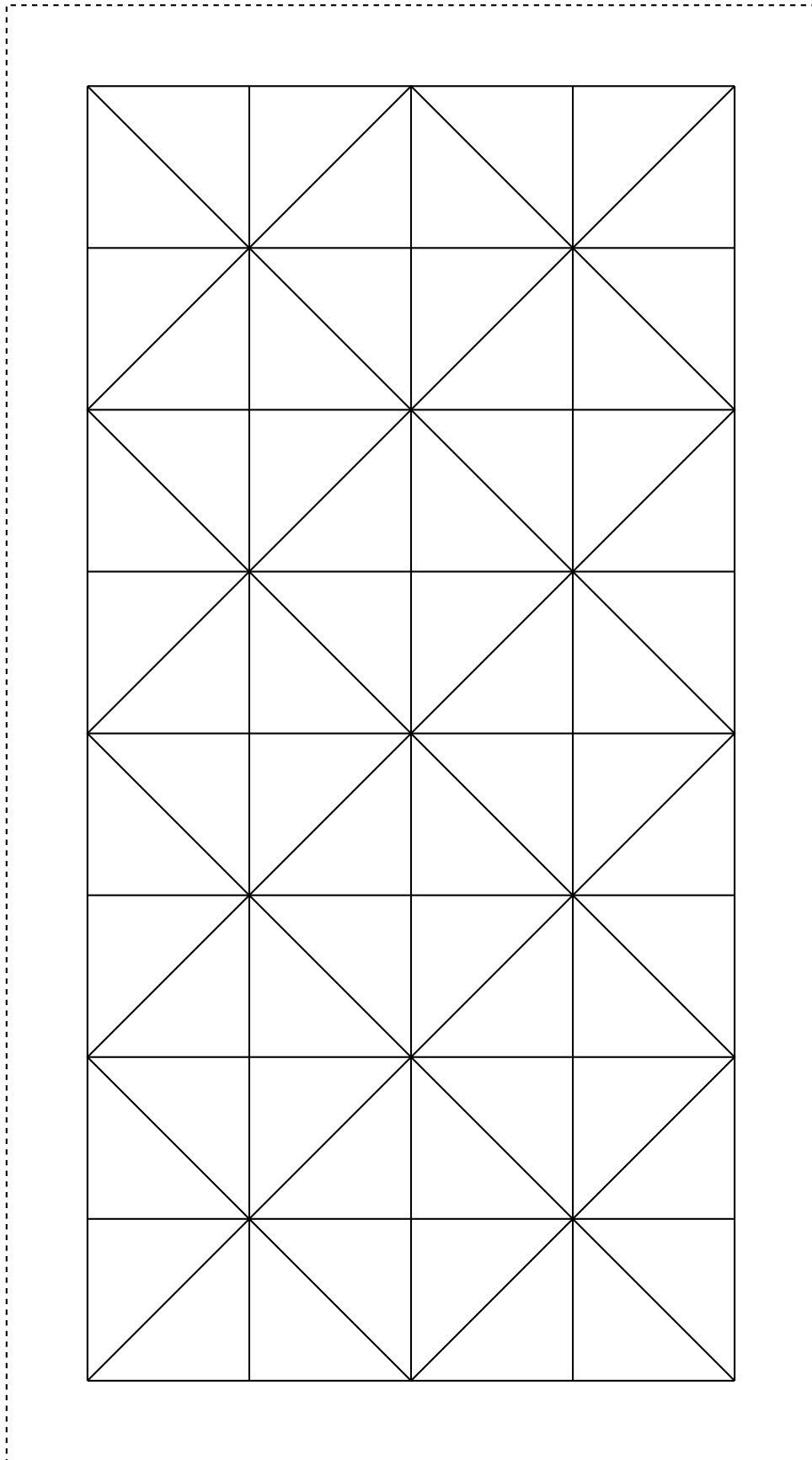
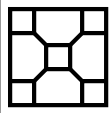


