

OVERTAKE

ARENA EDITION

*A 4-player team game of sequencing, tempo, and tactical restraint.
Inspired by Jokers & Marbles · built for 2 vs 2 partnership play.*



Team A
Crimson + Amber
(diagonal partners)



Team B
Cyan + Violet
(diagonal partners)

4 players · 2v2 teams · 5 marbles per player · 162-card custom deck
Average game time: 45–75 minutes
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1. Overview

OVERTAKE is a 4-player, team-based board game where partners work together to get all 10 of their marbles home before the opposing team. Play moves clockwise around a 72-pip perimeter track. Marbles are deployed, advanced, and blocked using a shared 162-card deck. A signature **OVERTAKE** mechanic lets one fast-moving marble send opponents back to Start when it passes them.

Core spirit: Clean sequencing. Tempo control. Board awareness. Tactical restraint. Big moments are earned, not stacked.

2. Components

- **1 board** with a 72-pip perimeter track and 4 quadrant pockets (Start + Home per player)
- **20 marbles** — 5 per player in 4 colors (Crimson, Cyan, Amber, Violet)
- **162-card deck:** 108 Mobility, 48 Deploy-Activate, 6 Warp (see §13)

3. Setup

1. Seat players diagonally so **Team A** (Crimson + Amber) faces off against **Team B** (Cyan + Violet).
2. Each player places their 5 marbles in the Start cross of their own corner.
3. Shuffle the 162-card deck. Deal **7 cards** to each player.
4. Crimson (top seat) goes first. Play proceeds **clockwise**: Crimson → Cyan → Amber → Violet → Crimson.

BOARD GEOMETRY

- **72 pips** on the perimeter track (18 per side)
- **Deploy pip:** 8 pips clockwise from each player's nearest corner
- **Home Entry pip:** 3 pips from each corner (5 pips counterclockwise from Deploy)
- **Home:** a private 5-slot lane per player, filled deepest-first

4. Objective

Be the first team to bring all **10 of your team's marbles Home** (5 from each partner). Marbles fill Home from the deepest slot outward — the last marble home lands in the front slot.

5. Cards & Actions

Each card is one of three families. On your turn you may play up to **two cards** (see §7 Turn Structure).

5.1 Mobility Cards (108 total)

Movement-only. Never deploys a marble from Start.

Card	Count	Action
Advance 1	12	Move one of your marbles 1 pip forward
Advance 2	12	Move 2 pips forward
Advance 3	12	Move 3 pips forward
Advance 4	12	Move 4 pips forward
Advance 5	12	Move 5 pips forward
Advance 6	12	Move 6 pips forward
Advance 10	8	Move 10 pips forward (big swing)
Reverse 8	8	Move one marble 8 pips backward (track only — cannot exit Home Lane)
Split 7	10	Split 7 pips across 1 or 2 of your marbles (see §9)
Split 9	10	Split 9 pips across 1 or 2 of your marbles

5.2 Deploy-Activate Cards (48 total)

Dual-purpose cards. Choose **one** of three options when played:

- **Deploy** — move a marble from Start onto your Deploy pip
- **Move** — 10 pips forward (D-A 10) or 1 pip forward (D-A +1)
- **Activate** — resolve the card's printed effect

Card	Count	Options
D-A (10)	36	Deploy · Move 10 · Activate
D-A (+1)	12	Deploy · Move 1 · Activate

Deploy rule (critical): A marble may *only* leave Start by using Deploy on a D-A card. Mobility cards cannot deploy.

5.3 Warp Cards (6 total)

Rare wilds. Each offers a single choice when played. Warp effects never stack with a movement card in the same turn.

WARP (4 COPIES) — TELEPORT

Pick any one of your marbles (in Start OR on the track) and teleport it to **any legal track pip**. The destination pip:

- If **empty** → your marble lands there
- If occupied by an **opponent** → they are bumped to Start
- If occupied by your **partner** → partner is snapped forward to their Home Entry (helper move)
- May not be: your own marble, jammed, or inside any Home Lane

Turn ends immediately after a Warp — regardless of whether you bumped, helped, or landed on empty space.

Teleport does **not** trigger OVERTAKE (you jump, you don't pass).

DUPLICATE (2 COPIES)

Copies the last card played by **anyone other than you** (including your partner or either opponent). You choose your own marbles and targets when executing the copied effect.

- If no eligible prior card has been played (first round) → discard with no effect
- If the source card was itself a Duplicate → fizzles (no chaining)
- Turn-ending follows the copied effect's normal behavior

6. Movement & Collisions

6.1 Resolving a move

1. Declare the card and the marble being moved.
2. Resolve the full distance in a single continuous motion.
3. Check for collisions at the landing pip.
4. Check for OVERTAKE (see §10).

6.2 Collisions (landing)

- **Empty pip** → your marble lands
- **Own marble** → illegal; choose another move
- **Partner's marble** → illegal as a normal move, but see **Partner-Helper** (§8)
- **Opponent's marble** → opponent is **bumped to Start**; your marble lands
- **Jammed pip** → illegal (cannot land on or pass through)

6.3 Reverse moves

Reverse 8 moves a marble backward along the track. A reversing marble cannot exit the Home Lane, cannot re-enter Start, and cannot bump anyone during the move (collisions on the landing pip still apply).

7. Turn Structure

A full turn has three steps:

STEP 1 — ACTIVATE PHASE (OPTIONAL)

Play one card as an Activate or Deploy:

- Resolve an Activate effect, or
- Use Deploy (D-A cards only)

If the card's effect ends your turn, your turn ends immediately.

