



Rules of Play

From the very beginning of Afterglow Games it has been our desire that Jesus Christ be glorified. It is because of Him that Afterglow Games exists. It is through Him that we live. To the Lord of Glory we humbly dedicate all that we are and all that we shall be.



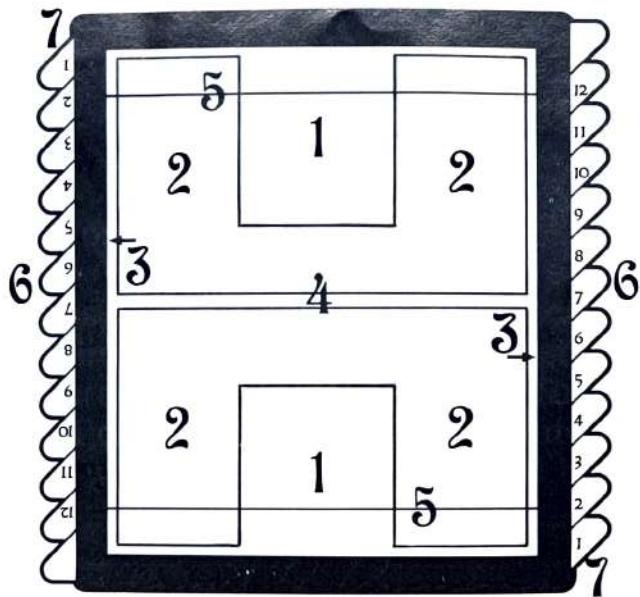
President of Afterglow Games

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A fascinating multi-objective game of strategy for those who enjoy a challenge. WITT is a fast moving game where concentration is the key to success. Although WITT is easy to learn and fun to play, it is certainly deep enough to intrigue the most strategic minded person.

WITT Game Board Diagram



Numbers on the above diagram correspond to the numbers in Section I - A.

SECTION I

A. The Game Board

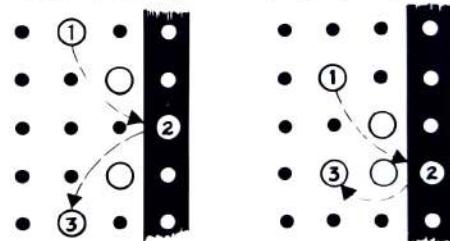
1. Set Up Area
2. Play Area (includes "Set Up Area")
3. Buffer Zone
4. Middle Boundary
5. Back Line
6. Score Area (for Accumulation see Section III - C)
7. Score Peg Circle

B. Set Up

1. Each player begins play with 17 pegs. 16 pegs are positioned in the designated "set up area" and one is placed in the "score peg circle".
2. Players must agree on one of the given objectives to play. (See Section III)
3. Grey moves first.

C. The Buffer Zone

1. The "buffer zone" is the designated dark grey area surrounding the "play area" of the board.
2. The "buffer zone" may be jumped into and out of in the process of executing a "multiple jump". (See Section II)



3. A peg cannot remain in the "buffer zone" at the end of a player's turn.

SECTION II

A. Movement

1. The rules for movement apply to all objectives. (see Section III)
2. Only one peg may move per turn.
3. A player must move on his/her turn.
4. A player may not execute a "primary move" and a jump move in the same turn. (See Below)
5. A player's turn is over at the end of his/her move.

B. Primary Move

1. A peg may move one hole into any one of the eight adjacent holes. (forward, backward, lateral, or diagonal)

C. Single Jump

1. A peg may jump any other peg as long as it begins in "jump position". (Jump position is the position of a peg when it is adjacent to another peg.)
2. A single jump must be executed in a straight line.
3. A peg may jump only one peg at a time.
4. A jump may be made in any direction.
5. A player may jump his/her own pegs.
6. When a player jumps one of his/her opponent's pegs, he/she must remove the opponent's peg from the board immediately after each jump. (This is called a "strike jump". See Section IV.)

D. Multiple Jump

1. A series of single jumps executed by one peg in a single turn.
2. Each single jump may be made in any direction.
3. The multiple jump may continue until all jump possibilities are exhausted or until the desired position is achieved.

E. Rule of Three

1. A player may not have a row of more than three adjacent pegs in any direction, positioned outside of the set up area.
2. If a player violates the "rule of three", the opponent may remove any one of the pegs positioned in the violation, at the beginning of his/her next turn.
3. The removal of any opponent's peg is not regarded as a player's turn.

F. Rule of Four

1. The number of pegs in a player's "set up area" may not exceed the number of pegs in his/her opponent's "set up area" by more than four pegs at any time. Example: Player A has 6 pegs in his/her "set up area", therefore Player B may have up to 10 pegs in his/her "set up area" and not be in violation of Rule of Four.
2. When the number of pegs a player has in his/her "set up area" is in excess of the limit, the opponent may remove any peg(s) at the beginning of his/her next turn until there is no longer a violation.
3. The removal of an opponent's peg(s) is not regarded as a player's turn.

SECTION III

It is not necessary to learn all the objectives before playing WITT. We suggest beginning with the objective Penetration.

A. WITT: Penetration

1. The first player to position one of his/her pegs behind his/her opponent's "back line" wins the game.

B. WITT: Occupation

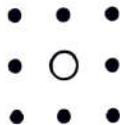
1. The first player to move one of his/her pegs into his/her opponent's "set up area" and holds this position until his/her next move, wins the game.

