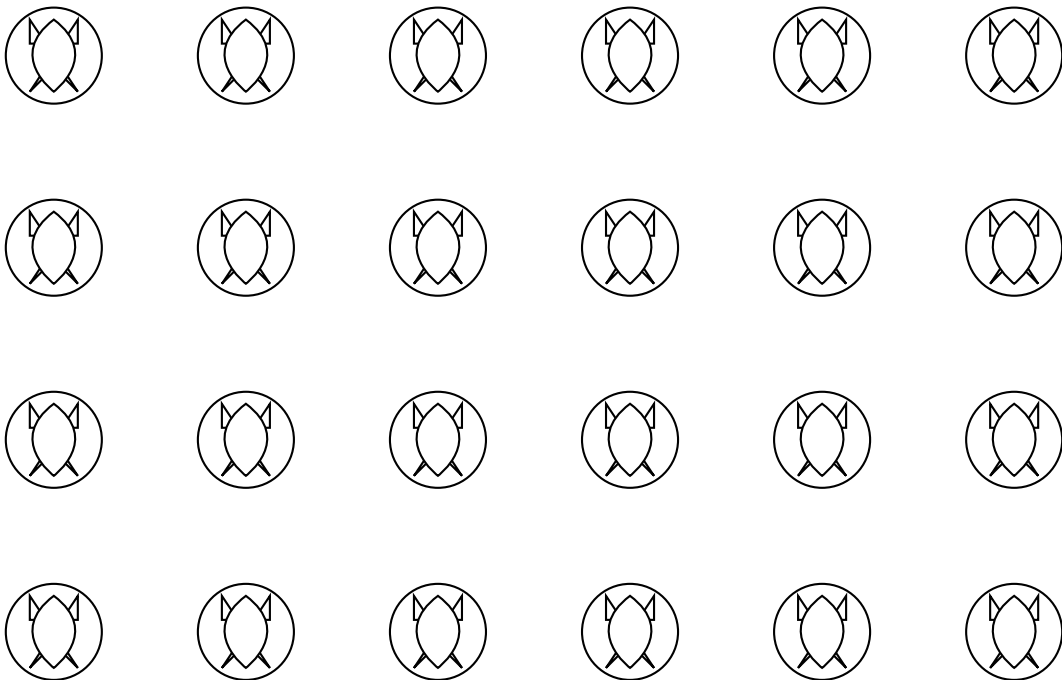
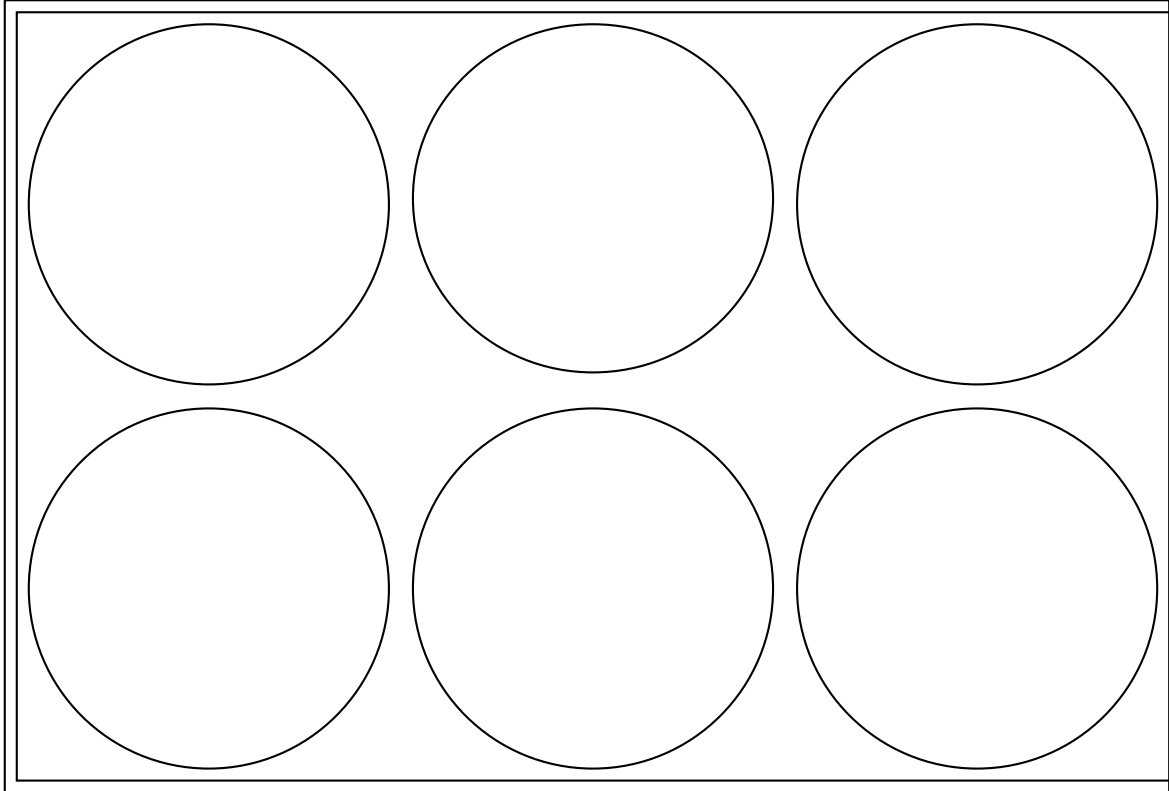