 **CYNINGSTAN**
TRADITIONAL BOARD GAMES
FANORONA

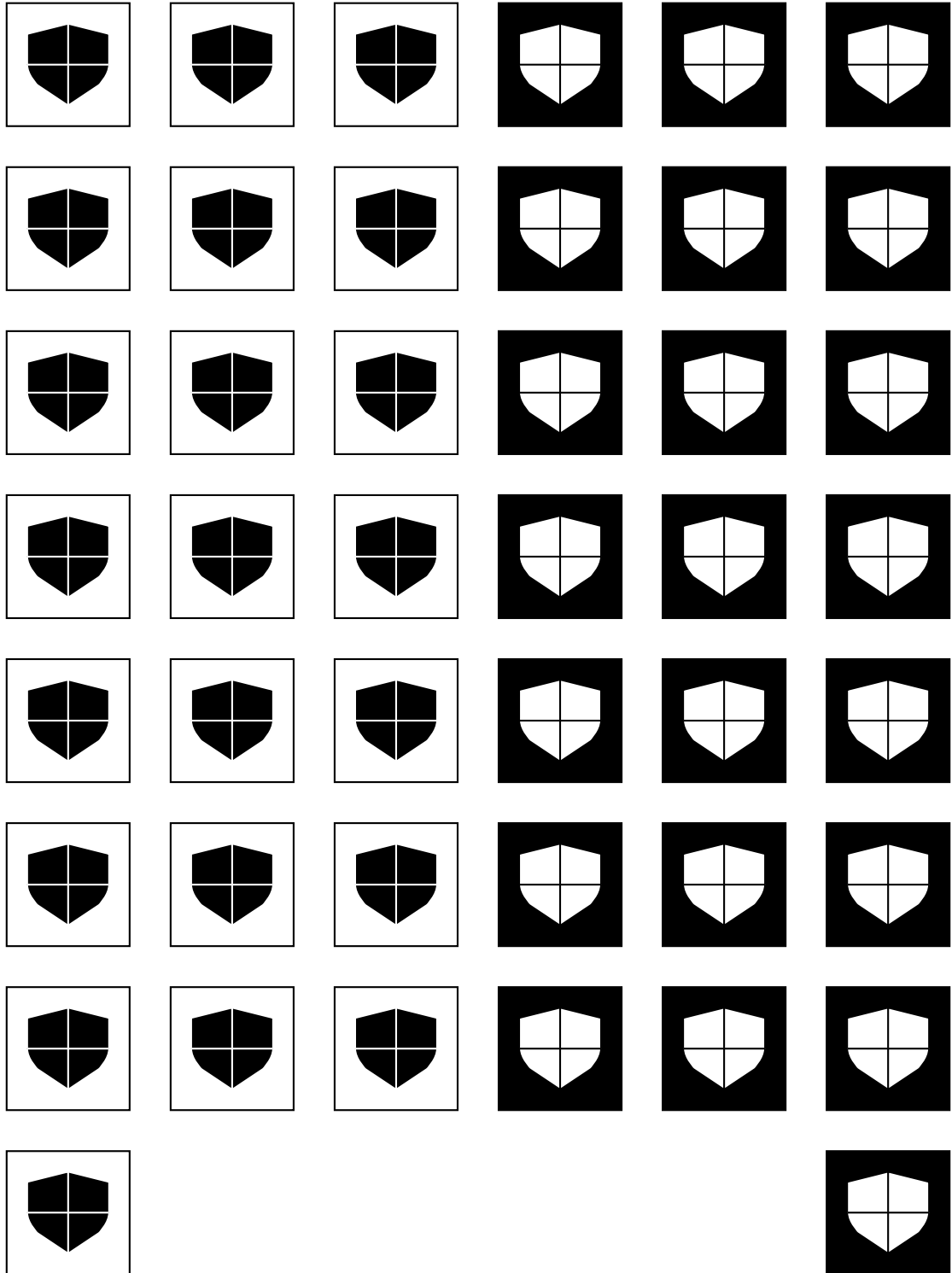




CYNINGSTAN

TRADITIONAL BOARD GAMES

FANORONA





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.

SUGGESTED RULES

To begin: the pieces are arranged on the intersections of the board with each player placing 18 pieces on their two back rows; pieces on the middle row alternate black and white, with the central space left vacant. The white player begins.

Movement: a piece moves one step along a line in any direction to an adjacent empty point.

Capture: if a moving piece meets with an enemy directly in front (i.e. in its direction of movement), then it captures that enemy and any other adjacent enemies in a row in the same direction. Alternatively, a piece moving directly away from an enemy captures that enemy and any other adjacent enemies behind it in that direction. Except on the first turn of play, the moving piece then gets to move again, but such a move must be (i) in another direction, (ii)

not travelling along a line already traversed in this move, and (iii) making another capture.

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

The 'vela' game: subsequent games are adjusted to take into account the losing player's weakness. In these games, the previous loser moves first, and takes only one piece each turn. The previous winner refrains from making any captures. This continues till seventeen pieces have been captured, and the game then continues as per the normal rules. If the previous loser loses again, another vela game is played; only by winning a vela game does that player regain the dignity of playing on equal terms.