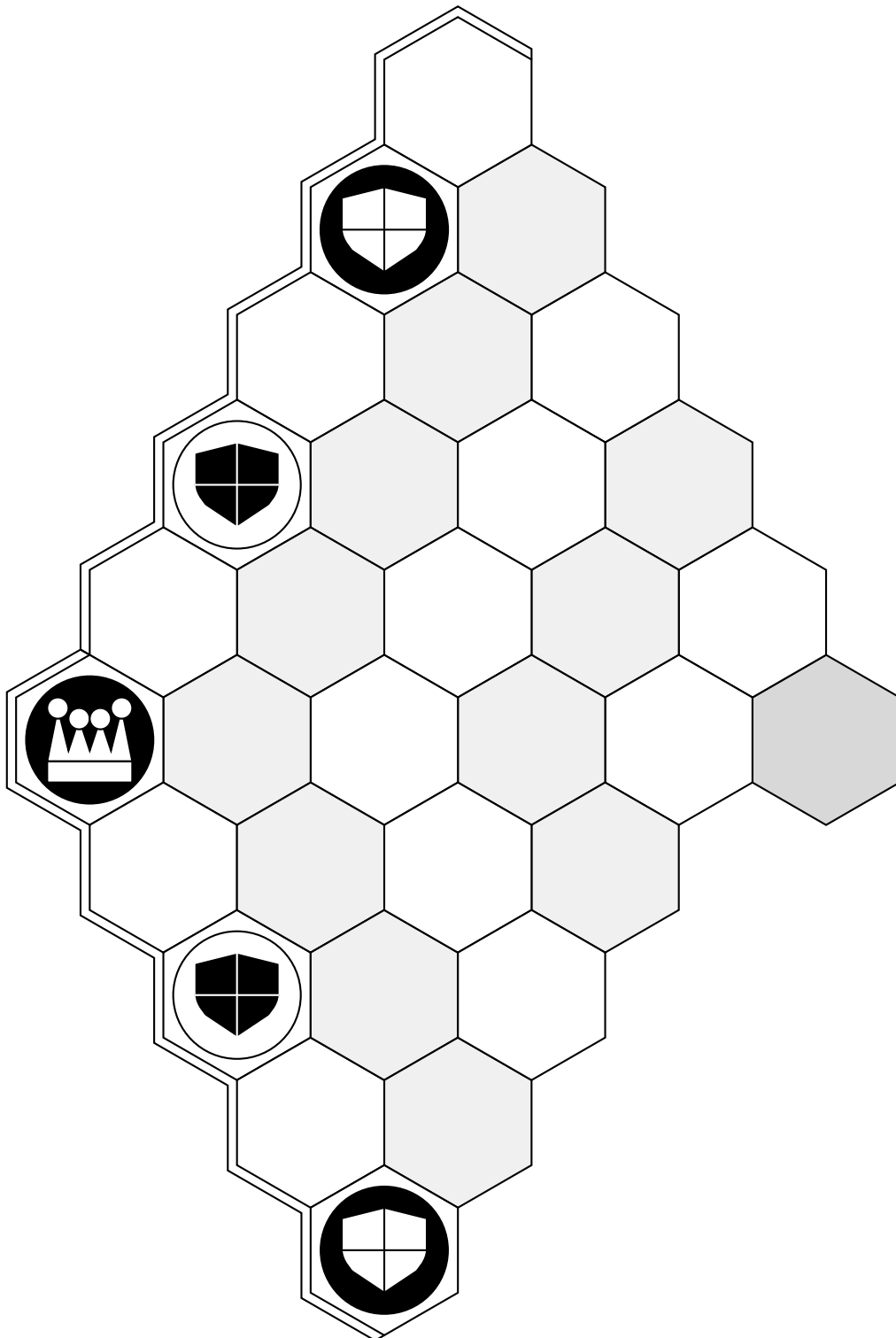
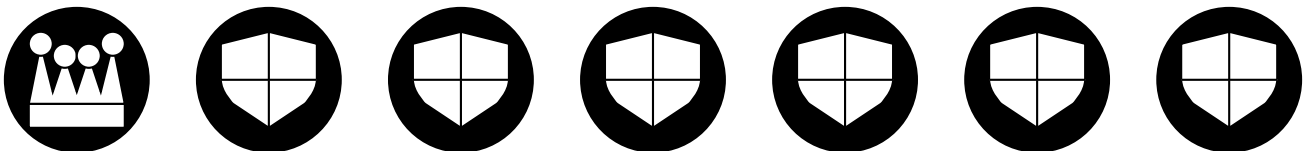
