

OTTO  
GAME OVER

ENG



arcastudio

# OTTO

GAME OVER

Game designer: Franco Caniatti (called Frank)

Arcastudio development group: Franco Caniatti, Mario Massariello, Gabriele Strani, Elisabetta Viazzo, Stefano Graziato, Valentina Marino, Erik De Martiis, Marika Bernardino, Angela Andreozzi, Agnese Volonté

External collaborators:

Silvio Cocco, Antonio Mazzeo, Margherita Magnetti, Daniela Bruno

Final version: **2.2**

Number of players: **2, 3, 4** or **2 pairs** (the best)

Average game duration: **36** minutes, usually **3** 12-minute matches to score the **24** points necessary to win the game.



**2-4**



**36'**



**8-88**



## Warning!

Not suitable for children under 3 years old. There are some small components that can be ingested and/or inhaled and cause choking. The board game is intended for children over 8 years old as well as for adults. Direct supervision by an adult is required if the game is used by a child. An adult is required to stay within reach in order to take immediate action if needed.

## Overview

OTTO Game Over is a really simple board game to play: you'll get the gist after just one try. At the same time, it's packed with strategic content. As you play more, you'll uncover an unexpected level of complexity to the game with unforeseen scenarios, situation reversals, fun and suspense 'till the last move. The game is a balance of chance, strategy, the anticipation of future moves and opportunities - and the hidden qualities of each player. Just like in real life, a person can have many virtues without knowing how to use them, or a few specific qualities with a great ability to enhance them. Then there are those players who have unimaginable gifts and seize the perfect moment to let them shine. But those are rare cases, let's not take them into consideration, as such people make us all jealous! The number of different games that can be played is so high, it's impossible to calculate: it's such a high number that we can say it's 'infinite'. Basically, you will never play the same game twice.



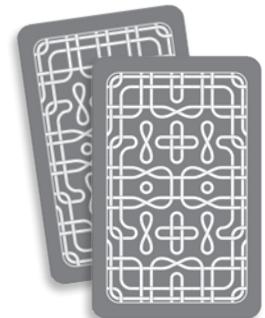
*Dedicated to Giampa, Arcastudio founder together with Frank and Mario. The stars took him away on the December 27, 2020. At that time the launch campaign for OTTO was underway.*

# Index

Box contents	Here on the right, page 5
The aim of the game	Have fun and win, page 6
How to score points	7
How to score 8-nil!	It couldn't be anywhere else than on page 8
How to give points away	Bad times, page 8
Tile value	9
Game set up	It's quick, page 10
How to play	A piece of cake, page 12
End of a match	12
The dark tile	Noooo! page 13
The zero Tile	Don't underestimate it, page 13
Playing a secret card, yes!	13
The secret cards	14
The powers of the secret cards	Lots! Page 16-17-18-19
Blind match	20
Silly match	Stuff can happen, page 21
Head in the clouds	21
OTTO solo mode	if you have no friends, go to page 21
Thanks	22
Music for the game	23
Back cover	Our contacts are on page 24

# Box contents

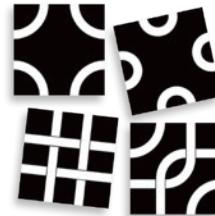
- If you are reading this, then this rulebook is surely in it!
- A scanty rulebook for the those who only want to play and don't want to study
- A game board
- 36 game tiles
- One secret card deck
- 44 point markers, i.e. 11 per player
- One tile-holder tower
- 4 player boards
- One scoreboard
- 4 score markers



