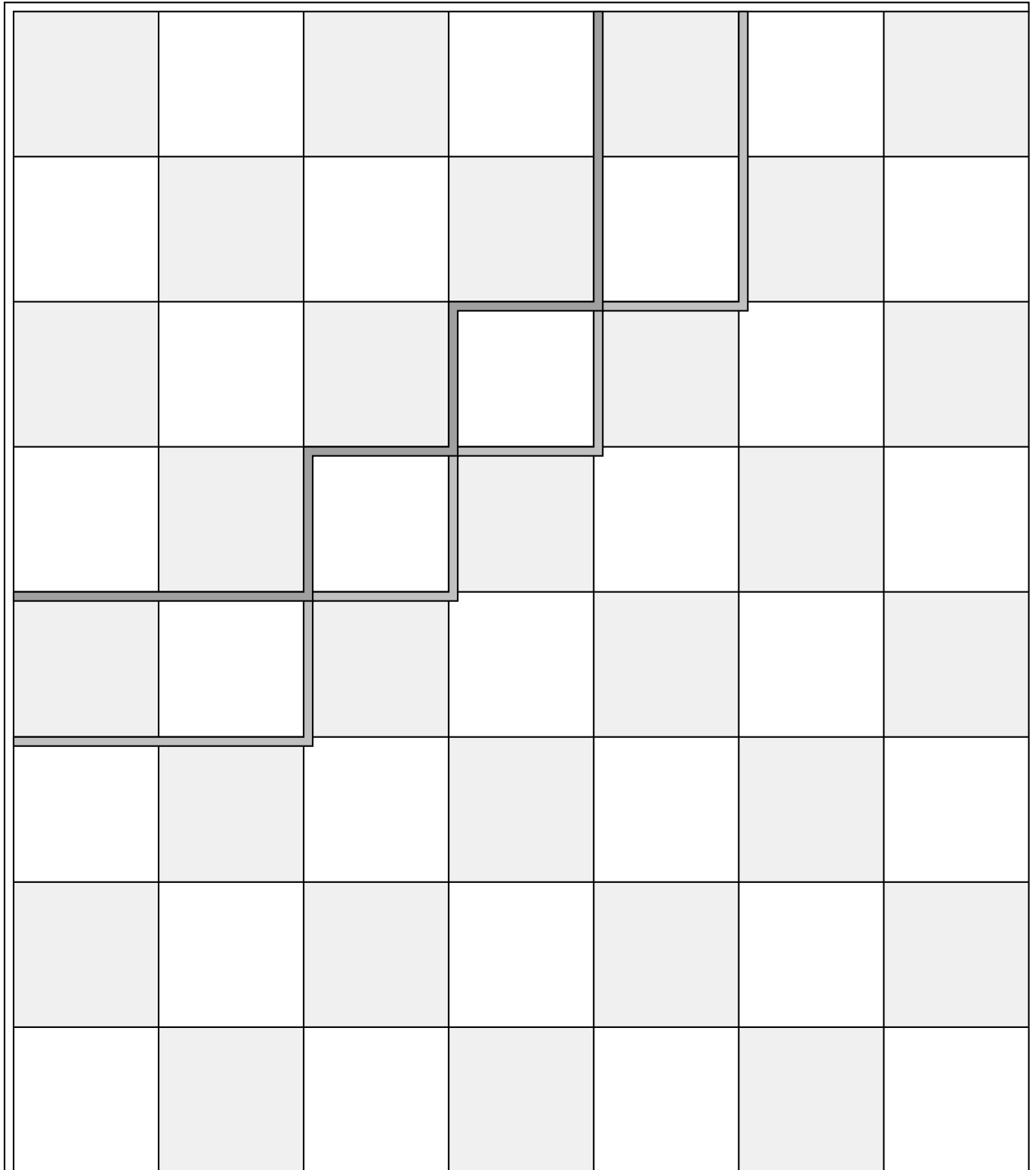
