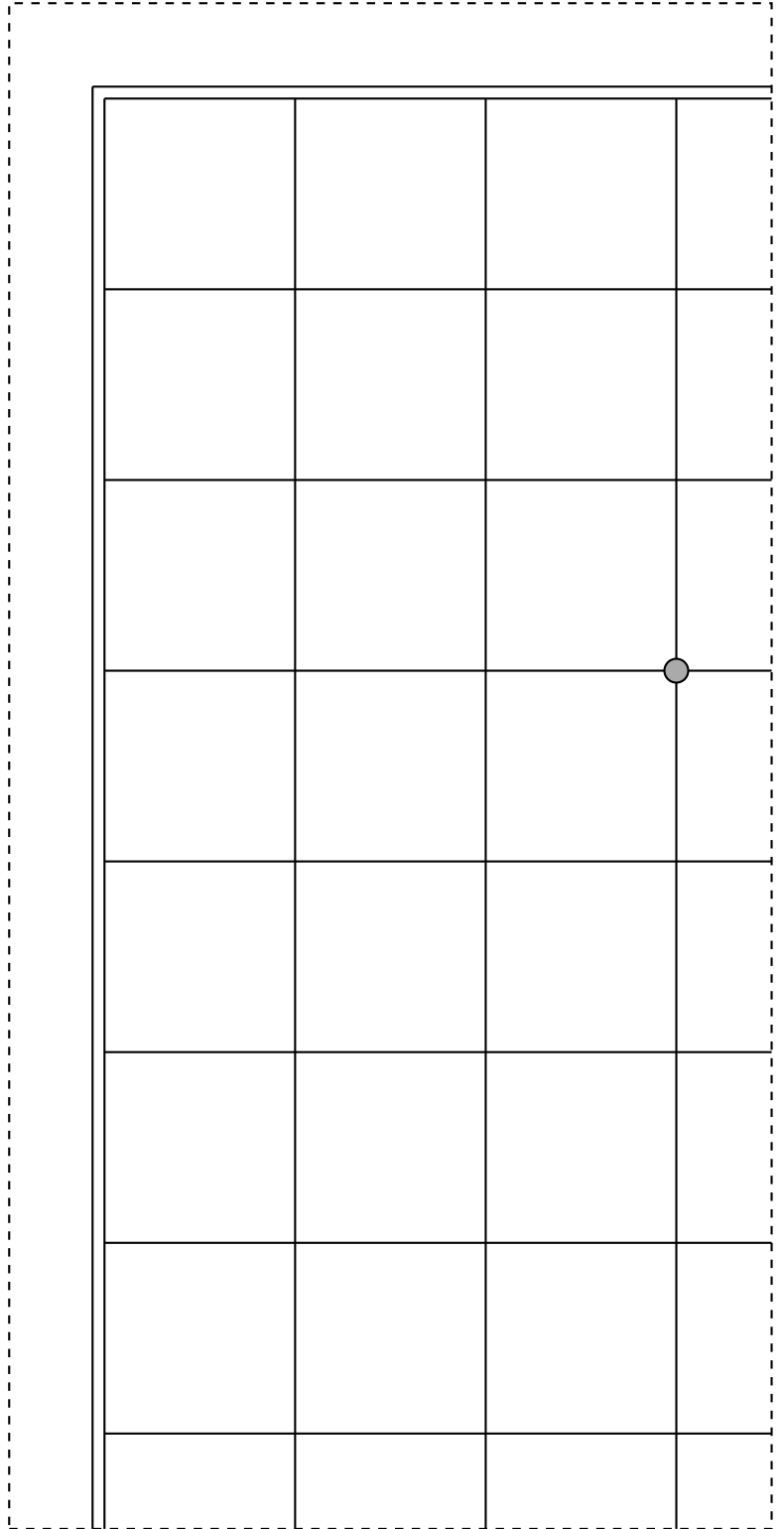
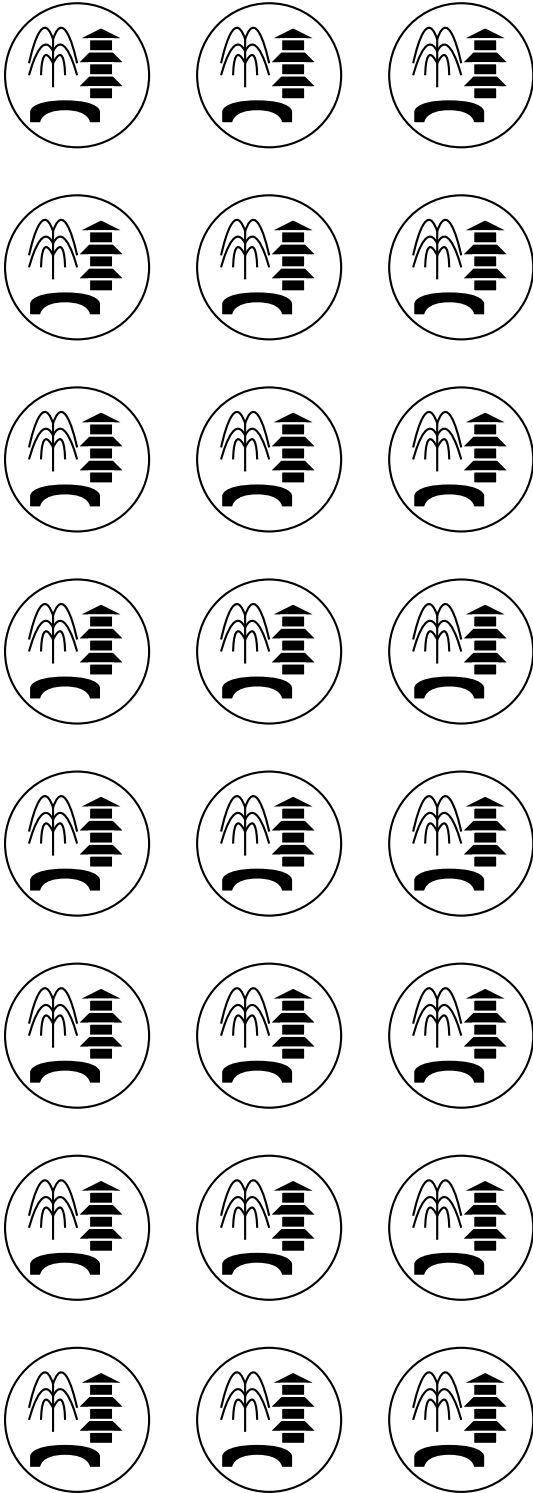
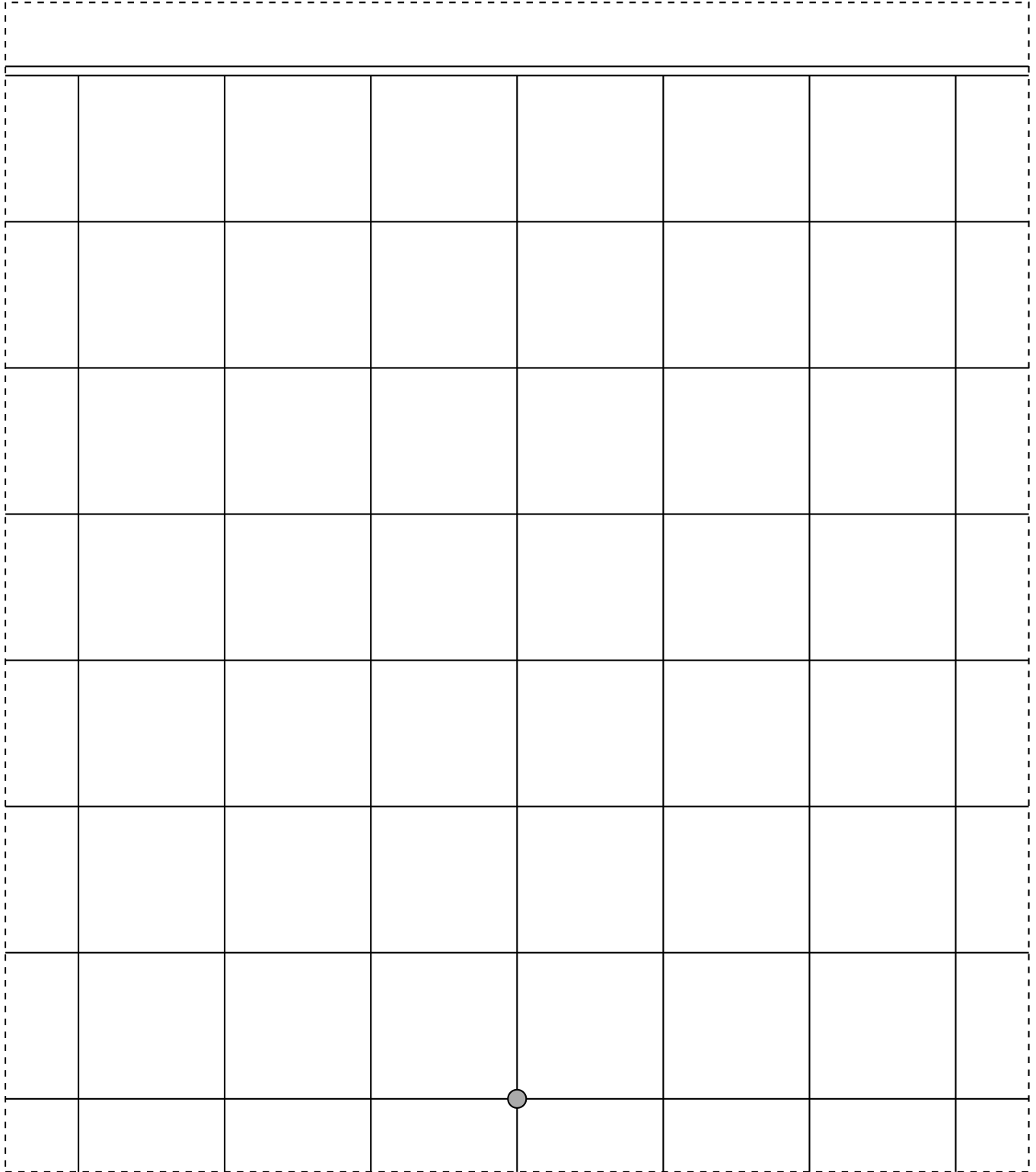


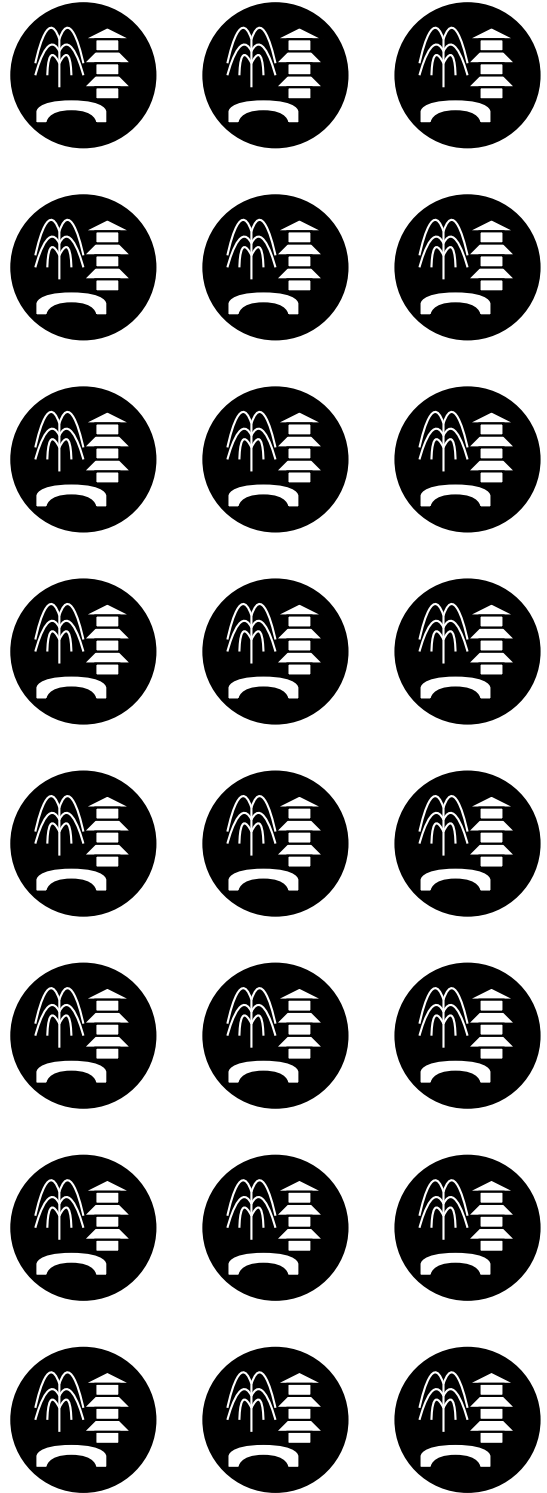
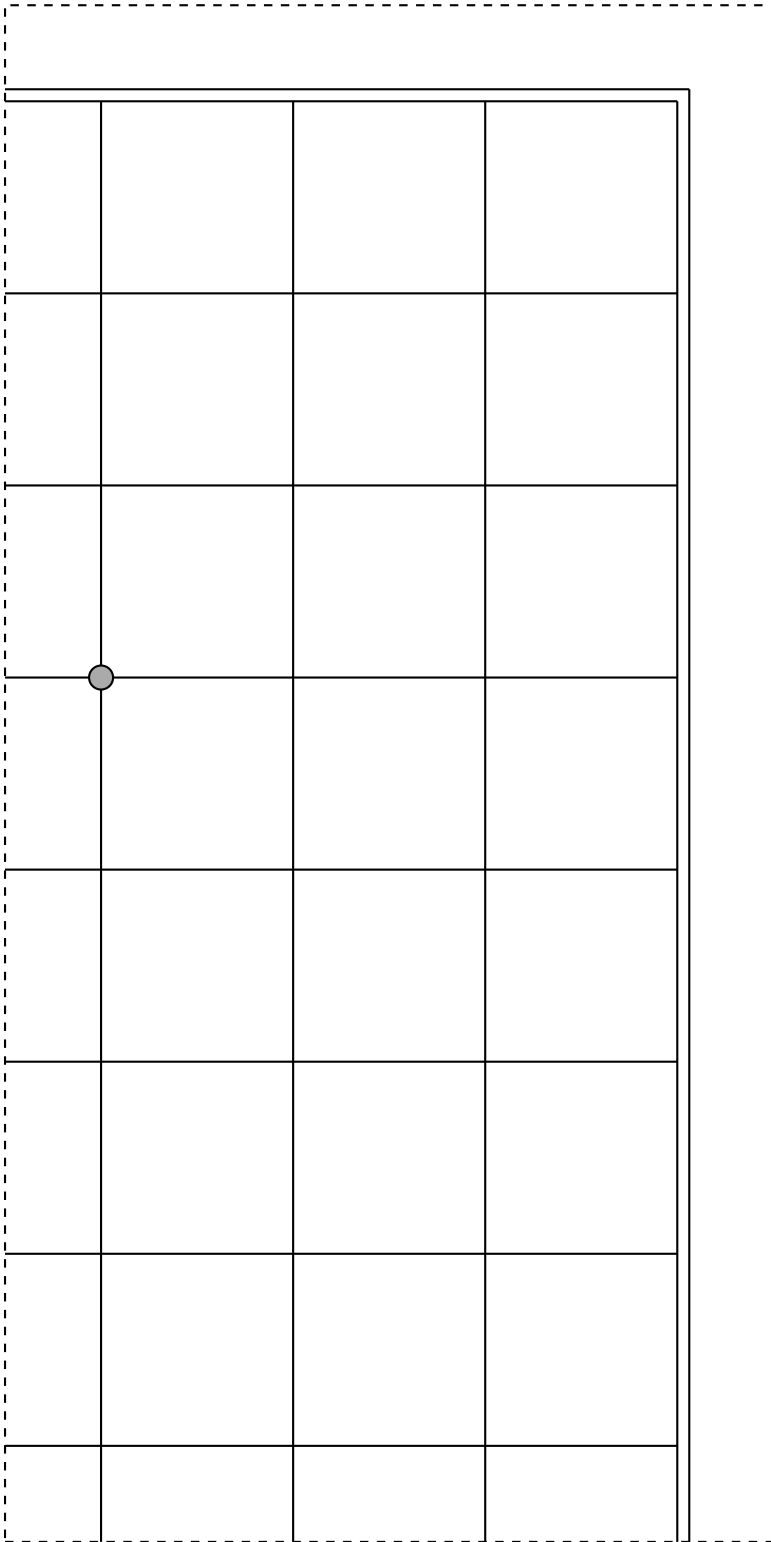
RENJU



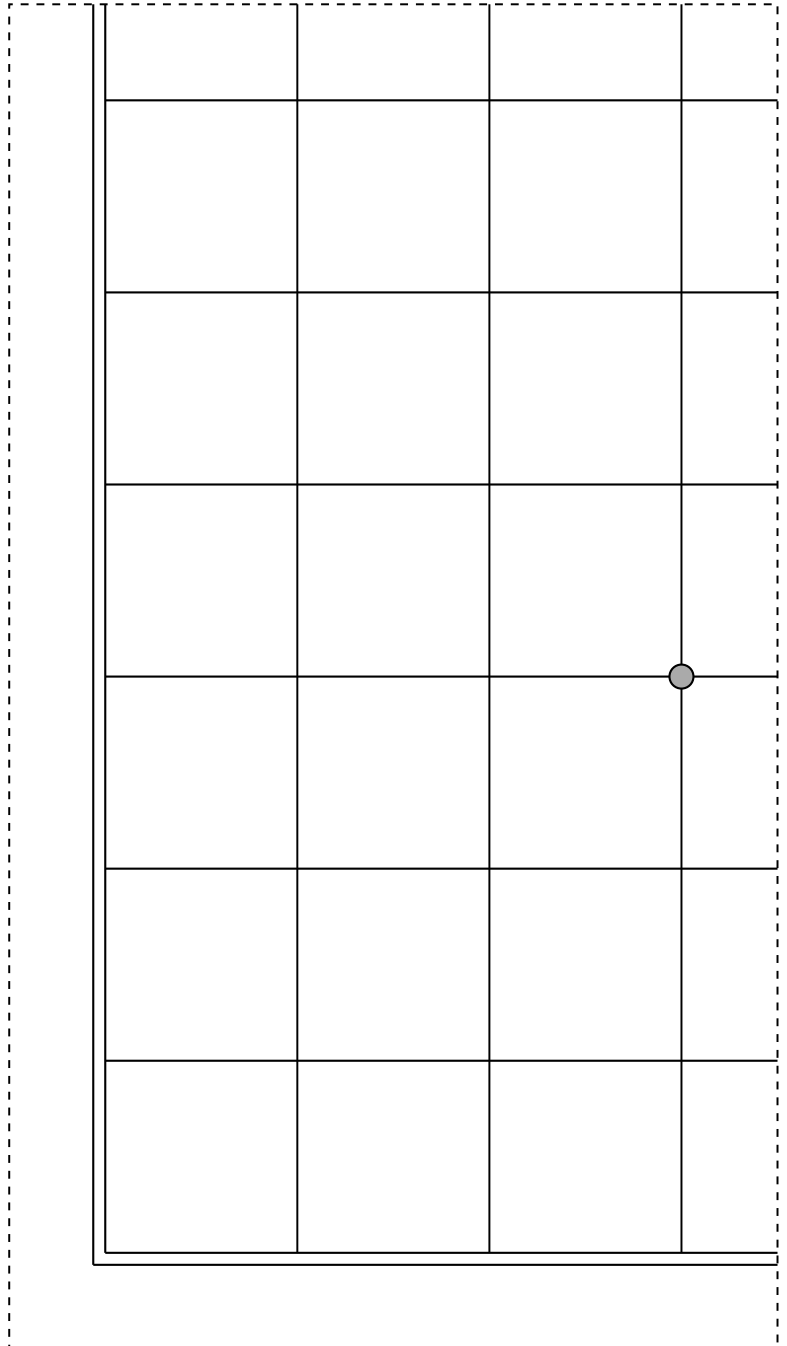