Secret cards, backside



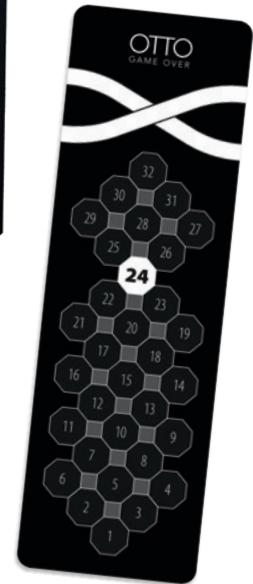
Tile-holder tower



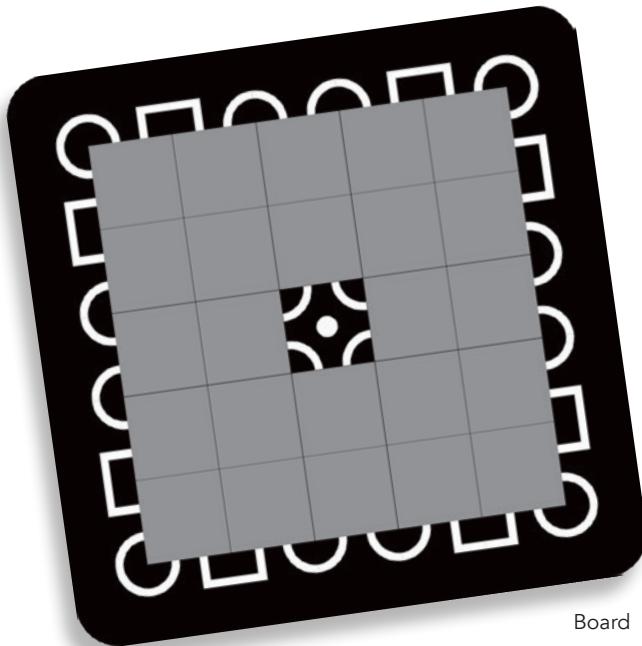
Game tiles



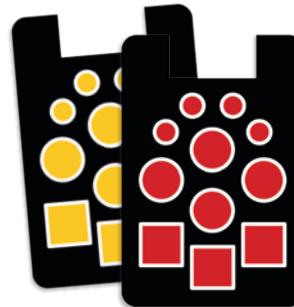
Score markers



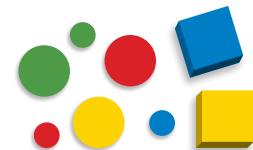
Scoreboard



Board



Player boards



Point markers

## Aim of the game: have fun and win

The aim of the game is to score **24 points**, or more, in a set of matches and **win!** To defeat your opponents, your best bet is to **make an 8**, but for the time being, just forget about it. We'll look into it further down the line, because initially you won't be able to pull it off, except naturally for a stroke of sheer luck.

At the end of each match the points scored by each player or team will be counted and marked on the scoreboard so that everyone can see who is ahead. After each consecutive match the acquired points will be added to the previous ones. You will play as many matches as needed for one of the players or teams to reach **24 points** or more and **win the game**.

6

If two or more players' score goes over the 24 mark, as you might have guessed, the player with the most points wins. In the case of a tie, you need to play an **additional blind match** in which all players must take part. No need for blindfolds. Later you'll see what it's all about. If you can't resist go to page 20.

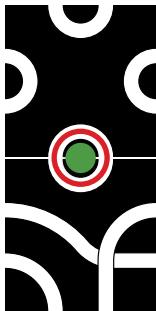
If you're already bored of reading, **check out the video** linked below, and in a few minutes all will be revealed: you'll understand the game and be able to play straight away! However, if you want to be invincible then it's best to read the whole rulebook.



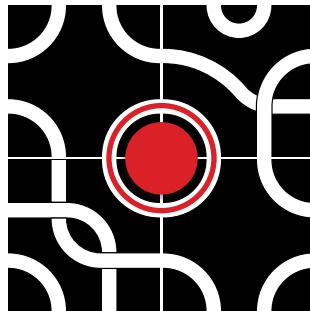
[www.8gameover.com/rules-eng](http://www.8gameover.com/rules-eng)

# How to score points

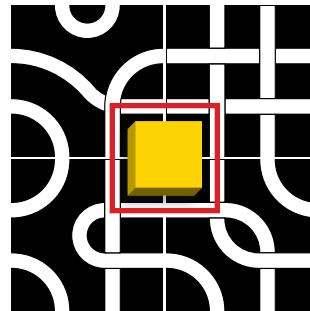
By placing a tile on the board, you can mainly score 1, 2 or 4 points. To score **1 point** you just need to close one small circle. To score **2 points** you have to close a big circle. To score **4 points** you need to close a square. Easy, right? In order to mark the ownership of a point you need to place on it the corresponding **point marker** of your color.