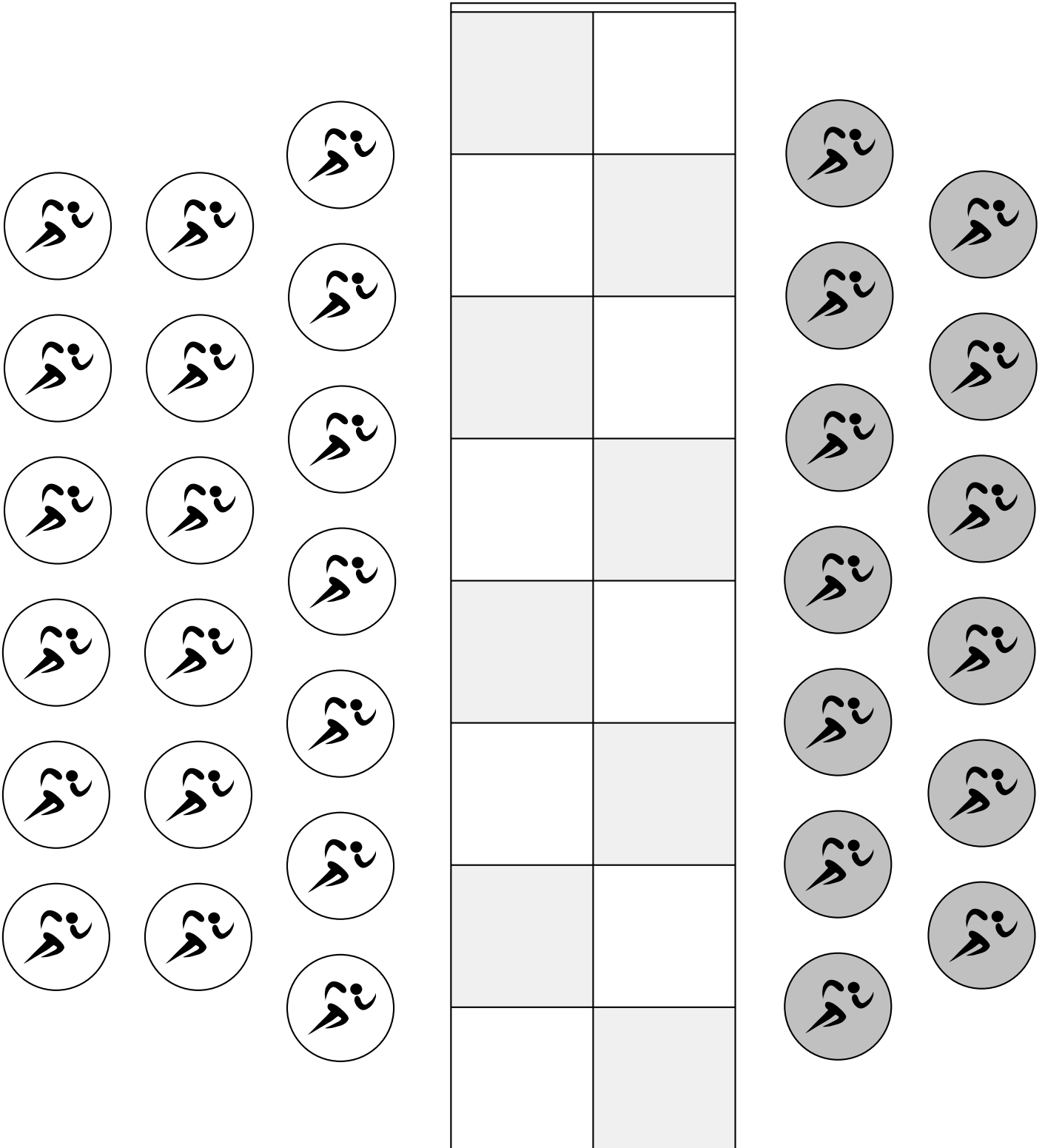


