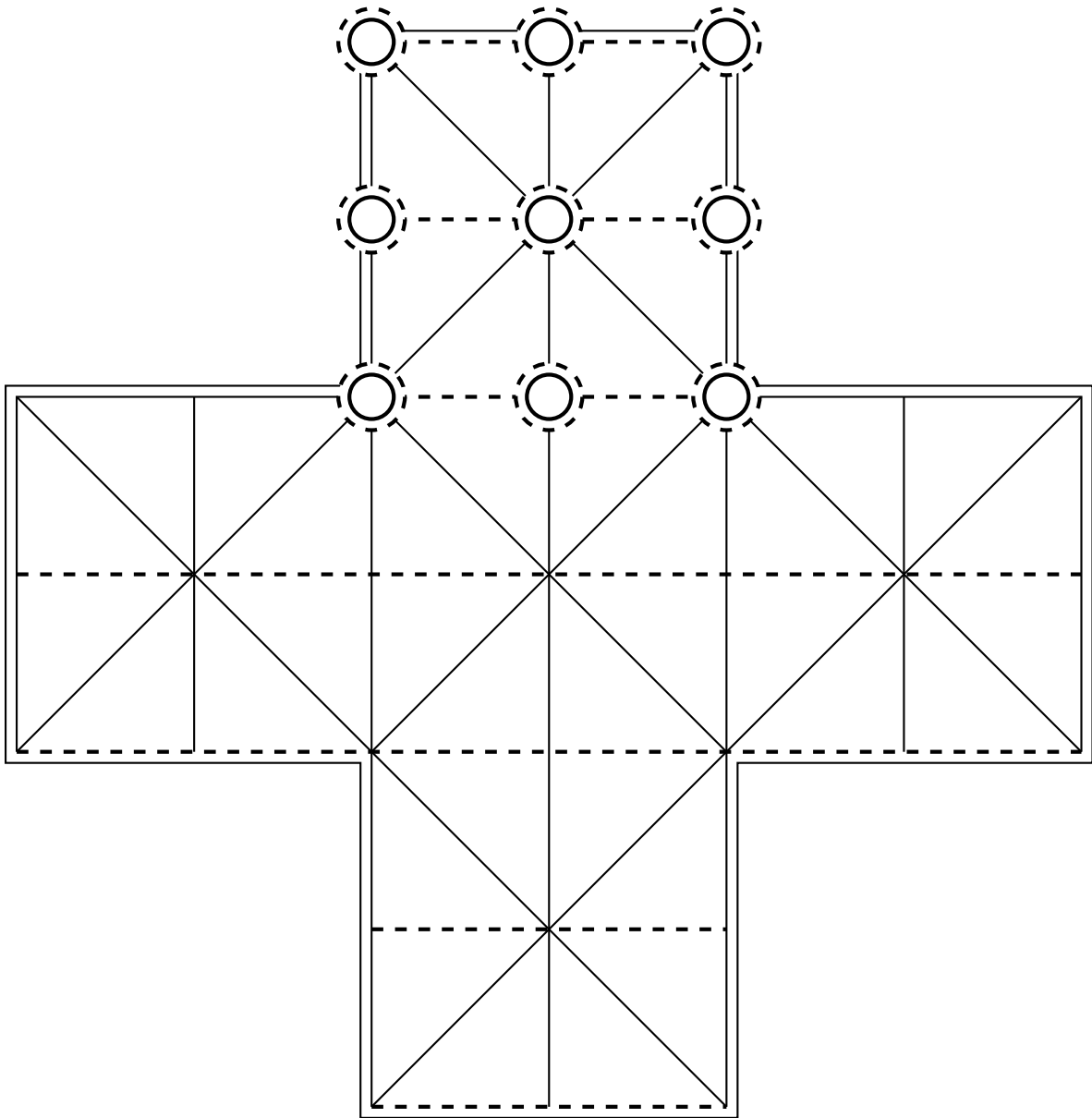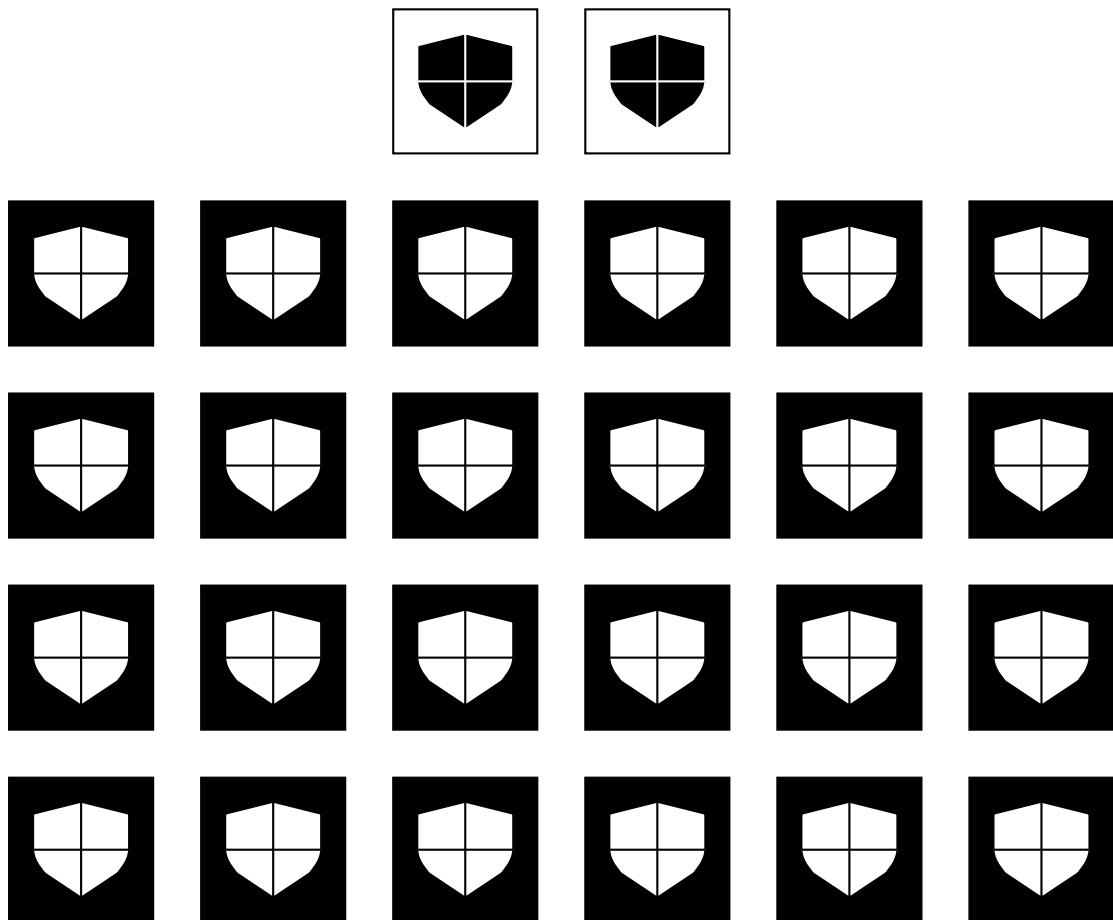# CYNINGSTAN

ASALTO

ASALTO

CYNINGSTAN

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 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 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, not a craft knife, 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 defenders are placed on any two points in the fortress. The besiegers are placed on the points outside the fortress.

Movement: a defender may move along any marked line to an adjacent empty point. The besiegers also move to an adjacent empty point, but may move only along the solid lines, not the horizontal dotted lines, and they may not move backwards. There are a couple of horizontal solid lines along which the besiegers may move.

Capture: a defender may capture a besieger on an adjacent point if the two are connected by a marked line, and if the point beyond is vacant. The defender jumps over the besieger landing on the vacant point beyond, removing the besieger from the board. Capture is compulsory, and if the defender can jump over another besieger from its new position, it must do so, continuing to capture till it is in a position to capture no more. A defender who fails to make an available capture is "huffed", i.e. removed from the board.

To win: the defenders win if (i) they capture fifteen besiegers, or if (ii) the besiegers become immobilised and cannot move in their turn. The besiegers win if (i) they trap the defenders so they cannot move, (ii) they occupy all nine points of the fortress, or if (iii) both the defenders have been huffed, leaving the fortress undefended.