1 point

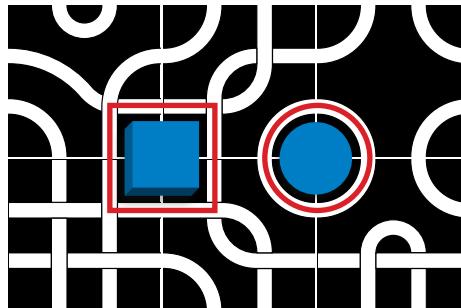
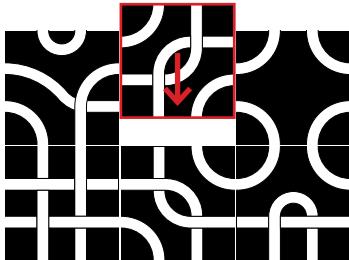


2 points



4 points

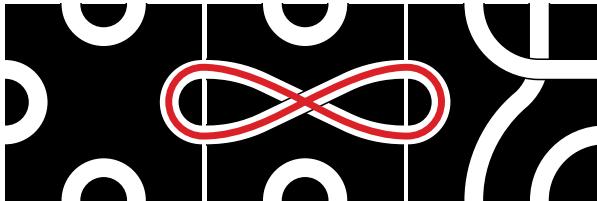
Obviously, sometimes you can't even score a single point, and other times, by just playing one tile, you can score several points at once. For example, if you close a square and a circle in one go, you can score **6 points** in total! **Well done!**



6 points

# How to score 8, actually, 8-nil!

Yes, **8 points** all at once! It's time we talked about it. In order to score 8 points you need to create an 8, an infinity sign, see example below.



8 points!

8 doesn't need a point marker,  
for this match it's game over!

8

If a player can score 8, then he is **obliged to** do it and the match will be over at that precise moment! That's the rule of **OTTO** (8 in Italian) **Game Over**. A kind of check mate. The match will end with a score of **8-nil** for the player or team that has created infinity. The points already marked on the board won't be counted, all points, even those of the player who made "OTTO Game Over". And if no one has reached 24 points yet, then the fun carries on, and you can play another match.

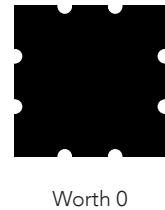
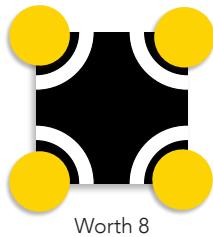
## How to give points away

**Bad times:** when a player scores points with his tile, but runs out of the point marker of the corresponding value, the points are lost and will go to the first player that, on his turn, will place the point marker of the appropriate value on the board. If no player has the point marker of such value, then the point is lost for everyone.

# Tile value

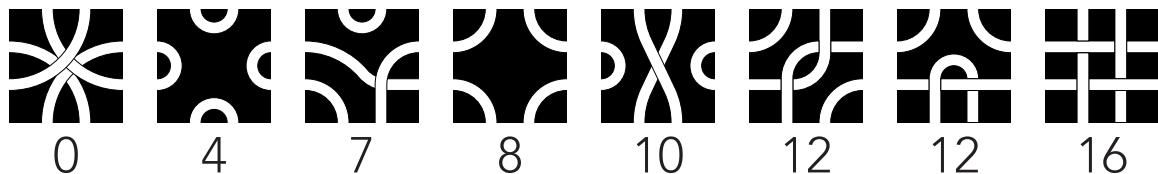
Each tile has a corresponding **symbolic value**, very easy to remember: just add all the potential points that can be made with that design.

For example, the tile below on the left is worth 8 points, i.e. 2 potential points times 4. The tile with a red point marker is worth 12 points, i.e. 2 points twice + 4 points twice. In the third example, the total value is 7, i.e. 4+ 2+1. The dark tile is worth 0.



9

And so on for all tiles. Below, for your convenience, we have indicated all the values. These are needed at the beginning of the game in order to decide who goes first. They are needed at the end of all games that end in a tie: the ones that are played till the very last point. Finally, they are also needed to score some points when the match has gone so badly that you didn't even put one point down on the board. They help to prevent you from spiralling into depression. For details, please see 'Silly match' on page 21.



# Game set up, it's quick

Place the board in the middle of all players and in any direction, it is symmetrical anyway, just make sure that the game side is not face down.

Shuffle the **secret cards** well, let another player cut the deck and place it on the table next to the board. The deck of cards should not be shuffled anymore for the matches of the ongoing game. Each match of the game starts with the following 3 phases:

1) Give each player, or team, all the **point markers** of the chosen color.