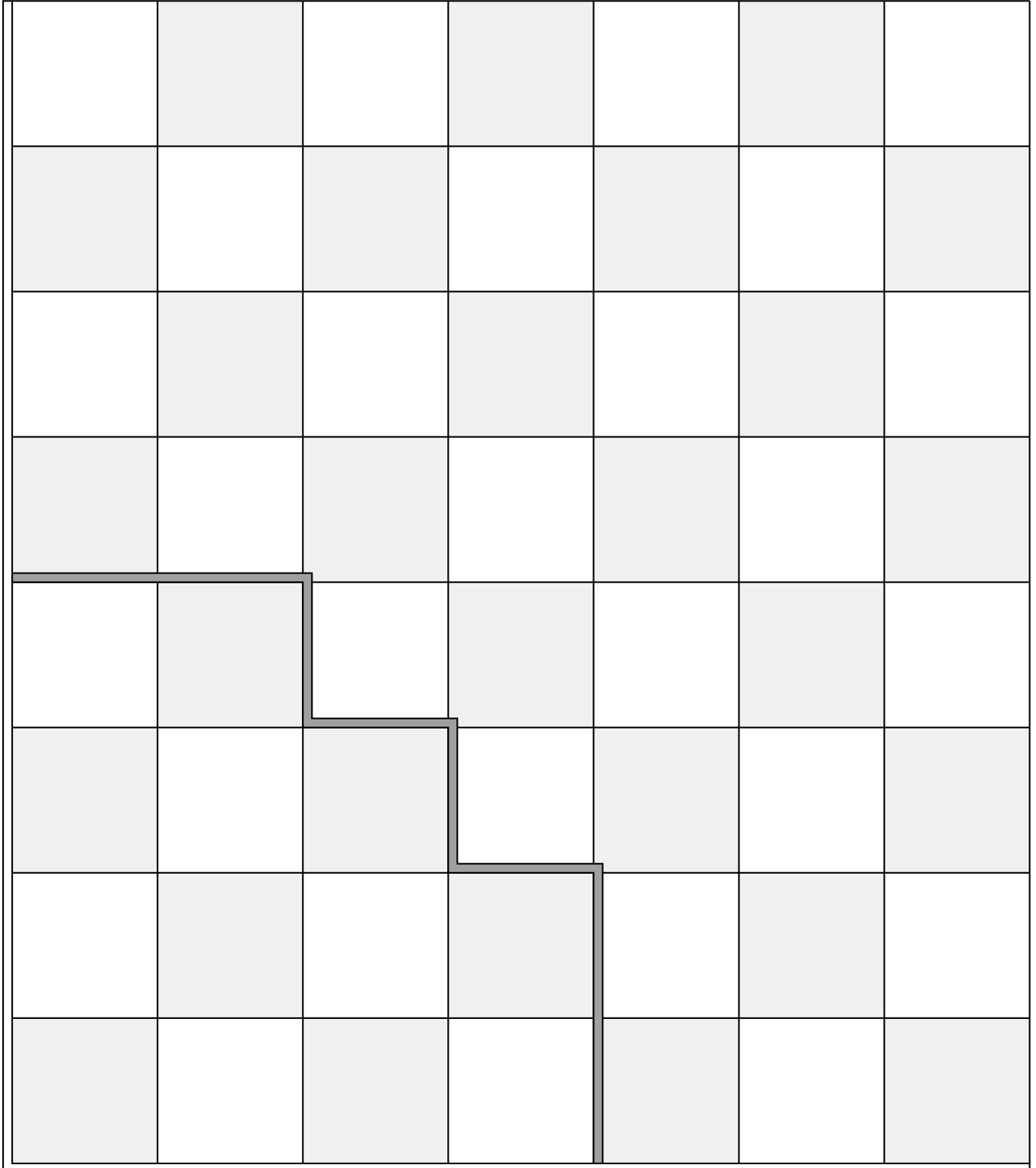
HALMA



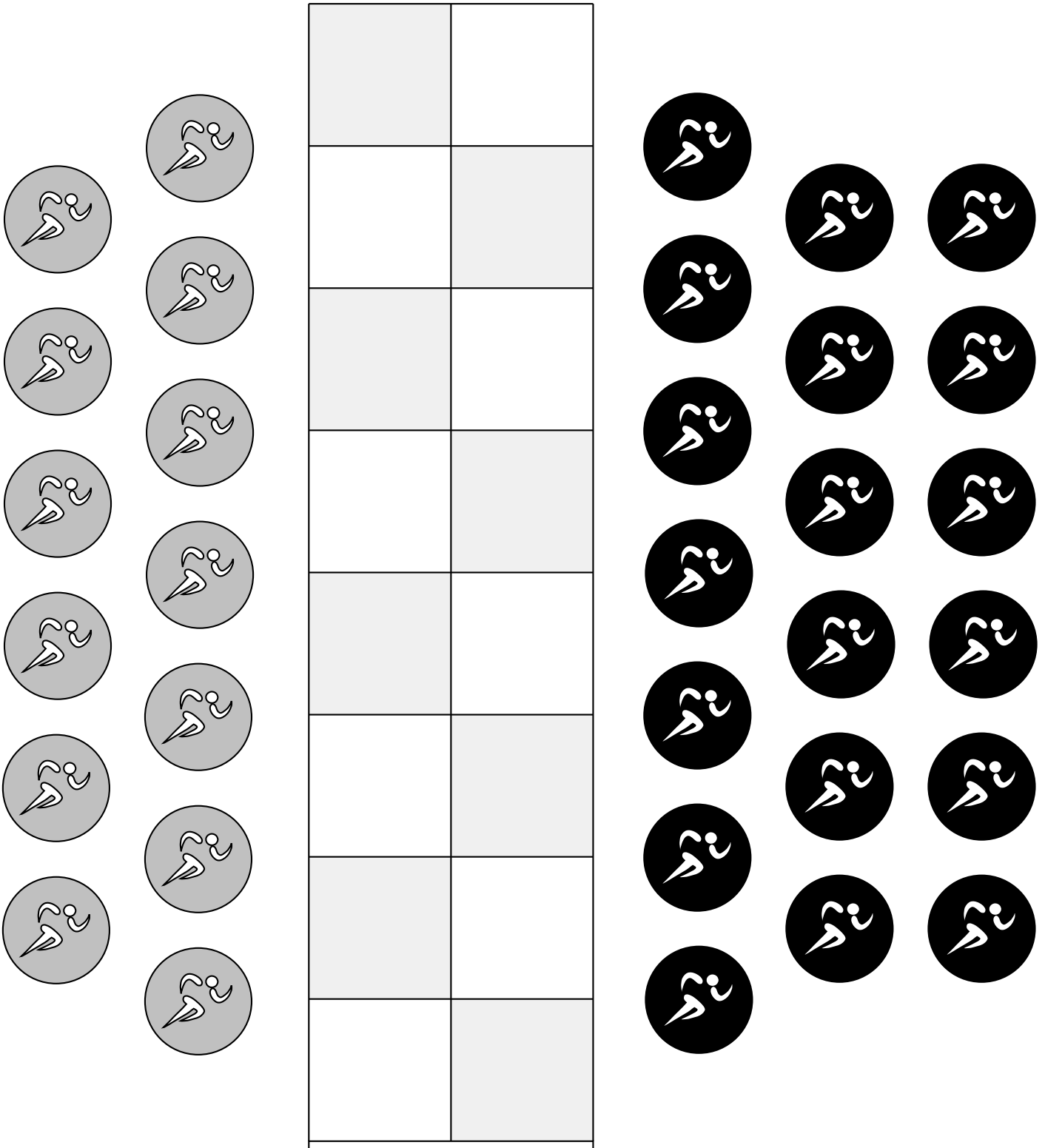
HALMA



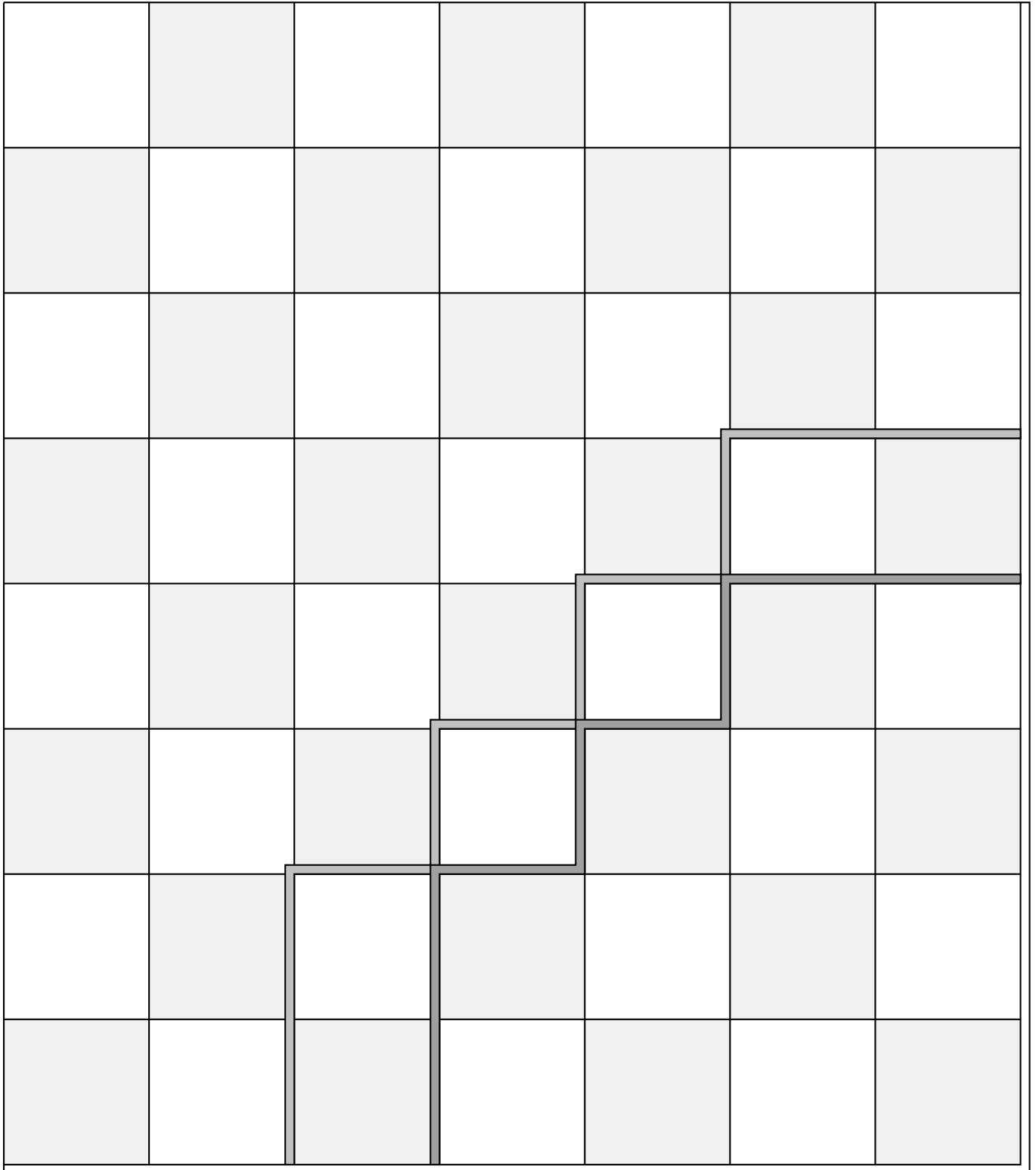
HALMA



HALMA



HALMA





ASSEMBLY INSTRUCTIONS

The attached print-and-play sheet is designed for printing in black and white onto A4 paper. To assemble the game, you will need: a black and white or colour printer capable of printing graphics onto A4 paper; a craft knife and ruler, six A4 sheets of thick card, a pair of scissors and some good paper glue.

1. Print out the print-and-play sheets onto A4 paper. If using an inkjet printer, give time for the ink to dry.
2. Glue the printed paper onto the thick card. Ensure that the entire surface of the card is evenly covered with glue, as the board and pieces will be cut out. Leave the glue to dry.