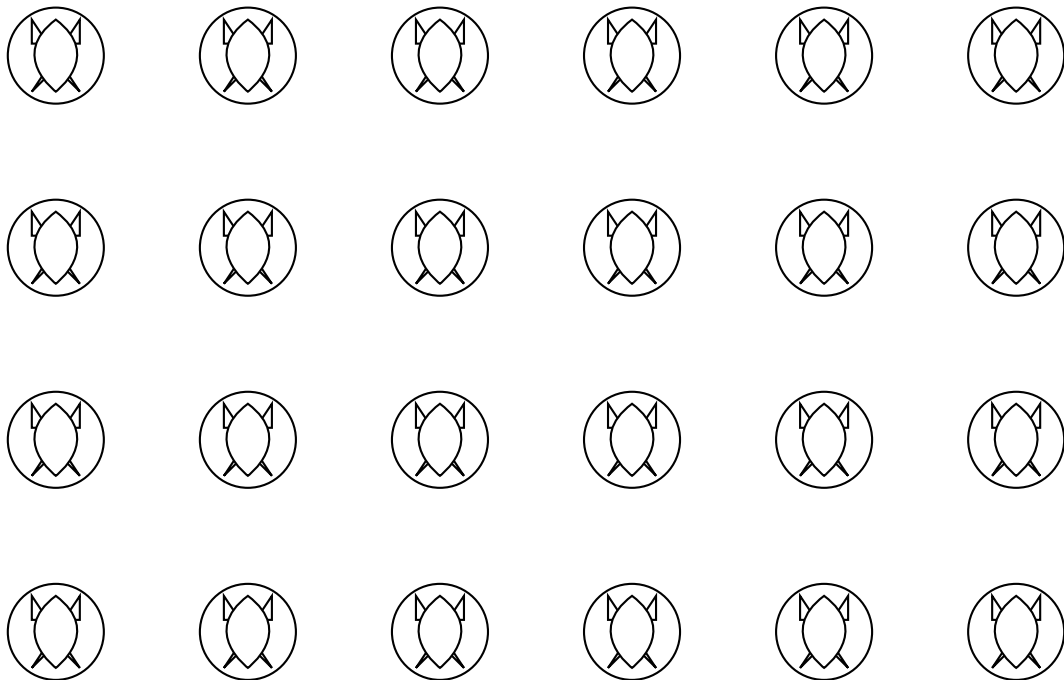
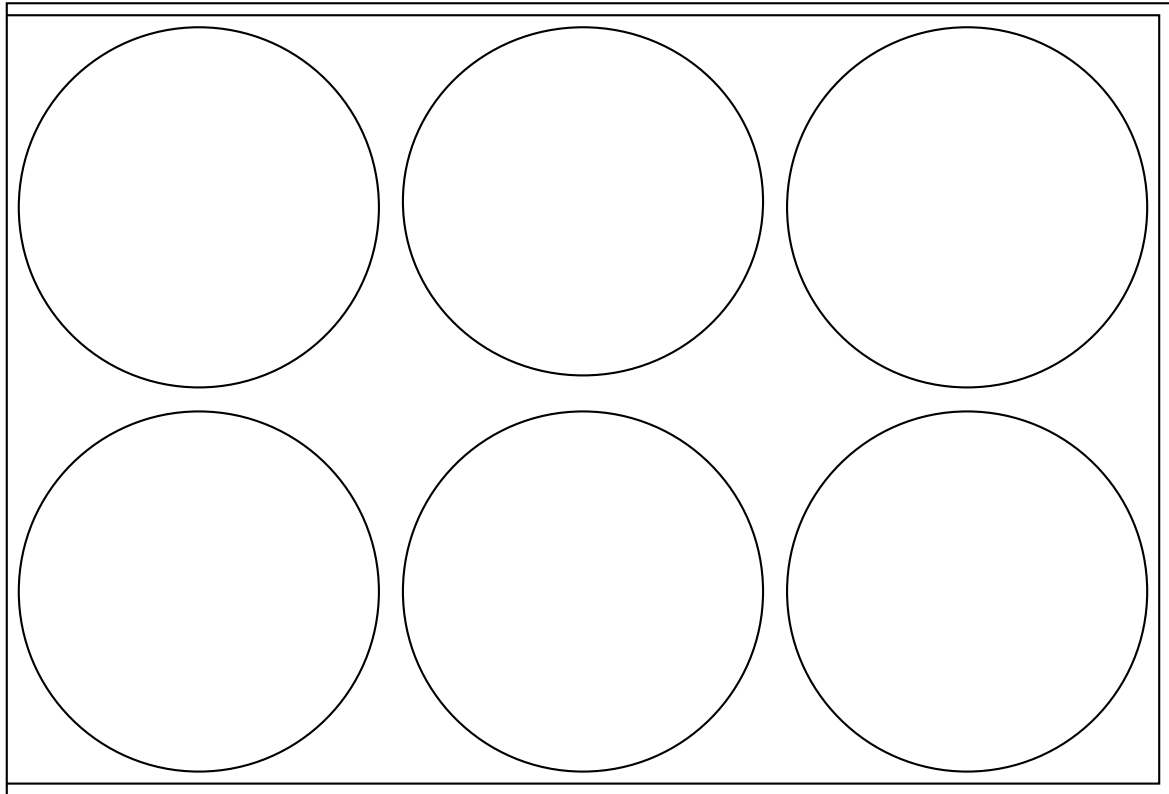