2) Place **all playing tiles**, including the **4 dark tiles**, face down on the table and all together mix them up. Then place them one on top of the other on the **tile-holder tower**. They should all be face down so that no player can guess their value. Do not peek, it's not fair. Place the tile-holder tower next to the board.

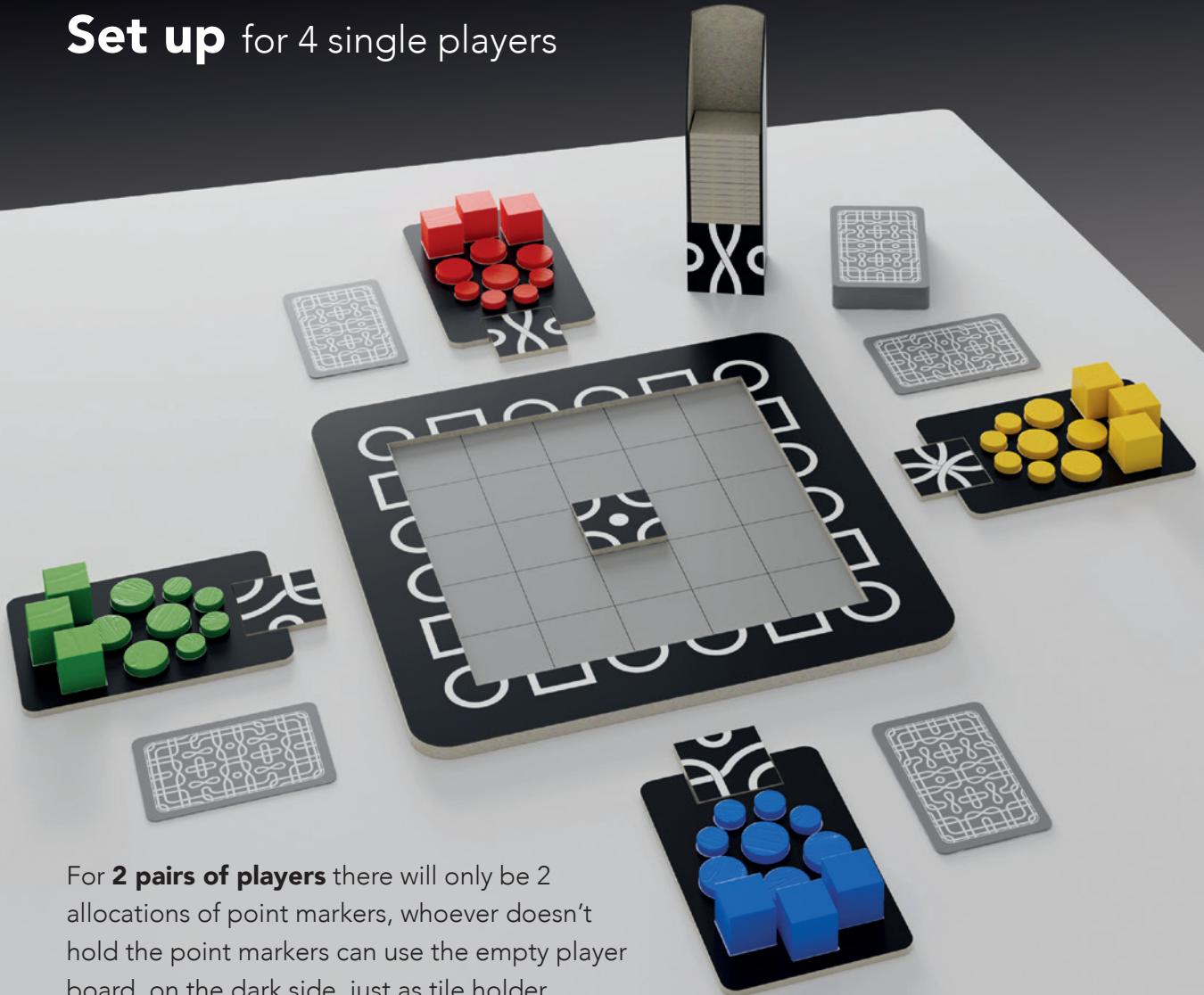
3) At this point each player, going clockwise starting from the oldest one, picks **a tile** from the top of the tower and **one secret card** from the top of the deck. The tile needs to be placed on the player board face up so that everyone can see it, while the secret card face down, otherwise it's not a secret.

