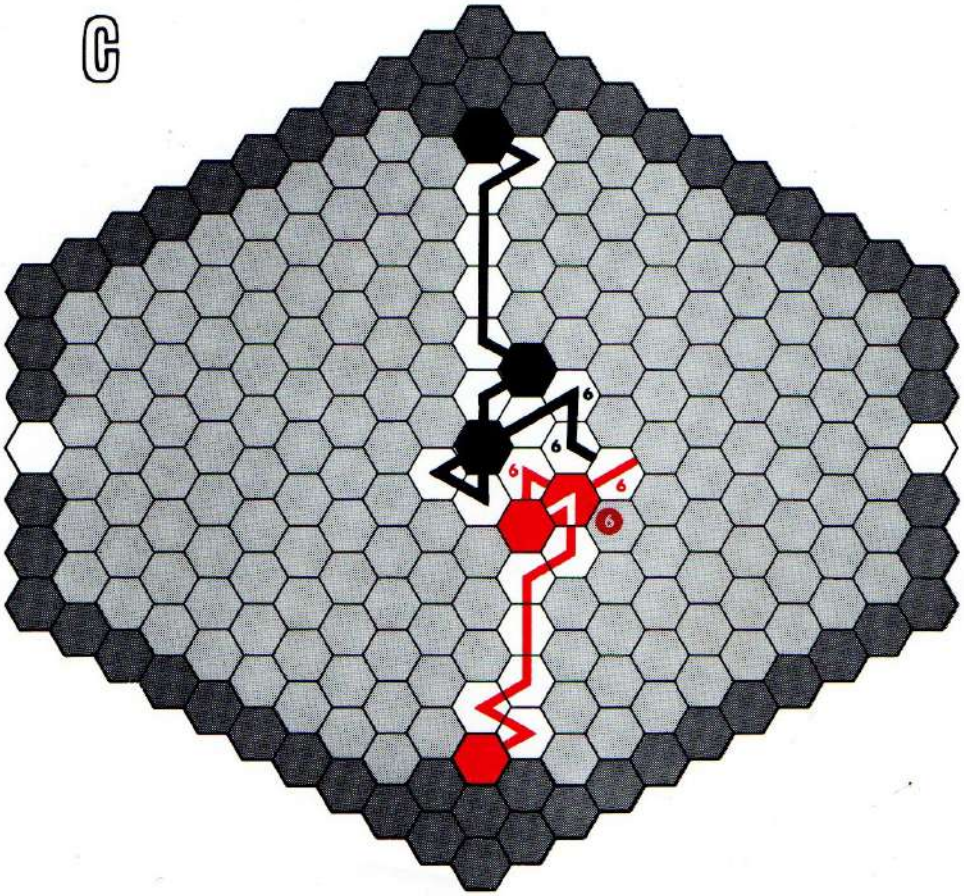
B



Play 5

5. Black plays a straight and a sharp. (Black has used all the pieces from his first group of 9 and takes a second group to play in his subsequent turns.)
5. Red plays a NODE, Black up, to replace a sharp in Black's line. He plays it on the end of the line. He cannot leave Black's line in this condition because Black's RUT is not free for additional play so he replaces the straight with another NODE and that NODE then becomes the end of Black's line. He plays the straight on the NODE to complete his turn.
Red has turned Black back through his own line but has used two of his NODES and taken a turn in which to do it.

