CYNINGSTAN

TRADITIONAL BOARD GAMES

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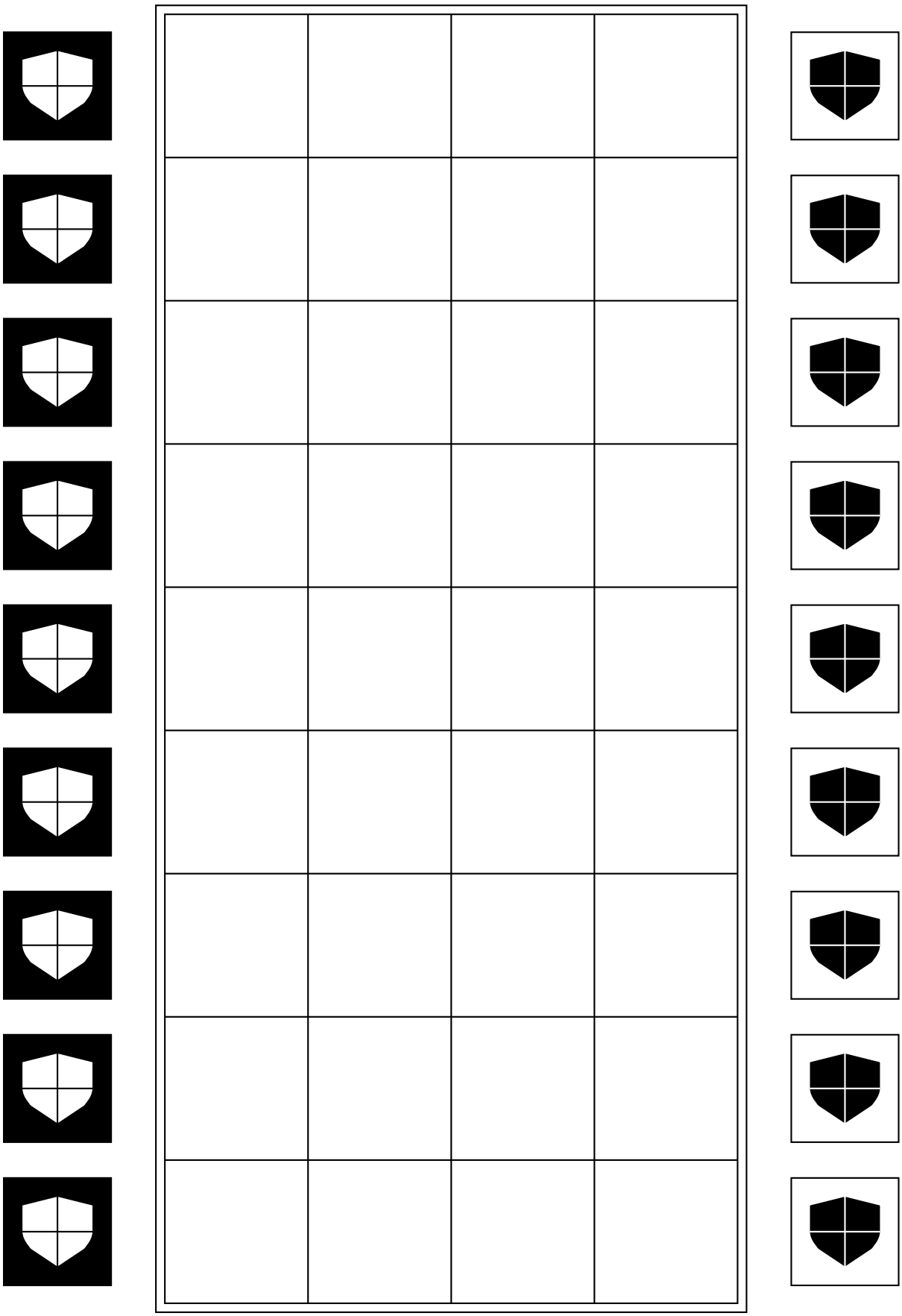

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ASSEMBLY INSTRUCTIONS

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.
4. Use 4 coins as casting sticks.

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 players sit by the long edges of the board. Each player starts with nine pieces, one in each square of his back row. Players alternate in throwing the coins, until one gets a single head. This scores 1 and forms part of his first throw.

Throwing: the player whose turn it is throws again and again till he gets a throw of 2 or 3 heads, noting the as the scores the number of heads in each throw. All tails score 6. Once a 2 or 3 is thrown, movement begins.

Movement: the throws are used in any order to move a piece, or multiple pieces if possible. A single throw may not be split between pieces. Pieces move rightwards on the first and third row, and leftwards on the second and fourth. A piece which has not yet moved may only move on a throw of 1. When pieces reach the end of a row, the normal course of movement is from row 1 to row 2 to row 3, then back to row 2 to circle between rows 2 and 3 indefinitely. A piece at the end of row 3 may instead move onto row 4 if (i) it has not been there before, and (ii) there are still enemy pieces on row 4. A piece on row 4 may not move further till all friendly pieces have evacuated row 1. On passing the end of row 4, it must return to row 3.

Stacking: a piece landing on a friendly piece forms a stack. Stacks may continue to grow by addition of further friendly pieces. A stack moves as if it were a single piece. A stack may only be split on a throw of 1, which allows the top piece to be moved. A stack may not move back to a previous row; if it tries, it is reduced to a single piece and the other pieces are lost from the stack; a player is not obliged to use a throw which would cause this. If the only pieces on the fourth row are stacks, they may not move, unless there are no other pieces for the player to move; a throw of 1 allows a stack on the fourth row to be split as happens elsewhere, however.

Capture: a piece or stack landing on an enemy piece or stack captures those enemies, which are removed from the game.

To win: the player who captures all the enemy pieces wins the game.