10

## Time to play, let the game begin!

A word of advice: if it's your first time, then play a trial run without using the secret cards, so that you can grasp the main mechanism of the game and so on the following match you will really be able to have fun.

## Set up for 4 single players



For **2 pairs of players** there will only be 2 allocations of point markers, whoever doesn't hold the point markers can use the empty player board, on the dark side, just as tile holder. Team mates play opposite each other. Everyone always gets a secret card in each match.

# Playing the game, a piece of cake

Play clockwise. In the first match of the game the player who has the tile with the highest value on the table starts. In case of a tie, the oldest player begins. For all the following matches, the player or team that is ahead makes the first move. In case of a tie, the player that holds the tile with the highest value goes first.

When it's your turn, **pick up a tile** from the top of the tower and place it in plain sight next to your tile that is already on the table. **You can decide which of the two tiles to play** on the board according to these following **two simple rules**:

**Rule 1)** The playing tiles need to be placed on the board so that one side of the tile is **adjacent to another tile** that is already on the board. At the beginning of the match, obviously, there are only 4 possible positions around the central tile and the frame of the board is not considered as a tile. The dark tiles, those without lines, cannot be placed on the board.

12

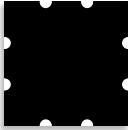
**Rule 2)** There aren't any constraints in terms of direction, when placing a tile on the board, however **if you can score a point then you must do so**. If you can score 1, 2 or 4 points you can choose your score, however if you can score 8 you can't choose any other score. If you can't score any points, then you can place your tile anywhere as long as it's adjacent to another tile as per rule 1.

**End of a match:** as soon as a player creates an 8, the match is over, as we already mentioned, and the final score is 8-nil for the player that scored 8. If no one creates an 8, the match ends **when the board is complete**, with no free spots. The match is also over when there are no more tiles to play: a disaster that can occur only in the case of a severe meteorite shower. Don't worry, you will have a better understanding of this scenario when reading 'Meteorite' on page 18.

# Watch out for the two bully tiles

There are two **special tiles**, the dark tile and the zero tile, that, once picked, **warrant very strict rules**.

## The dark tile, noooooo!

When, unfortunately, you happen to pick the dark tile   (and it will happen!), you **can't place it on the board**, so you have no choice but to play your other tile, the one on the table. The dark tile will become your tile on the table, and from that moment onwards, upon your turn, you have to play the tile you pick from the top of the tower. You hope, sooner or later, to pick another dark tile: **two dark tiles cancel each other out**. You can then discard them from the ongoing match and **pick up another tile** from the tower and **a new secret card** straight away, but you will be **forced to skip your turn** without placing any tiles on the game board. Do not lose heart, the dark tiles can bring both problems and solutions at the same time.

## The zero tile, do not underestimate it

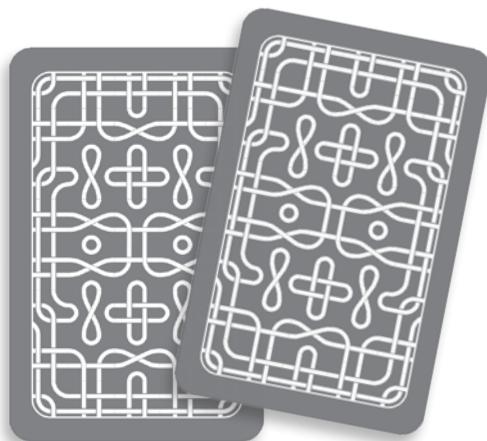
When you pick the zero tile, the one that can't score any points,   **you must play it** no matter what points you could score with the other tile in your hands. You have no choice! **This rule overrides** even the requirement to create an 8 if you had the chance.

## Playing a secret card: yes!

At the beginning of your turn, **strictly before** picking the tile from the tower, you can decide whether to use your secret card or not. In order to play it, you just need to announce out loud **"I'm using the Force"** and then you must show your opponents the secret card and follow the relative power that could, momentarily, shatter the general rules. Straight after that, it will be your turn to play. Once the secret card is played, it's void and must be eliminated from the game. In the following pages you will find all the details about the secret cards and their powers.

# The secret cards

Yes, it's time to reveal them: if they are well played they are **strategic** and they can unsettle the outcome of a match or even the whole game. You must play your cards thoughtfully and carefully.