WARI



WARI





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 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, 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.

RULES FOR WARI

To begin: at the start of the game, each pit contains four pieces. Each row of pits and the pieces it contains belongs to one player. Players decide at random who goes first.

Movement: A player moves by choosing a pit on his side of the board, lifting all the pieces from it. Then, proceeding anticlockwise around the board, the player drops one piece in each consecutive pit until his hand is empty. If twelve or more pieces were lifted, then the player when dropping the pieces will omit the pit from which those pieces were lifted. A player must not make a move which leaves his opponent's pits completely empty.

Capturing enemies: If the player drops the last piece from his hand into a pit on his opponent's side of the board, and that pit then contains two or three pieces, then those two or three pieces are

captured by the player and removed from the board. If the pit into which the previous piece was dropped is also on the opponent's side, and contains two or three pieces, then those pieces are also captured. This is repeated for each previous pit until: (i). the pit contains some other number of pieces, or (ii). the pit is on the player's own side of the board.

To win: The game is over if one player has captured more than half of all the pieces. That player is the winner. The game is also over if a player's opponent's row is empty, and the player has no possible move that provides his opponent with pieces to play. In that case, the player captures all remaining pieces and the game ends. The winner is the player who has captured the most pieces. The game is drawn if both players have captured exactly half of the pieces.