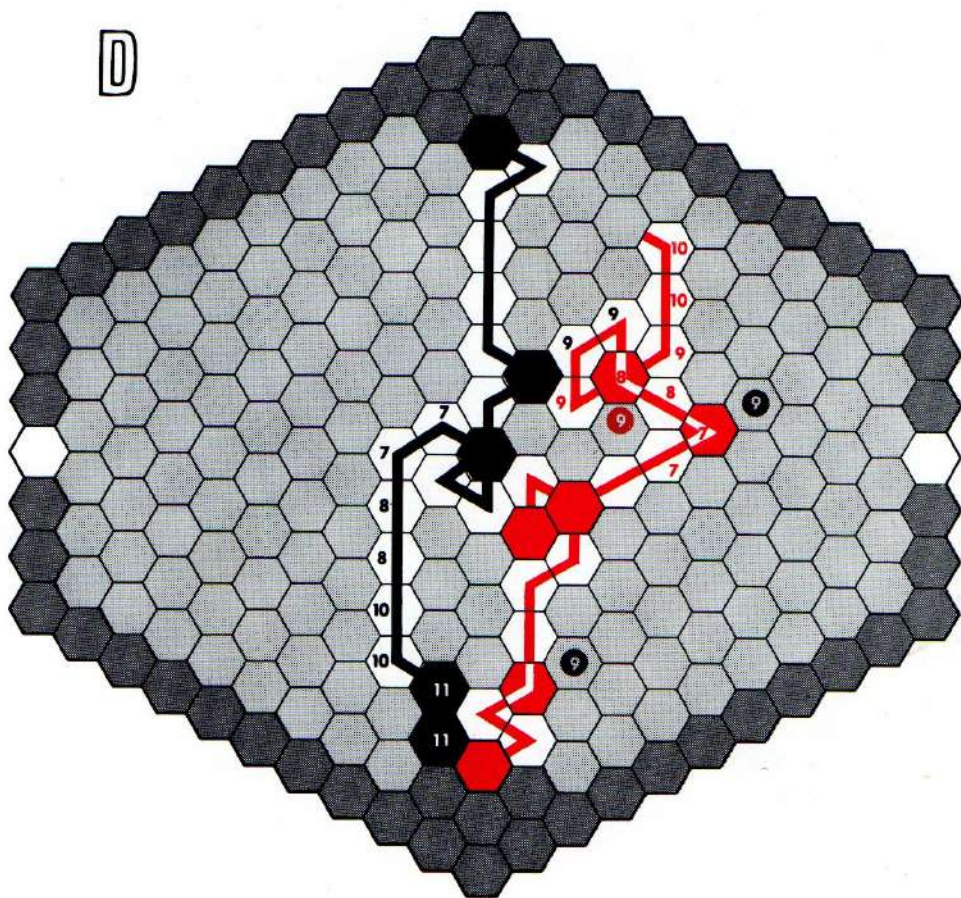
C



Play 6

6. Black plays a sharp and an angle.
6. Red plays a NODE, red up, and replaces a sharp in his own line. He plays the sharp on the end of his line (a NODE) and plays back into the NODE which replaced the sharp. That NODE then becomes the end of his line and he plays a straight on it and is able to occupy Black's RUT. Black must immediately remove the three pieces he has played from his nearest NODE and play from that NODE in PLAY 7.

D



Plays 7, 8, 9, 10, & 11

7. Black plays two angles from the other side of his NODE.
7. Red has one piece remaining from his first group of 9, a straight, and he plays it. He then takes his second group of MARKS and plays a sharp as his second piece.
8. Black plays two straights.
8. Red plays a straight and an angle.
Black has not used any of his NODES yet and has a great advantage.
9. Black plays a NODE, red up, and replaces a sharp which he then plays on the end of Red's line. He plays another NODE, red up, and replaces an angle which he plays on the sharp.
9. Red plays a sharp. His RUT is now occupied by his own angle which he replaces with a NODE and then plays the angle on the NODE.
10. Black plays a straight and an angle.
10. Red plays a straight and an angle.
11. Black plays two NODES, reaches Red's starting piece, and WINS.

ADDITIONAL EXPLANATION

If a player's RUT is occupied by his opponent's line before he has played a NODE, he must return to his starting piece (a NODE) and play from it again.

When a player plays a NODE in his own line as a continuation of his line (as opposed to playing a NODE in his line as a replacement of a piece) he must play out of that NODE with his next piece. For example, if a player plays two NODES as a continuation of his line in Play 4, he must play out of the second NODE with his first piece in Play 5. If for some reason he wishes to play out of the first of the two NODES he must play from the second NODE back into the first NODE and then play from it. (See Red's 6th Play, Diagram C of sample game)

A Player's line passes through a MARK once. It is not possible for a player to replace a MARK with a NODE, play into that NODE and then play out of another NODE somewhere else in his line. In such a situation, however, he may play into a NODE and out of a second NODE that is adjacent to it.

When a player has pieces in the darker area at the perimeter of the board, his opponent cannot replace any of those pieces nor may he play any piece he has replaced elsewhere, in those spaces.