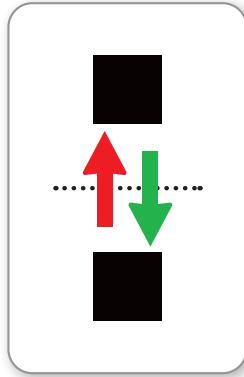


Let's recap what **you must remember**:

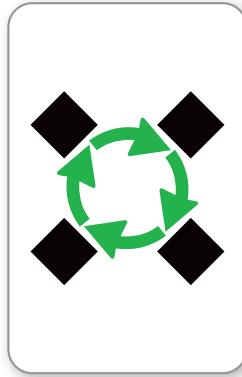
- 1) At the beginning of **each match** all players pick **a secret card**
- 2) **Never show the secret cards to your opponents**, unless you are playing in pairs – in which case your partner can see it.
- 3) The secret cards can be used **only once at the start of your turn**, before picking the tile from the tower and never more than one at a time.
- 4) The above rule does not count for the **'8' card**, which **follows its own rules**.
- 5) The secret card, once played, has to be **eliminated from the game** and put aside.
- 6) Playing a secret card **is not compulsory**. If you get to the end of the match without using it, keep it. So on the next match, once you pick another one, you will have **two secret cards** to count on. Likewise, if you don't use either of the secret cards throughout the new match and the race to score 24 points is not over yet, for the following match you will have an **allocation of 3 cards**. If you can't score lots of points with 3 secret cards... perhaps you should take up pottery!



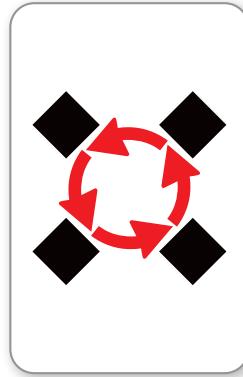
TIME TRAVEL



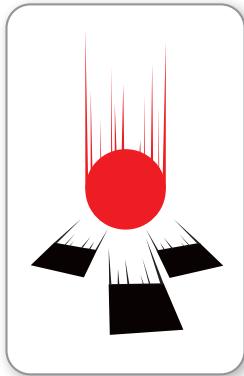
MAGNETIC  
INVERSION



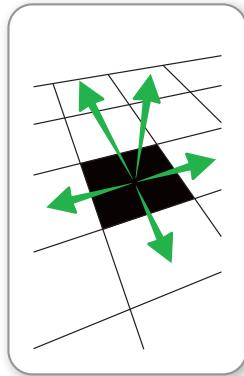
TIME REVOLUTION



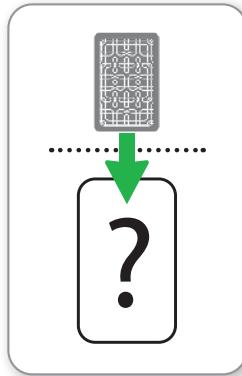
ANTI-CLOCKWISE  
REVOLUTION



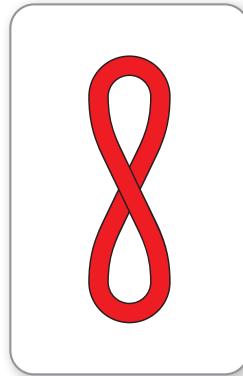
METEORITE



QUANTUM LEAP



ALIEN KIDNAPPING



'8' OR INFINITY



Yes, there's also a  
WILDCARD,  
but only one

# The powers of the secret cards

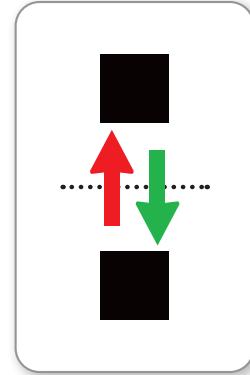
Now, let's look at all the features of the secret cards in detail. It goes without saying, there **are 8** of them. They are very easy to remember. Each one of them is worth a victory if they are played at the right time. Finding this out will be fun for you, but not so much for your opponents.