C. WITT: Accumulation

1. The first player who accumulates 13 points, wins the game.
2. Before each turn, a player will count all of the pegs he/she has positioned on the opponent's side of the "middle boundary" and adds that number to his/her previous score. Each peg counted on his/her opponent's side represents one point.
3. Each player will keep record of his/her points accumulated in the designated "score area" on his/her right, using the score peg. The number of holes in the "score area" represents the 13 point objective.

D. WITT: Isolation

1. A player wins by positioning and holding for one turn, one of his/her pegs anywhere on the opponent's side of the board where all eight adjacent holes are unoccupied. This also applies to any position next to the "middle boundary" and the "buffer zone".



E. WITT: Elimination

1. A player wins by eliminating 14 of his/her opponent's pegs from the board.

F. WITT: Match

1. All five objectives; Penetration, Occupation, Accumulation, Isolation, and Elimination are played at the same time.
2. The first player to achieve any one of the objectives, wins the game.

G. WITT: Master

1. Players will play to achieve the objectives of Penetration, Occupation, Accumulation, Isolation, and Elimination
2. The player who first achieves an objective is considered the winner of that particular objective. The game will continue until any three of the five objectives have been won by one player.

SECTION IV

Concepts of Formation

To master the strategy of playing WITT, it is necessary to have an understanding of the six basis formations. To understand the purpose of using formations it is helpful to know the four roles that a player's pegs assume. The four roles are as follows:

1. Strike Peg - any peg that is used to jump an opponent's peg.
2. Lead Peg - any peg that is positioned two holes away from an opponent's peg enabling a strike peg to execute a strike jump.
3. Base peg - any peg that is used to prevent an opponent's peg from executing a strike jump
4. Free Peg - any peg that is positioned or maneuvered independently of other pegs.

When a player's peg(s) is in a position to execute a strike jump on his/her opponent's peg(s), that same peg may also be exposed to a strike jump by the opponent. It is therefore necessary to block any possible strike jump from the opponent by strategically positioning base pegs with any lead peg. A player may do this most effectively by utilizing formations. Although each of the formations have specific advantages and disadvantages, they can all be used offensively and defensively. In the following diagrams, the black arrows indicate the angle of offense/defense.

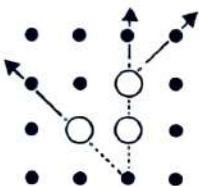
1. THE TRIANGLE

Advantage

- provides a quick offense/defense
- is maneuverable
- is most effective along the "buffer zone"

Disadvantage

- may be eliminated in a single strike



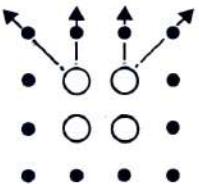
2. THE SQUARE

Advantage

- provides a quick offense/defense
- is maneuverable
- has broader coverage than the "Triangle"

Disadvantage

- one corner is always exposed to a strike



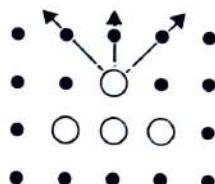
3. THE "T"

Advantage

- provides a quick offense/defense
- lead peg is secure from a frontal strike

Disadvantage

- is vulnerable from a close diagonal strike



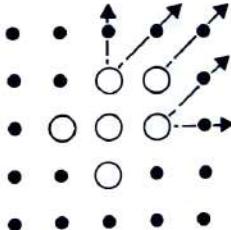
4. THE ARROW

Advantage

- provides a strong diagonal offense/defense
- may convert to a parallelogram in one move
- by shifting the lead peg, provides a broad coverage

Disadvantage

- the three base pegs are vulnerable to a close strike from the opposite diagonal of offense



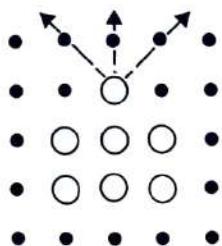
5. THE ANVIL

Advantage

- provides a very strong defense, even from a close-in strike

Disadvantage

- is not easily maneuvered



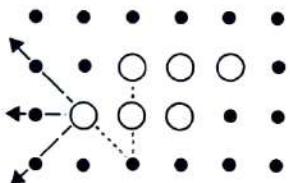
6. THE PARALLELOGRAM

Advantage

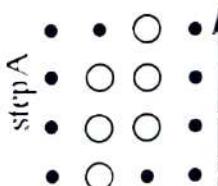
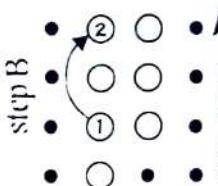
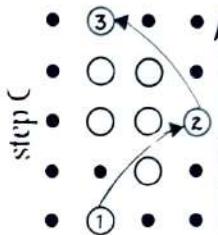
- is maneuverable
- is very effective along the "buffer zone"
- provides a good advancing offense

Disadvantage

- is vulnerable to perpendicular strikes
- lead peg is vulnerable at opposite angle of offense



ADVANCING THE PARALLELOGRAM



WITT: Master Score Sheet

Use the chart below to record objectives won when playing WITT: Master. Players should write their initials in the appropriate column as objectives are won. Record final score in the last two columns. Winning player records his/her initials and number of objectives won in first column; losing player records likewise in second column.

	Pen.	Occ.	Acc.	Iso.	Eli.	Score
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

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Thank you for purchasing WITT. We hope you will experience many hours of enjoyment while playing WITT.

We would like to hear from you! Your comments and suggestions about WITT are most welcome.

For additional pegs you may order from the address below. Each set of 17 pegs is \$1.00 which includes shipping and handling. Please indicate color(s) needed when ordering. Be sure to include your complete address.

You may also purchase WITT directly from Afterglow Games. Please send self-addressed stamped envelope for information about our products and current prices.

Send all correspondence to:
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