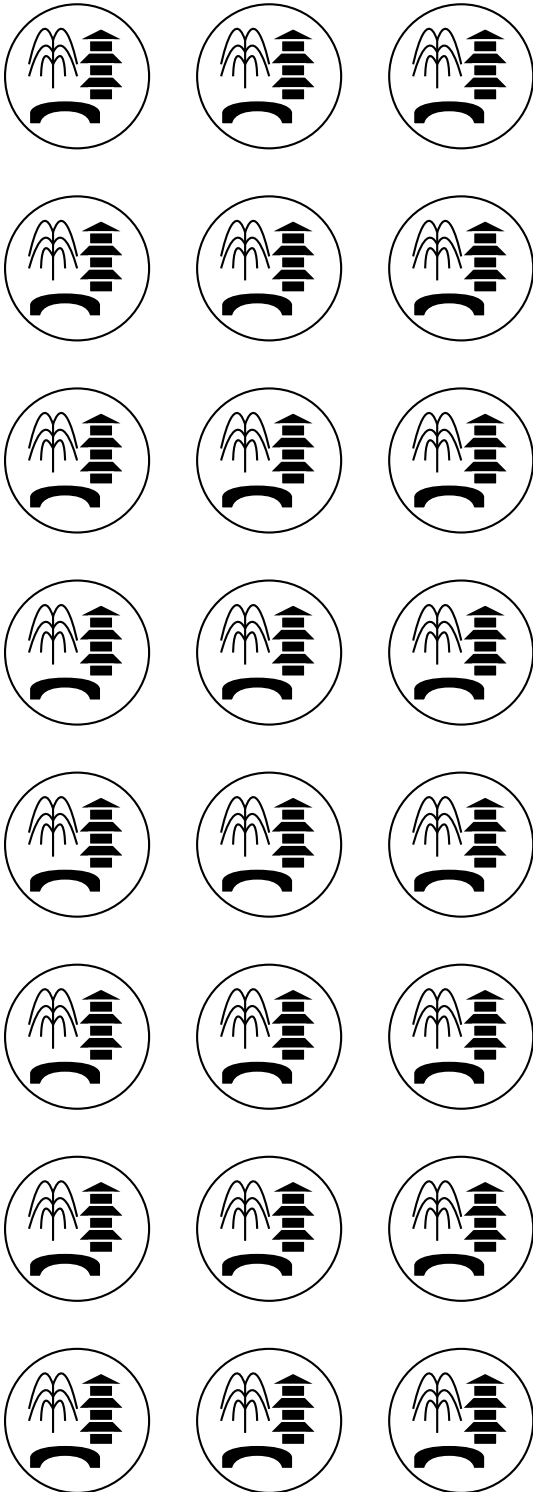
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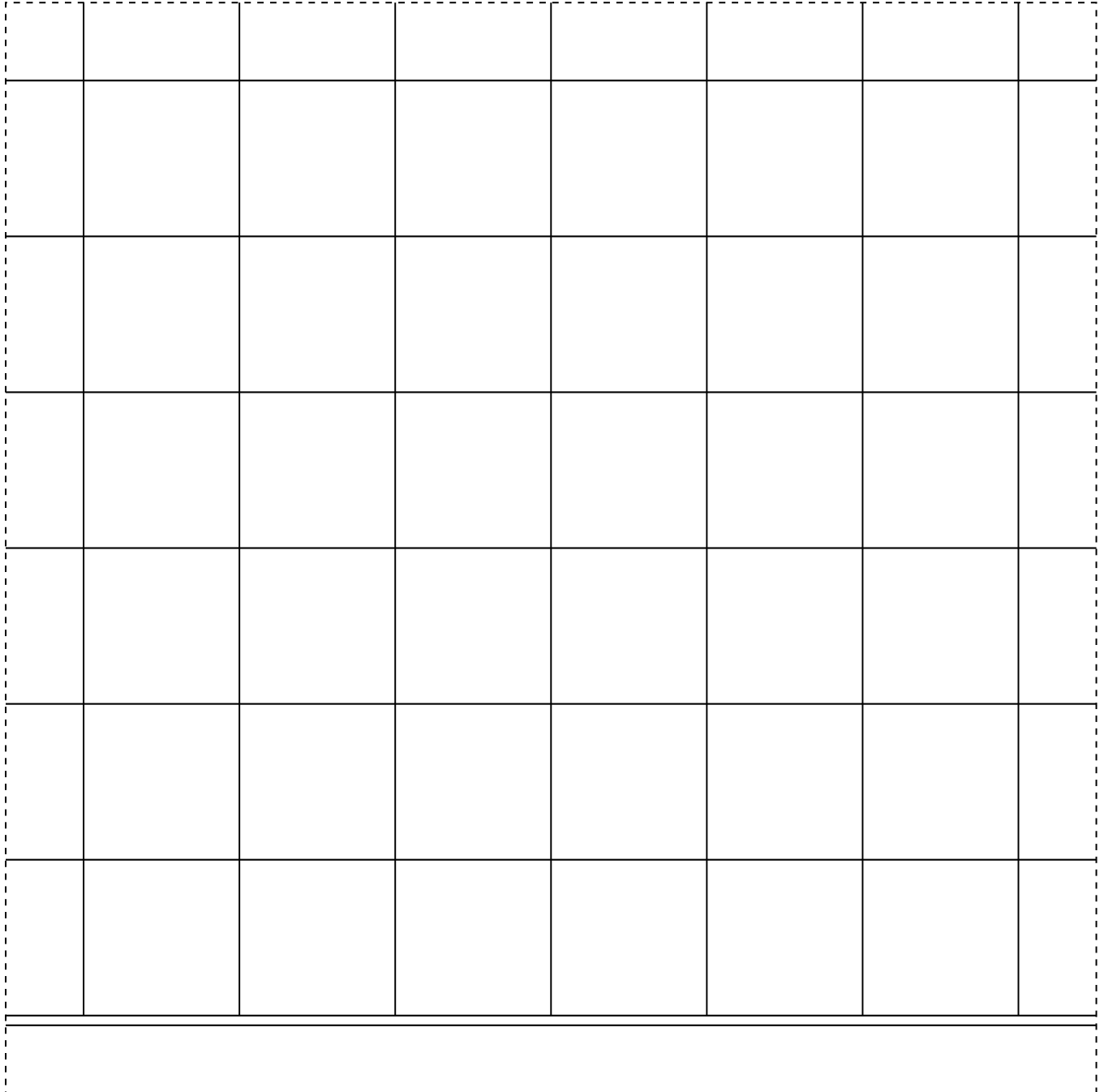
RENJU



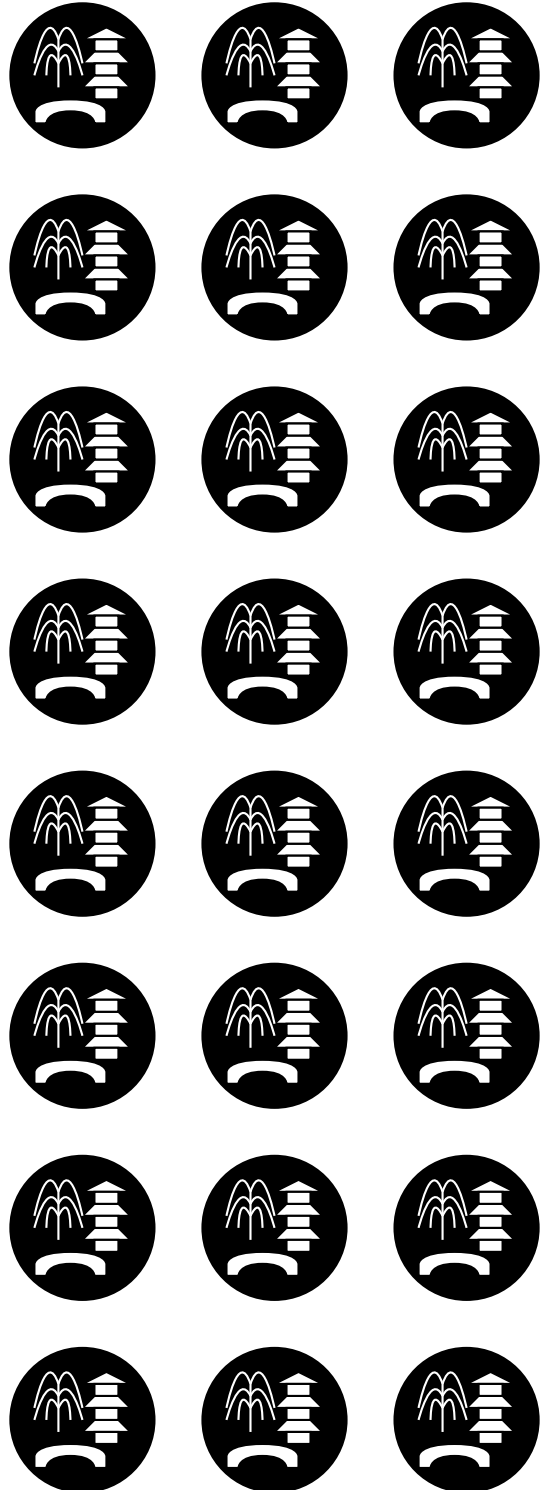
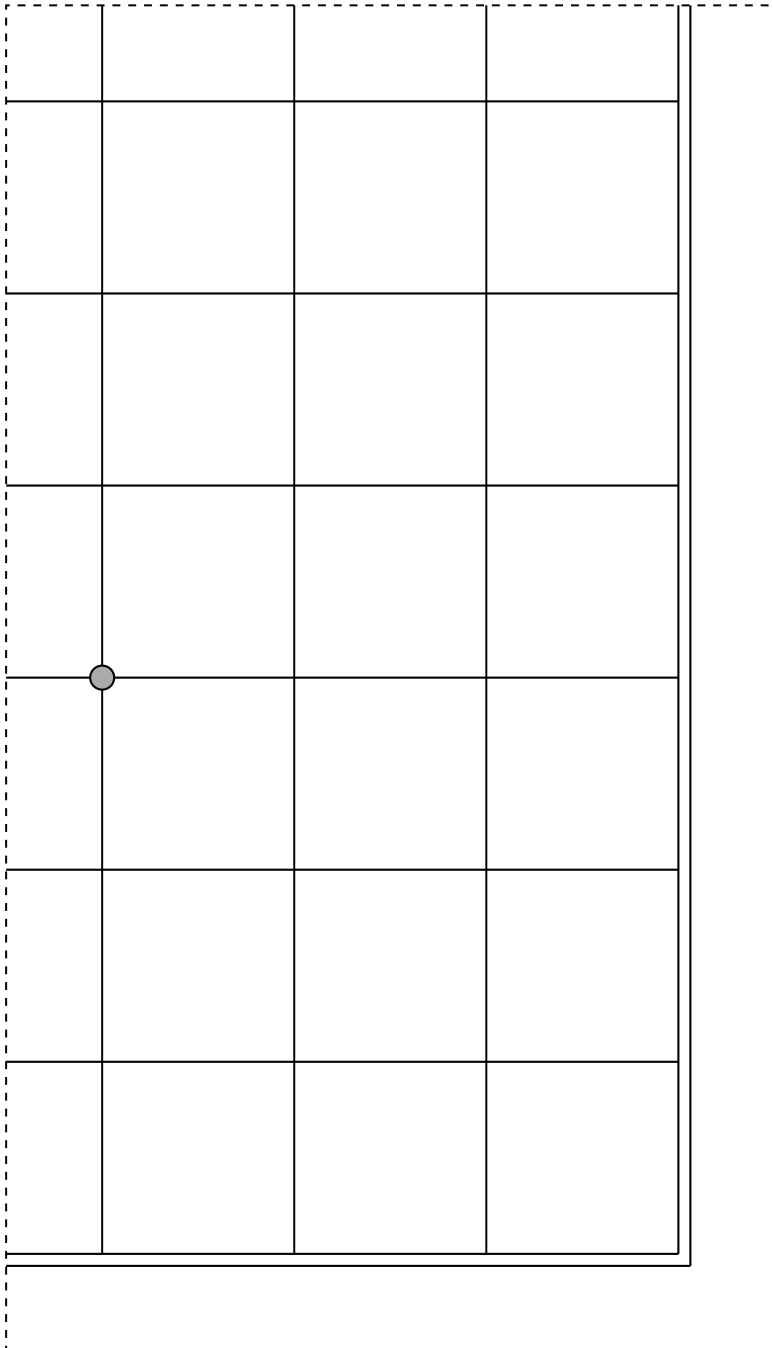
RENJU



RENJU



RENJU





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 sheets 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 RENJU

Beginning the game: Renju is played on the intersections of a latticed board of 15 lines by 15. Two players take part, one possessing 50 black stones, the other 50 white, the board itself being empty at the start of play.

Placing the stones: Black begins the game by placing a stone on the central intersection of the board. White responds by placing a stone on any empty intersection he chooses. After this, play alternates between black and white, each player placing one stone until neither has stones left to place.

Restrictions: Black's subsequent moves are subject to some particular restrictions that do not apply to his opponent: (i). he may not place a stone so as to create a row of six or more

black stones; (ii). neither can he place a stone so as to create two or more open fours. An open four is a row of four adjacent black stones, of which neither end is blocked by a white stone; (iii). he may not place a stone so as to create two or more open threes. An open three is a row of three stones, with or without a gap, that may by the placement of one more stone become an open four, as described in rule 5(ii) above; (iv). it is permissible, however, to place a stone that creates simultaneously an open three and an open four.

Ending the game: Black wins the game by creating a row of five black stones. 8. White wins the game by creating a row of five or more white stones.