

## 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, two A4 sheets of thick card, a pair of scissors and some good paper glue.

1. Print out the print-and-play sheet 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 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 corners to prevent scratching.

## SUGGESTED RULES

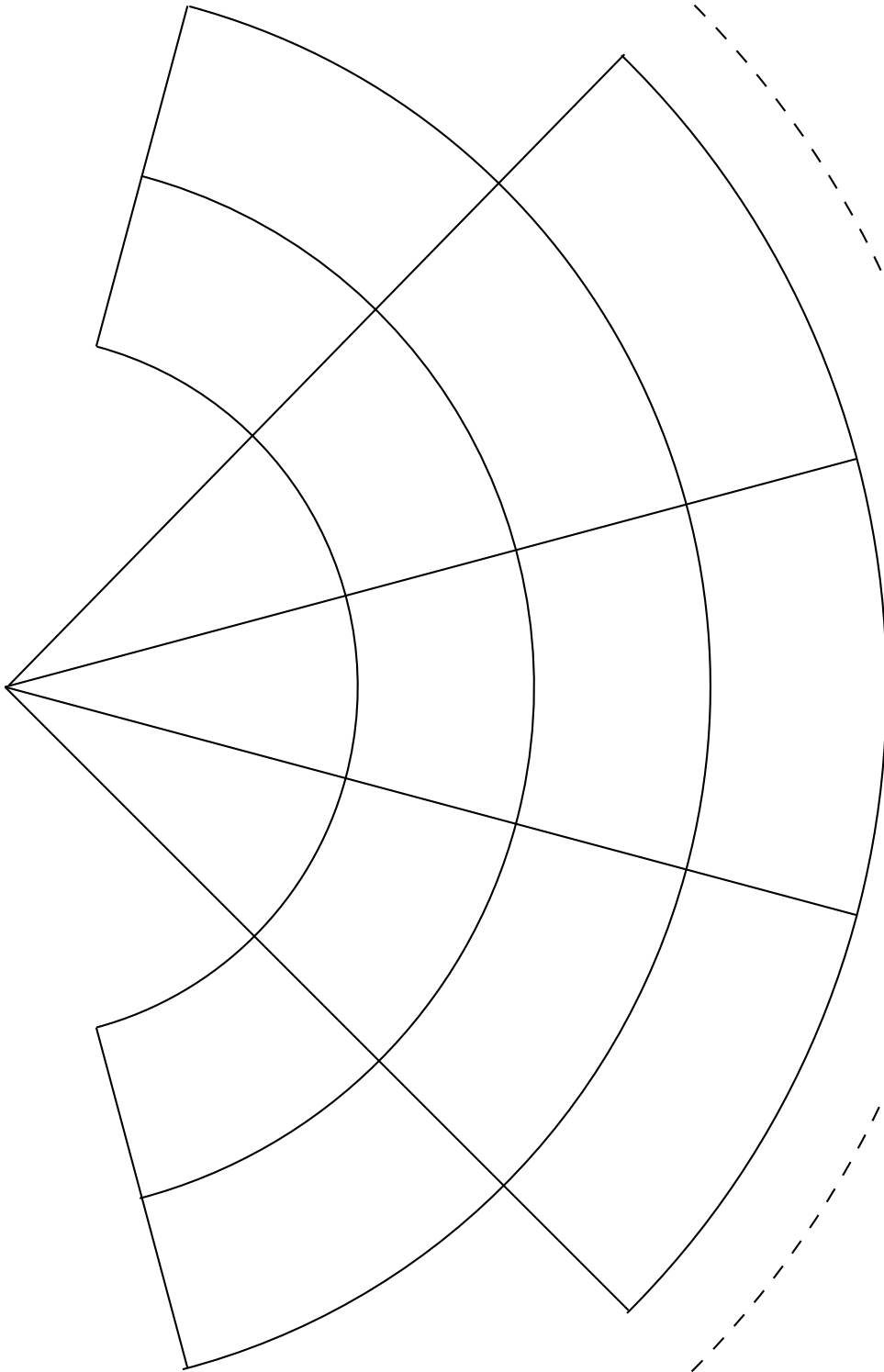
To begin: the board starts empty, the tigers taking the first move.

Placement & movement: if a player has pieces in hand, one of the pieces is placed on any empty space on the board. No piece may be moved while its owner still has pieces waiting to be placed. If a player has no more pieces to add to the board, then instead he moves one of his pieces from its current position, along a marked line, to the adjacent position, in any direction.

Capture: a tiger may, instead of moving to an adjacent point, capture a lamb by leaping over it onto the vacant point beyond. The tiger may not change direction during a leap, it must jump over only a single lamb, and it may make only one such leap in its turn. Lambs may not leap over tigers.

To win: the lambs win the game by confining the tigers such that no tiger may move in its turn. The tigers win the game by capturing so many lambs that their task is no longer possible.





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