STEP 2 — MOVEMENT PHASE (OPTIONAL)

Play one card for movement:

- A Mobility card, or
- The Move 10 option of a D-A (10), or

- The Move 1 option of a D-A (+1)

STEP 3 — DRAW

Draw cards until your hand is back to 7.

7.1 Commitment Rule

If you skip the Activate Phase, you may play only one card total that turn. Legal turn shapes are:

- **Activate/Deploy** → **Move** (two-card turn)
- **Move only** (one-card turn)

You may never play two movement cards or two Activate cards in a single turn.

8. Partner Interactions

8.1 Partner-Helper

If a forward move would cause you to land on your **partner's** marble, you may instead *bump them forward* to their Home Entry pip as a **free helper action**. Your marble completes its move to the target pip.

- Partner is marked as having **lapped** (their next forward step enters their Home Lane)
- Helper does not end your turn
- If partner is already at or past their Home Entry, the helper is not available (they don't need it)

8.2 Split-7 Partner Completion

End-game exception. When you play a Split 7 *and* you have **only one marble** remaining on the board, you may split the 7 pips across *your* marble **and** one of your partner's marbles.

- Both legs must sum to **exactly 7**
- You choose both marbles and both targets (partner may not override)
- Partner's leg follows **their own** normal movement rules (can bump opponents, can enter their Home Lane)
- If either leg triggers OVERTAKE, **your turn ends** — you are the active player

8.3 Restrictions

- Activate cards may **never directly target** partner's marbles (other than via the helper/split exceptions above)
- You may not Deploy a marble onto your partner's marble
- Bumping your partner on the track (outside helper/split) is not a legal move

9. Split Moves

Split 7 and Split 9 let you divide the total pips across one or two of your own marbles.

- You may put the entire amount on a single marble, or split between two marbles
- Each leg must be at least **1 pip**
- Both legs sum to **exactly** the card's total
- Each leg follows normal movement rules independently (bumps, OVERTAKE, Home entry)
- OVERTAKE may trigger on either leg if that single leg passes 2+ opponents

10. OVERTAKE

The signature mechanic. When your marble moves forward in one continuous movement and passes **two or more opponent marbles**, choose one of the passed marbles and send it to Start. **Your turn immediately ends.**

- Only **opponents** count toward OVERTAKE — passing your partner or your own marbles does not trigger it
- A single leg of a Split can trigger OVERTAKE if that leg passes 2+ opponents
- Teleport (Warp) does not trigger OVERTAKE — you don't pass pips when jumping
- If multiple marbles qualify as victims, you choose which one to send back

11. The Home Lane

Home is a private **5-slot lane** per player, entered from the Home Entry pip. Slots are numbered 1 (entry) to 5 (deepest).

11.1 Entering Home

- A marble must **lap** (pass its own Home Entry pip clockwise) before it can enter Home

- The first marble in must reach **Home slot 5** (deepest)
- The second marble stops at slot 4, the third at slot 3, and so on
- Fill rule: each marble must land at the **deepest unfilled slot**

11.2 Strict exact count (no overshoot)

You must **exactly reach** the deepest unfilled slot. If your roll would carry past that slot, the move is **illegal** and you cannot enter Home with that card.

You cannot pass over your own marbles already in Home. You cannot reverse out of Home.

11.3 Winning

When all 5 slots of a player's Home are filled, that player is **done**. The first team whose **both partners** have all 5 marbles Home (10 total per team) wins the game.

12. Activate Effects (Global Rules)

Unless a card explicitly says otherwise:

- Activate effects resolve exactly as written
- Only one Activate card may be played per turn
- Any Activate effect that affects an enemy marble ends your turn
- Activate effects may not target marbles in the Home Lane
- Teleport-style effects may not place a marble into Home

13. Space Control (Jam & Tripwire)

Jam and Tripwire are simple Activate effects that lock a pip on the main track.

Jam

- Choose a track pip occupied by one of **your** marbles
- That pip is **blocked** until the start of your next turn
- No marble (including your own) may land on or pass through a jammed pip

Tripwire

- Choose a track pip occupied by one of **your** marbles

- The next enemy marble that *lands* on that pip is immediately bumped back **1 pip**
- Then discard the Tripwire card

14. Deck Composition (Locked)

Total deck size: **162 cards**

Family	Count	Breakdown
Mobility	108	12× A1/A2/A3/A4/A5/A6, 8× A10, 8× R8, 10× Split 7, 10× Split 9
Deploy-Activate (10)	36	—
Deploy-Activate (+1)	12	—
Warp	4	Teleport — see §5.3
Duplicate	2	Copy-last-card — see §5.3

14.1 Reshuffling

When the deck is empty, shuffle the discard pile and continue drawing. A typical game lasts 2–3 deck cycles.

15. Design Intent

OVERTAKE rewards:

- **Clean sequencing** — knowing the right card, right time
- **Tempo control** — forcing opponents to react
- **Board awareness** — reading threats and setups
- **Tactical restraint** — saving the big play for when it matters

Power is *not* stacked. Big moments are earned, never handed out. Partnerships should feel coordinated — your best plays include moves that help your partner as much as ones that hurt your opponents.

16. Quick Reference

TURN SHAPES

- **Activate + Move** — two cards (full turn)

- **Move only** — one card (committed, no Activate)

ENDS YOUR TURN IMMEDIATELY

- OVERTAKE triggered
- Warp (Teleport) played
- Activate effect that affects an enemy marble

FREE / NO TURN END

- Partner-helper on a forward move
- Your own marble reaches Home (by itself, no bumps)

NEVER LEGAL

- Deploy via a Mobility card
- Landing on your own marble
- Overshooting Home
- Passing your own marble inside Home
- Exiting Home in reverse
- Two Activate cards in one turn
- Two Movement cards in one turn

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