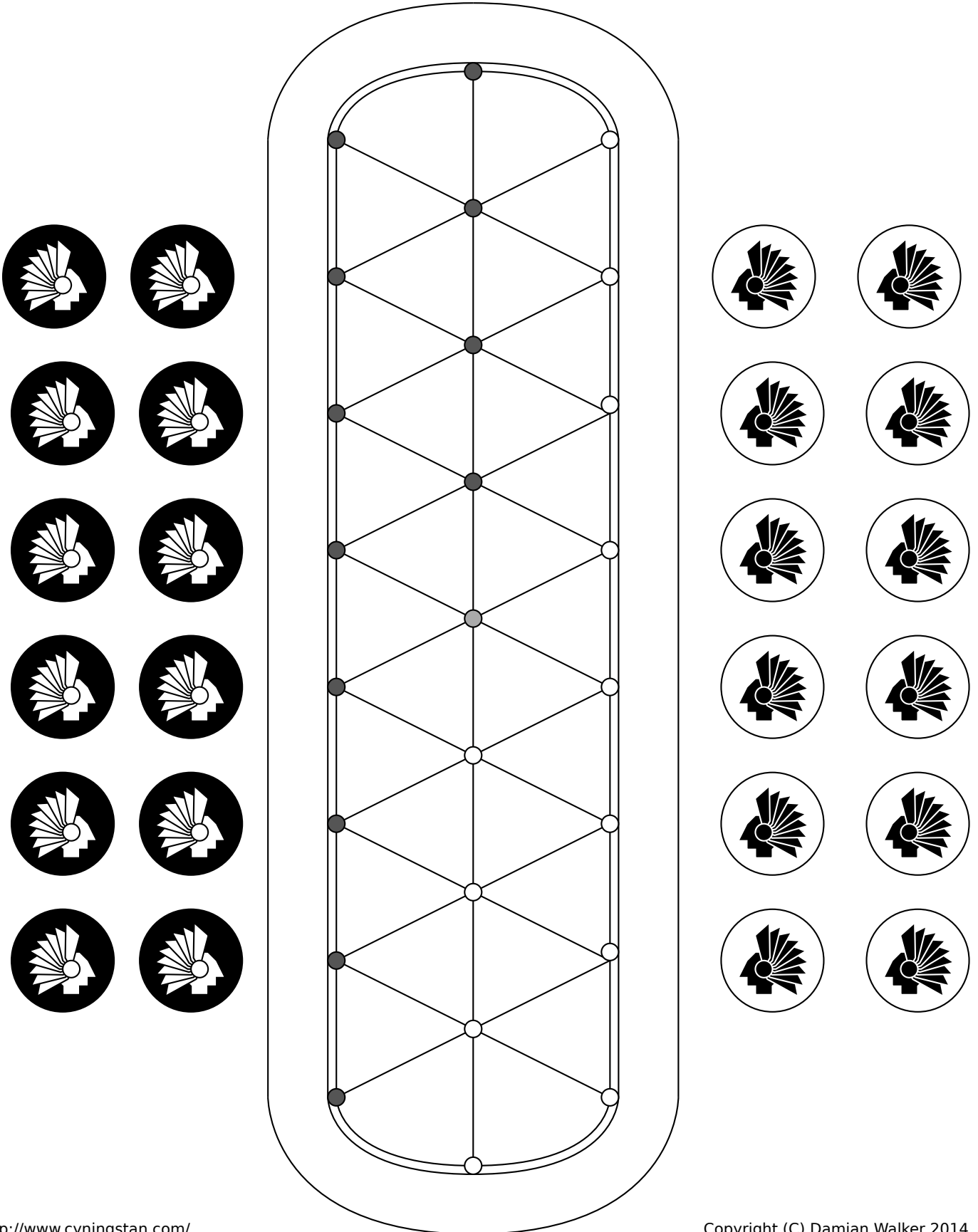


AWITHLAKNANNAI





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: place the dark pieces on the dark spots of the board, and the light pieces on the light spots of the board. The central spot should be left empty. Players decide at random who should make the first move.

Movement: each turn, a player moves one of their pieces along a marked line in any direction (including along any of the board edges) to an adjacent empty point. If a capture move is available (see below), then that must be made instead.-

Capture: if possible, a piece must instead capture an

adjacent enemy by leaping over it to land on the spot immediately beyond in the same direction, which must be empty. The enemy piece is then removed. If it is possible to make another capture in any direction with the same piece in its new position, then it must do so, capturing again and again as long as it may make such moves. If at any time there is a choice of captures, the player may choose which capture to make.

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