16



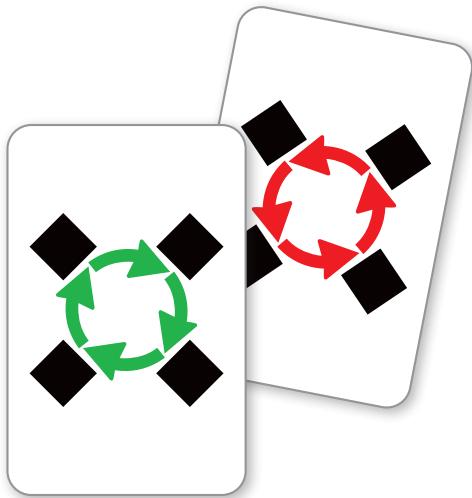
## TIME TRAVEL

This card allows you to have **your turn twice!** That is: pick a tile from the tower and play one of the two tiles you have. You will then play another turn straight away, prior to which you won't be able to use your secret cards anymore.



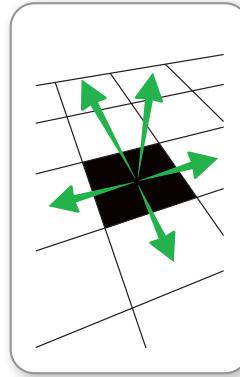
## MAGNETIC INVERSION

This allows **you to exchange your tile** on the table with any of the other players, even with your team mates, and then you can play your turn.



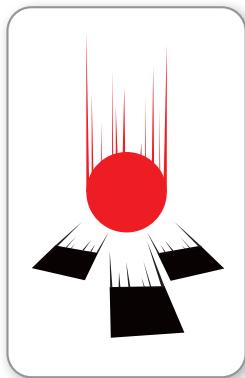
## REVOLUTION

(clockwise and anti-clockwise)  
Whoever plays this card forces all players **to pass their tile** on the table **to the adjacent player**, on the left or the right as per the direction of the arrow on the card. Then it's your turn to play.



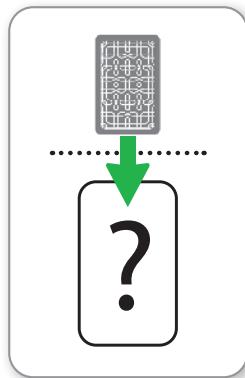
## QUANTUM LEAP

As its name suggests, this is a very powerful card. By playing it you will be able **to move a tile** that is already on the board, **to any free spot**, even by itself or to the edge of the board. If you wish you can also rotate a tile. **Always on one condition:** the **tiles over which there's a point**, whether it's your own or your opponents', **cannot be moved**, they are unmovable. If you score a point by moving a tile, then the point is yours. After this, you can play your turn as usual.



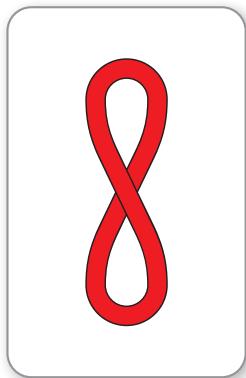
### METEORITE

This card is rather shocking, just like a meteorite. It has an immediate effect on **all players**: they all **lose their tiles** on the table - these tiles will then be eliminated from the ongoing game. Therefore, starting from the player that has launched the meteorite, **everyone is going to pick a replacement tile from the tower**. In this way fate will create a new order of things. After this, you can play your turn as usual.



### ALIEN KIDNAPPING

This card is risky yet rather intriguing. Do not resist the urge to play it, it allows you to **deprive one of your opponents of their secret card**. The card taken from your opponent, that obviously you don't know, unless you've been peeking, must be played immediately and it will have immediate effect. If its effect does not apply immediately, the kidnapping failed, and the card taken away is now void and needs to be eliminated from the game. After this, you can play your turn as usual.

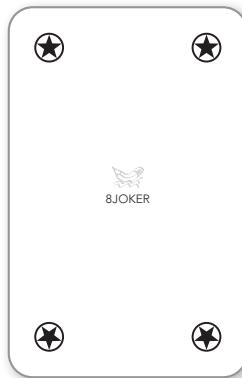


### **8** or, if you prefer, **INFINITY**

This card is different from all the other ones, it doesn't warrant any action, it's a **point saving protection**. Unlike all the other secret cards, **it can only be played at the end of your turn** in case you create an 8, and it will allow you to add your 8 points to all the points previously scored during the match.

**Otherwise** it can be played **out of your turn** when another player creates an 8, and in this case, by playing this card, you **won't lose your points** nor those of your team mates.

**So much for the rule 8 - nil.**



### **COSMIC VOID**

Or if you prefer, the **wildcard**.

