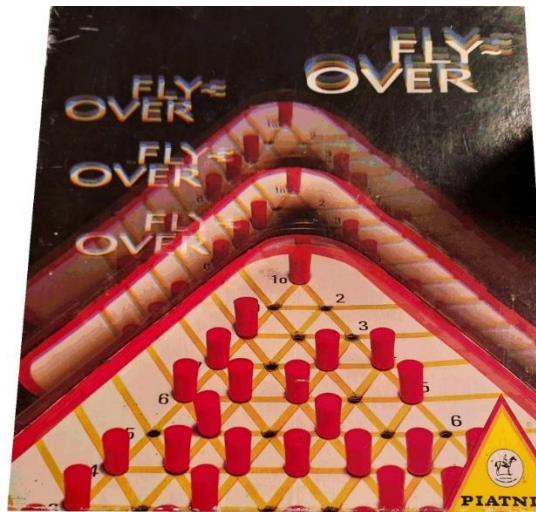


Fly-Over

1970s game, published at Piatnik.



The game is played on a triangular-shaped board, with 55 pegs:



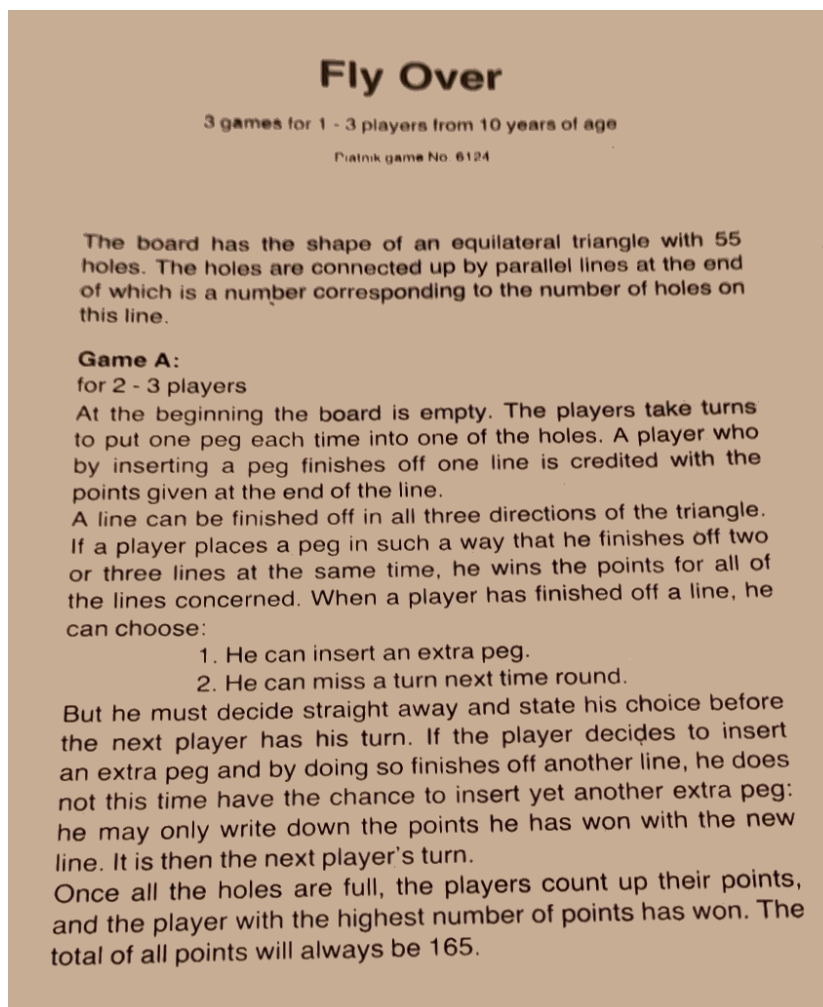
The ruleset comes with three different games:

1. Game A is designed for 2-3 players. The board remains empty at the beginning and each player must alternately put a pen in a hole in the game board. He must try to put his pen in the last free hole of a line. If he succeeds, he writes the points at the end of the line well. So are a total of 10 pens in a line he gets 10 points, with only 3 pins in a line 3 points, etc. If a player has completed a line, he can choose whether to put an additional pen in a free hole or suspend it once. If he sets an additional pen and he can close another line, he may only record the dots, but not put another pen in a hole or expose.

Due to the shape of the board, it is also possible to close two or three lines at the same time. Then, of course, you must consider all the points at the ends of the lines. The player with the highest score wins the game.

2. Game B is also designed for 2-3 players. The board is fully plugged in with the pins, only the pen in the middle of line 7 is removed. One player after another should skip another with a pen, behind which there is a free field. The skipped pin is removed. Long, continuous jump possibilities can result from the fact that holes and pins for skipping are alternately present. If there is no more train possibility, the game ends and wins the one who has the most pens.
3. The third game is a solitaire. The player starts with the board full of pegs except for the one in the middle of row seven. The game is won if the player can take off every peg by jumping them and get down to just one peg left. For a harder game, that last peg must be in the hole which was vacant at the start (the one in the middle of row seven).

Here's the first page of the ruleset (the only page I could find):



Overall, Fly-Over presents a very bland selection of games.