

Game Design: Joshua Howard

Play Testing: Russell and Levianne Mirabelli, and Bruce Biskup

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OBJECTIVE:

The first player to get five spaces in a row of their color, horizontally or vertically, wins the game.

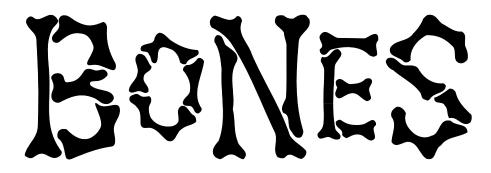
GETTING STARTED:

Before a game can be played, the pieces need to be cut out (copying the pieces onto firm paper makes playing with them easier). Each player gets all of the pieces of a given color (more pieces may be used then supplied, if the players need.) Randomly select who goes first, if this is the first time to play; otherwise, the player who lost the last game goes first this game.

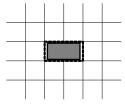
HOW TO PLAY:

Each player lays one piece on the board, keeping within the following restrictions. Then the other player lays a piece of theirs on the board, also keeping within the following restrictions. Play continues this way until a player gets five squares in a row of their color, horizontally or vertically; thereby winning.

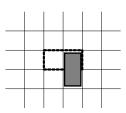
- 1) The first peice played must be layed with at least 1 square inside the start area (2 center squares dotted line around them.)
- 2) A piece must be layed entirely on the board.
- 3) A piece may be layed partially on top of another piece.
- 4) A piece may not be layed completely on top of another piece that has not yet been partially covered.



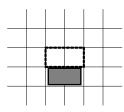
EXAMPLES OF PLAY:



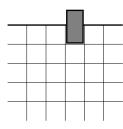
Legal First Move



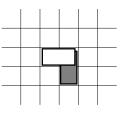
Legal First Move



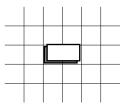
Illegal First Move



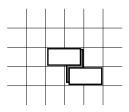
Illegal Off Board Move



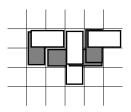
Legal On Top Of Move



Illegal On Top Of Move



Legal On Top Of Move



White Wins!

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