3. Cut out the board sections and individual pieces. You may want to apply more glue if the paper is coming loose around the edges.

There are alternative methods. If you have only scissors, you can still make the board but the results may be poor; it's probably best to cut the paper and card to fit before gluing in this case.

If you have access to a laminator, the print-and-play sheets could be printed onto thin card before laminating; when cutting out the board and pieces you may want to round off the outer corners to prevent scratching.

SUGGESTED RULES FOR HALMA

To begin: two players can take part, with 19 pieces each, starting in the larger marked areas in opposite corners of the board. Alternatively, four players each have 13 pieces in the smaller marked areas in each corner of the board. Players decide, at random or by agreement, who takes the first turn. Play then moves clockwise around the board.

Movement: a player takes his turn by moving one of his pieces in one of the following ways: (i) a piece may be moved to an adjacent square, horizontally, vertically or diagonally; (ii) a piece may jump over a single adjacent piece

of any colour, horizontally, vertically or diagonally, into the empty square beyond; further jumps may optionally be made by this piece in the same turn, to whatever number the player pleases, while the piece is in a position to do so. Jumping over an opponent's piece does not capture it. All pieces stay on the board throughout the game.

Ending the game: the game is over when a player has moved all of his pieces into his opponent's marked starting positions, at the opposite corner of the board. He is then declared the winner.