

## DIRECTIONS FOR PLAYING

# TEMPO

A Strategic Game of Subtle Movement and Capture

by Sidney Sackson

another HOYLE OFFICIAL game

**EQUIPMENT:** wooden board as shown in Illustration 1.  
15 gold pegs, 15 silver pegs.

**TEMPO** is a game for two players. One player uses the gold pegs and the other the silver. To start the game the pegs are set up as shown in Illustration 1.

### MOVING

a) Gold plays first; thereafter, players alternate moving one of their pegs until either player, when it is his turn, cannot move any of his remaining pegs.

b) The only pegs (see, however, exception for corner pegs, below) which may be moved are those which are standing directly flanked by two other pegs so that the three together lie in an unbroken (no gaps) straight line, vertically, horizontally, or diagonally. The flanking pegs may belong to either player.

c) Pegs are moved in a direction perpendicular to the pair (or any one of the pairs) of flanking pegs which qualify it to move. The peg may move one or more holes, provided the holes are all empty. (For exception see MOVING TO CAPTURE).

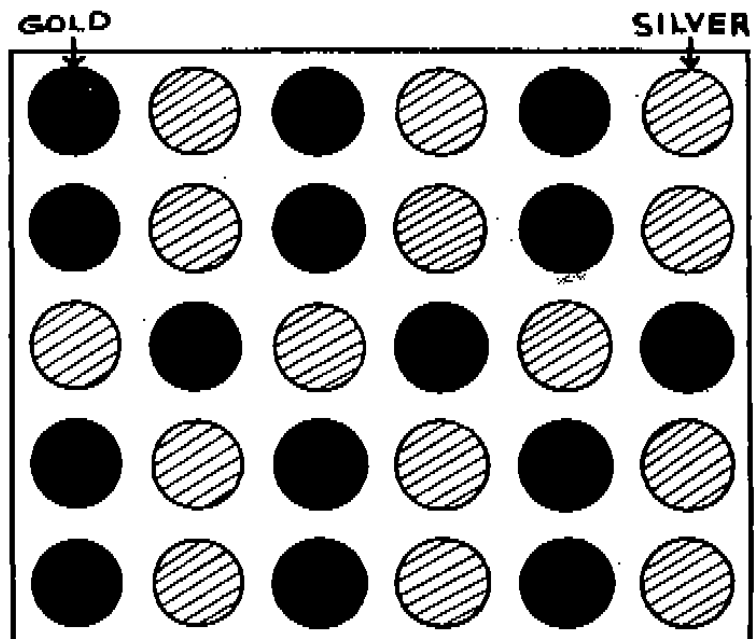


Illustration 1

(Continued Inside)

MODEL NO. 8114

MADE IN U.S.A.

**A FEW EXAMPLES:** In Illustration II the gold player could move his peg 45 to hole 34 (because of pegs 36 and 54). Or he could move peg 45 to hole 44 or 43 (because of pegs 35 and 55).

Also in Illustration II, gold could move peg 26 to hole 25 or 24. But he could not move it to hole 22 since that would necessitate moving over an occupied hole.

Neither the gold peg 42 nor the silver peg 35 may be moved.

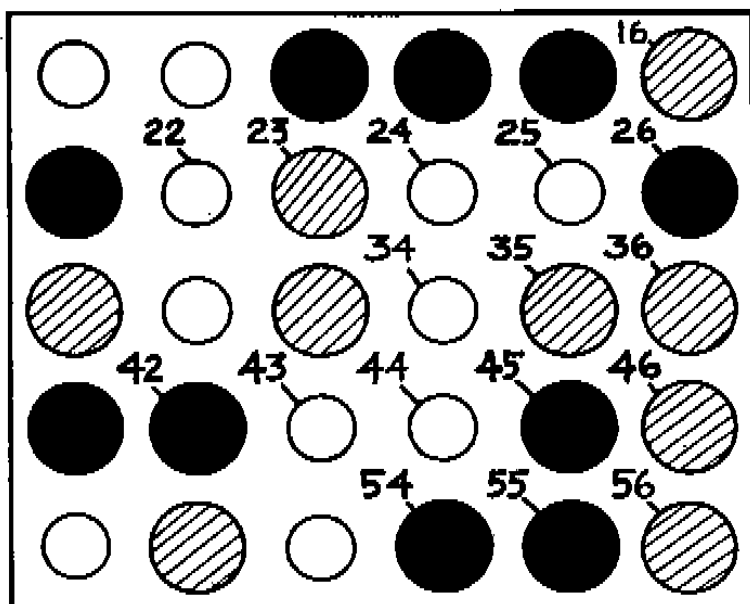


Illustration II

d) A peg which is in one of the four corner positions may move if there are pegs in the two adjacent holes along the edges of the board. The peg moves diagonally out of the corner position, one or more empty holes.

For example, in Illustration II the silver player could move his peg 16 to hole 25, 34, or 43.

**MOVING TO CAPTURE:** A peg may move (if properly flanked) into an adjacent hole which is occupied by an enemy peg, capturing that peg and removing it from the game. A player may not capture one of his own pegs.

Again in Illustration II, the silver player could move peg 46 to capture gold's peg 45. Peg 56 could also be used to capture peg 45.

Gold could not move peg 55 to capture peg 45, since it is his own. He also could not move peg 26 to capture peg 23, since it is not adjacent.

**WINNING THE GAME:** A player wins when his opponent, in his turn to play, does not have a peg which can either be moved to an empty space or to make a capture.

If the situation develops where each player has a peg which can be continuously moved back and forth, the game is won by the player who has the least number of pieces remaining on the board. If both have the same number of pieces, the game is a draw.

## VARIATIONS

**SCORING:** The winner of a game scores one point for each peg *his* opponent has remaining on the board at the end of the game (which calls for isolating the opponent's pegs whenever possible, instead of capturing them).

Play a series of games, the players taking turns in using the gold pegs. The first player to reach a total of 50 points is the winner. If a shorter session is desired, the winning total can be reduced.

**RANDOM STARTING POSITION:** The 30 pegs are shaken together and then placed on the board. The game then continues as in regular TEMPO.

**DUPLICATE PLAY:** This is based on the previous two variations. The random position is recorded as soon as it is set up. After it is played and scored the pegs are replaced in the same position and then replayed with the opposite player using the gold pegs. The player with the most points at the end of the two games is the winner.

ANOTHER  
STANCRAFT  EXCLUSIVE  
PRODUCTS  
1621 E. HENNEPIN/MINNEAPOLIS, MINN. 55414

A HOYLE GAME  
© 1970 Sidney Sackson