Needless to say, it's an **awesome** secret card!

There's only one in the deck, and if it's used as an 8 it follows the corresponding rules.

If you use it as **any of the other seven secret cards**, it can only be played at the beginning of your turn and its **identity must be disclosed**.

Once played the card is lost, like all the other secret cards.

# Blind match

As previously mentioned, a tie between two or more players could potentially occur at the end of the game, when the 24 points that secure a victory are scored. In this exciting circumstance, in order to establish a winner, you have to play another match, an **additional blind match** for all players, including those that did not score 24 points: you never know, they could have an extraordinary recovery! How do you play? It's easy, with the **exact same general rules except for two minor details**:

**1) There will be no secret cards**, they are eliminated completely. Anyone that still has some left from the previous match, won't be able to use it. To be on the safe side, it's best to confiscate them.

20

**2) You can't choose between two tiles** anymore. Yes it's terrible, you will play blind without the tile that is face up on the table. You have to pick a tile and place it directly on the board. If you score a point, great, if you don't, then that's it. If you pick a dark tile you must skip your turn and the tile is eliminated straight away.

Obviously, in case anyone creates an **8** under these conditions, they win the game. Game over. Otherwise you will carry on till there are no more spaces on the board and then you will add up all your points. If sadly, you still end up on a tie (tough luck) then these players keep on picking tiles from the tower till the bitter end, almost penalty-like. The winner is the first one to pick a tile with a higher value than the opponents. Please see "tile value" on page 9. Yet again, in case you end up on a draw after having picked all the tiles ... then that's it, there is no way out, it's a **draw!**

During playtests it never happened, however you could be the only case in the universe.

## Silly match, it can happen

It can **theoretically** occur, although very rarely, that one of more players are so unlucky that they can't **even get one point** down on the board throughout the whole match. It won't happen, but if this unlucky circumstance were to occur... you have the silly rule that helps the players with no points. They will be **allocated as many points as the tile value** that they have not played and is still on the table. The silly rule **does not apply** if the board is not complete, meaning if the match ends in advance with a score of 8-nil.

## Head in the clouds:

If a player is so absent-minded not to realize he can score a point and therefore plays differently, and no other player reminds him that he has to score the point, then **that point is lost**. The next player will take advantage of it, that is if he isn't absent minded himself.

## OTTO solo mode

We strongly recommend you to make lots of friends and play in 2 in pairs, this is absolutely the most fun way to play. But if you are temporarily on your own here are the rules for OTTO solo mode. **You play with exactly the same two general rules**, see page 12. The solitary match will unfold just **like the blind match**: you can pick a tile from the tower and play, you can remove the 4 dark tiles straight away. In order to win you have to put in place all 11 point markers of your player board (24 points) and create at least one infinity sign (creating an 8 during a solitary does not stop the match). Otherwise, you lose. In case of a victory the score will be: **24+8** and **2** points for each slot without a tile, minus **1** point for each circle or square that is closed but lacks a point marker. Below 32 points you have just about won. With 32 to 36 points you have played well, above 36 points you have been great, if you score more than 40 points you are the best.

**Thanks:** It's rather ironic, but I have to thank the 2020 lockdown that in Italy confined us all in, throughout the Spring, but saved many of our loved ones from an early departure. In those never-ending hours within four walls, in order to exercise my brain cells and avoid losing it completely, I started looking into the old notebooks that I keep on my bedside table and where I draw before I go to sleep. They were mostly full of untidy pencil sketches, but then I stumbled upon an intriguing sketch of tiles that I had drawn many years before. I looked at it with new eyes, or perhaps without glasses, and I saw a board game! In the following days, I dedicated all the time it required of me, and little by little the game came to life by itself, as if it were its own author. Then, as soon as we were able to re-open Arcastudio, and my coworkers came back to work, we started to play. I have to thank them all because they never complained: no one insisted they should work instead of play. I certainly have to thank them for their creativity - it has generated so many ideas for developing and perfecting the game. Finally, I have to thank Daniele, my 6 year-old grandson, for pushing me to correct the balance of the game during its development.

frank



In this vinyl there's the ideal background music for this game, it creates the perfect atmosphere while playing. However, we did not have enough funds to produce it, so it's not in the game's box, but we wanted to show you the album cover anyway. So, just play whatever music you like!

OTTO  
GAME OVER

8gameover.com



arcastudio