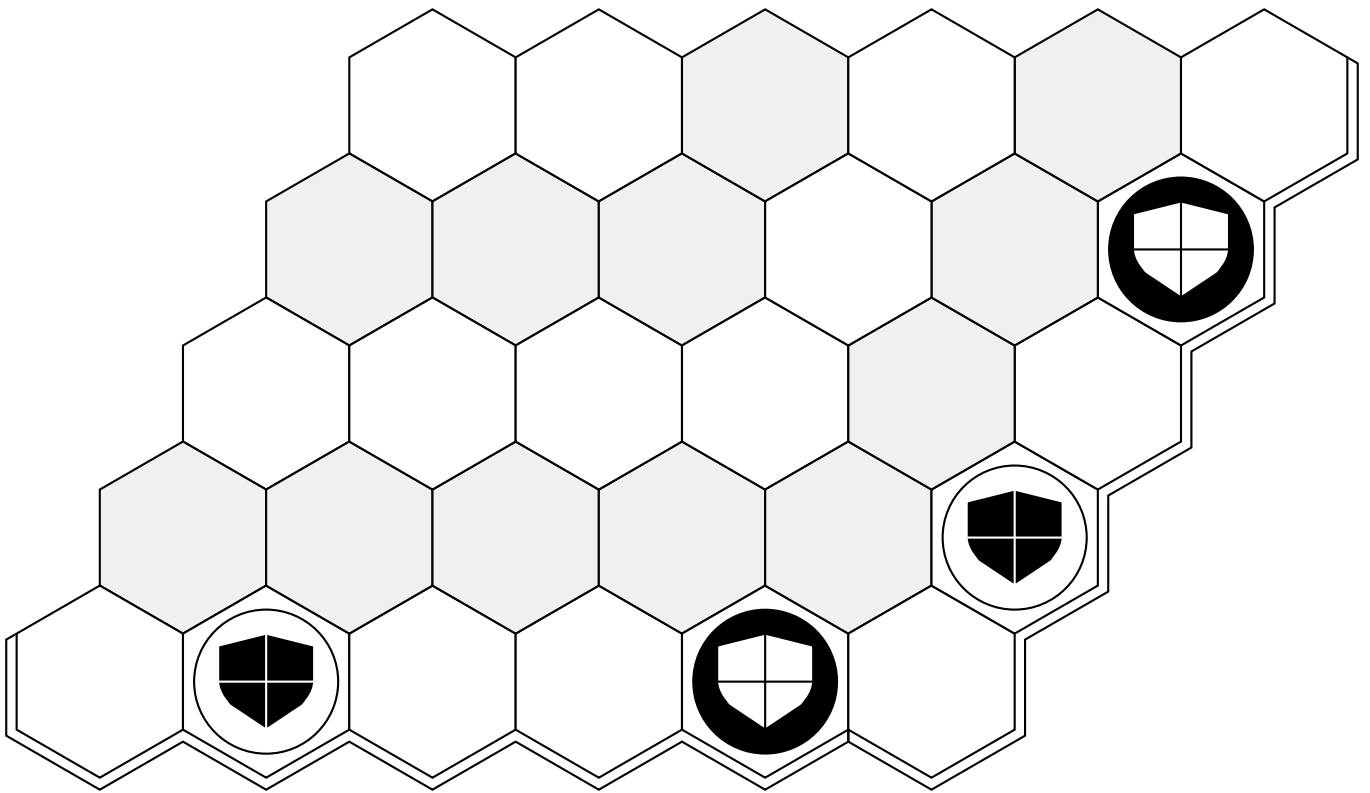


