







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 ink jet 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: players sit at opposite sides of the board. Each player has twelve pieces, which start the game on the two back rows of points, leaving two empty rows between the contending forces.

Movement: each turn a player may move a single piece to an adjacent empty point, horizontally, vertically, or diagonally across a square.

Capture: instead of moving, a piece may slide along a line,

taking in one or more of the circular extensions at the corner of the board, until it hits an enemy piece; that enemy piece is removed from the board. This sliding move can only be made if it (i) takes in at least one circular extension, (ii) hits an enemy piece at the end, and (iii) is not blocked by a friendly piece.

To win: a player wins the game by capturing all of the opponent's pieces.