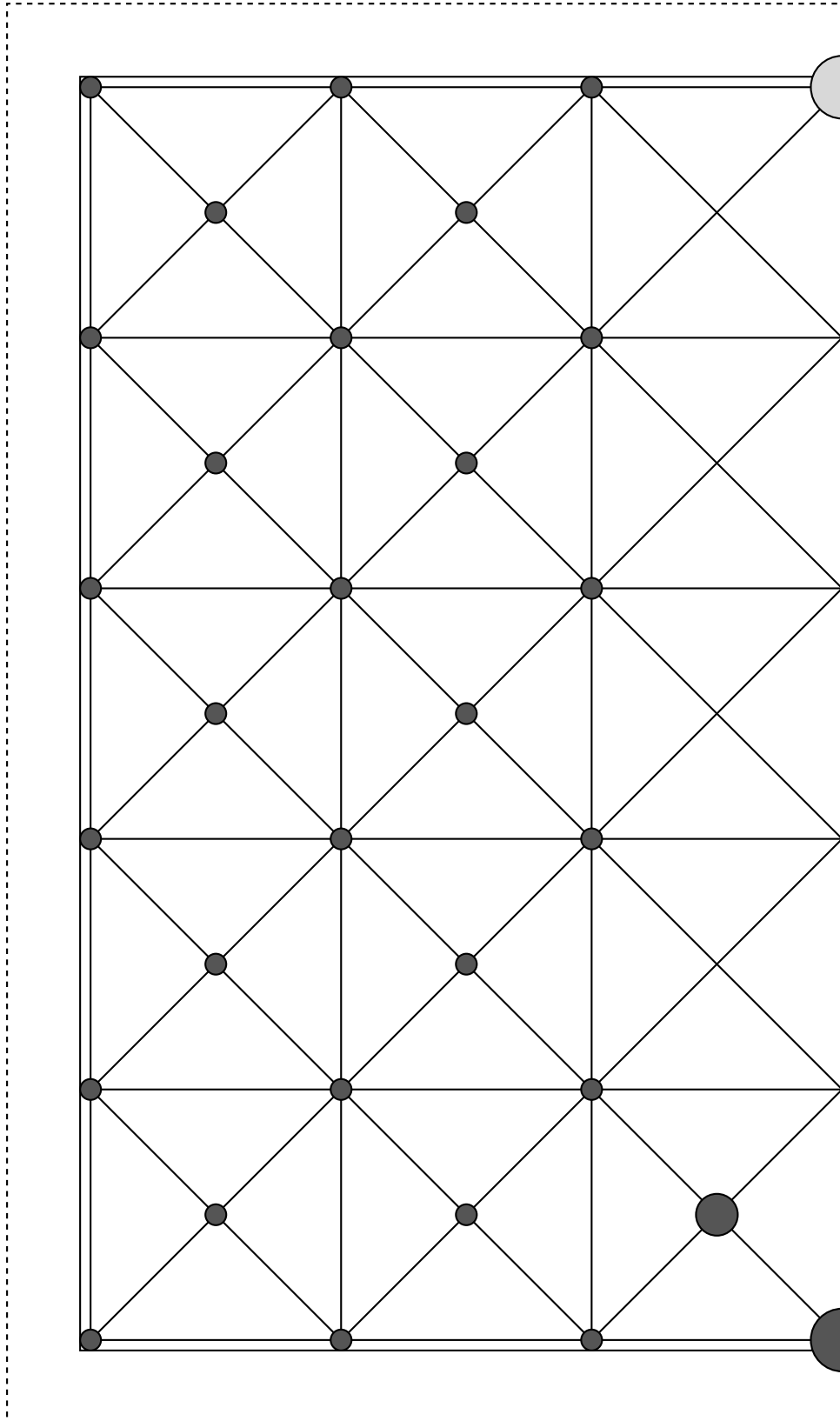
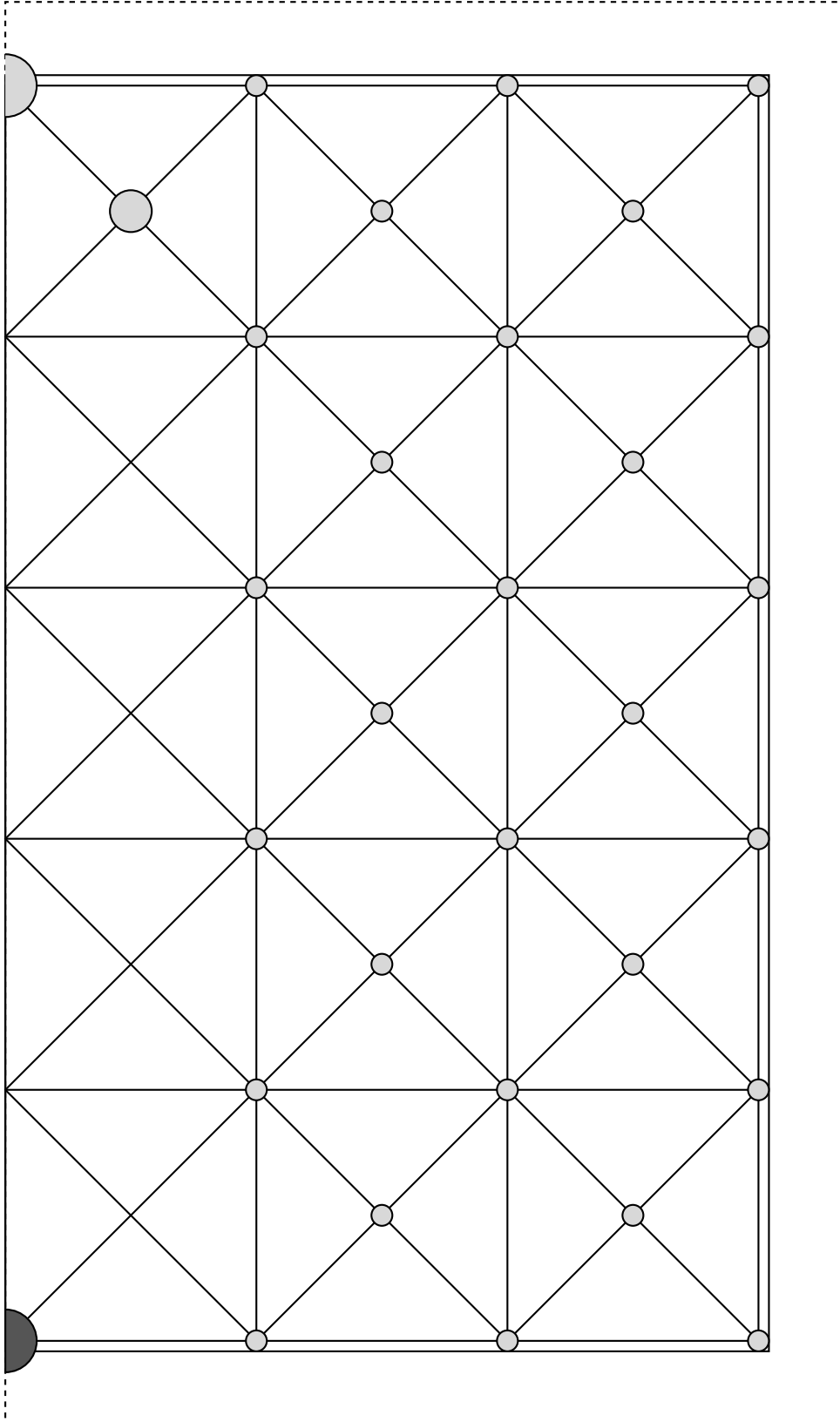