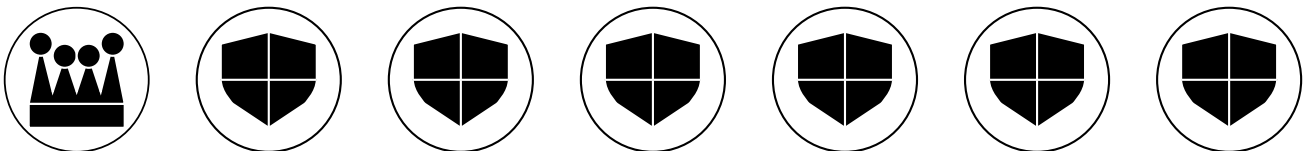
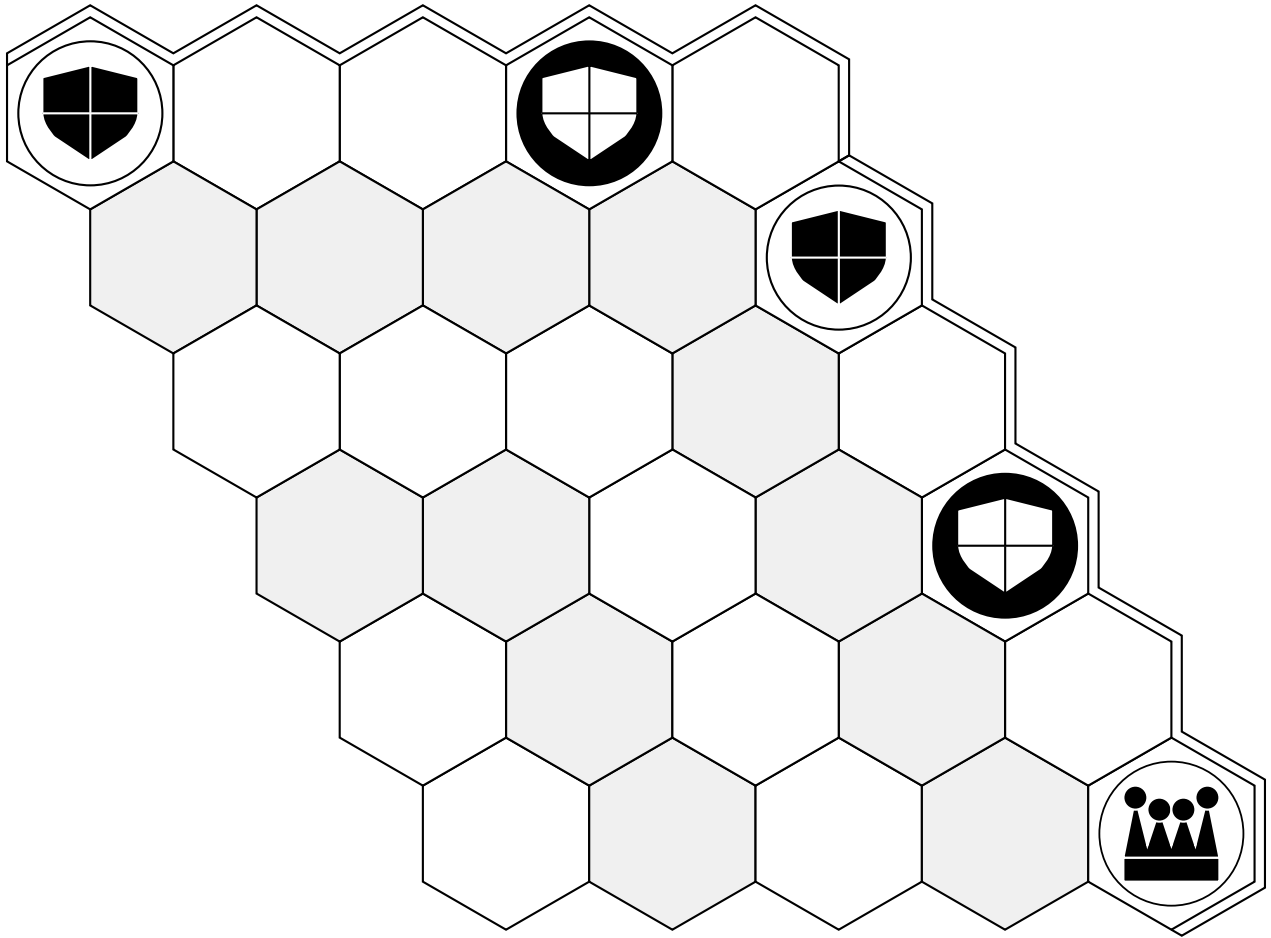
# AGON



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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, six 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 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 AGON

To begin: the players' pieces are laid out in the indicated places on the board, each having a queen and six guards. Players decide at random who moves first.

**Movement:** a piece owned by the player is moved to an adjacent space, either on the same ring or on the ring closer to the centre. A piece may not land on another, nor may it move directly between two enemies. Only the queen may move onto the central space. If the player has a trapped piece (see Capture), then instead of moving as just described, the trapped piece must be rescued as described below.

**Capture:** a piece caught between two enemies is trapped. On its owner's next turn, the piece must be rescued and moved (i) to any empty space on the edge of the board, if it is a guard, or (ii) to any empty space on the board, if it is a queen. If more than one piece is trapped, then they must be rescued one per turn, starting with the queen if she is trapped.

**Ending the game:** a player wins the game by occupying the centre with the queen, and having her six guards around her. A player loses the game by surrounding the empty central space with guards, thus preventing either player from reaching the centre.