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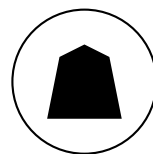
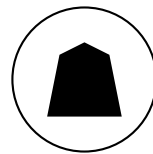
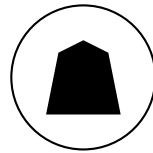
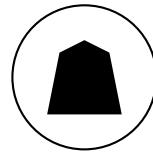
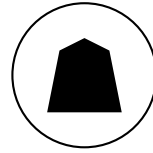


DABLOT PREJJESNE





DABLOT PREJJESNE





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 DABLOT PREJJESNE

To begin: the pieces are set out on the board as indicated by the light and dark dots; the largest pieces sit on the largest spots and are the king and landlord; the slightly smaller pieces sit on the spots behind and are the prince and landlord's son. The smallest pieces are the warriors and tenant farmers, who sit on the smaller points at each end of the board. Players decide at random who moves first. After the first player has moved, the players take turns alternately till the end of the game.

Movement: a player in his turn may move one piece along a marked line in any direction. All pieces have the same power of move.

Capture: instead of moving, a piece may capture an enemy by jumping over it and landing on the empty space

beyond. No piece may capture above its station, specifically: (i). the king and the landlord may capture any enemy; (ii). the prince and the landlord's son may capture anything except the king or landlord; (iii). warriors and farmers may only capture each other. If the piece, having made a capture, is in a position to make further captures, it is free to do so in the same turn. Capture is always optional.

Ending the game: A player loses the game if he cannot move because: (i). he has lost all his pieces, or (ii). he has pieces left but they are surrounded by the enemy and unable to move. A player may resign if he feels his position is hopeless. The game is a draw if only the king and the landlord remain on the board.