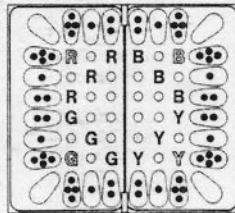# CONTIGO—A capture game for four players

OBJECT OF THE GAME is to capture the Key Pawn of each opponent. A Key Pawn is formed by placing one of your pawns on top of another.

SETUP

Placement of pebbles and pawns is as shown (R=Red, B=Blue, Y=Yellow, G=Green; outlined letters indicate Key Pawns):

First player is chosen by lot or coin-flip.

THE PLAY

Movement of pawns and pebbles is the same as for the Contigo Alignment game. During his turn, each player first moves a pawn (or Key Pawn) and then moves pebbles. Key Pawns move the same as any other pawn.

SINGLE CAPTURES. A capture consists of **completing** your move on a space occupied by an opponent and removing the captured pawn from the board.
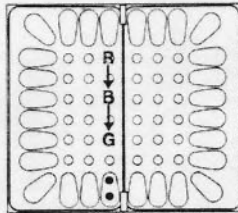
MULTIPLE CAPTURES. A player may capture more than one pawn in a turn, if he is in position to do so. After making a capture, he **may** change direction to capture another pawn; there is no limit to the number of captures a pawn may make in a single turn.
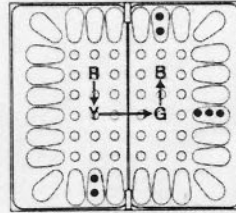
SINGLE CAPTURE   **MULTIPLE CAPTURES**
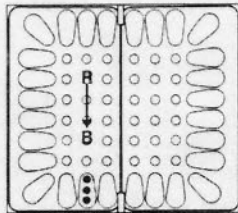
R moves down 3 spaces to capture B, who is removed from the board.

R captures B by moving down 2 spaces and removes B from play. He then continues down another 2 spaces to capture G, who is also removed from the board.

R moves down 2 spaces to capture Y, removes Y from the board and then moves to the right 3 spaces to capture G. G is removed from play. R spies another opportunity and moves up 2 more spaces to capture B. B is removed from the board.

When a player's Key Pawn is captured, he is out of the game, and his remaining pawns become additional pawns for the capturing player to use on subsequent turns.

ENDING THE GAME

When all opponents have been defeated, player with the remaining Key Pawn is the winner.

SHORTER GAME VERSION

The game ends when two players have been eliminated. Winner is the remaining player who has the most pawns under his control, including any which may have been acquired in the capture of an opponent's Key Pawn. If remaining players have an equal number of pawns, play continues until one player loses a pawn.

CONTIGO—An alignment game for two players

OBJECT OF THE GAME is to be the first to align four of your pawns in any six-space row—either horizontally, vertically or diagonally—without opposing pawns between them.

SETUP

Fasten two sections of board together with clips provided. Place two pebbles in each pit surrounding the playing area. Pawns (R=Red, B=Blue) are then positioned as shown:

First player is chosen by lot or coin-flip.
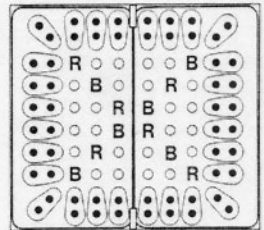
THE PLAY

All pawn movement is controlled by the number of pebbles in the pits. During his turn, each player first moves a pawn and then moves pebbles from one pit to any other pits within range. If a player is **unable** to move a pawn, he must still move pebbles.

MOVING PAWNS. A pawn may be moved only in a straight line, horizontally or vertically (not diagonally). The number of spaces to be moved is determined by the number of pebbles in the pit **toward which** the pawn is moved.
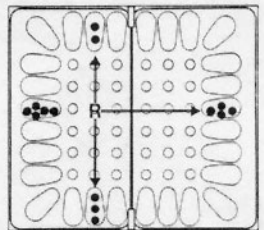
A pawn must move the **entire** number of spaces allowed; moves which cannot be completed may not be made. A pawn may jump over any pawn in its path, counting the jumped pawn as one space. A move must end on an unoccupied space.

As the game progresses and pebbles become unevenly distributed in the pits, a pawn may be on a space which would permit it to move a different number of spaces in each direction. See example.

Example: Player may have to choose between a 2-space move, a 4-space move, a 3-space move or no move at all.

MOVING PEBBLES. After moving his pawn, a player must then move pebbles. He takes **any** or **all** pebbles from the pit of his choice and drops them in one or more of the pits within range. The **range** is determined by the number of pebbles picked up. For example, 3 pebbles give a range of 3 pits; 4 pebbles, 4 pits; etc. Pebbles may be distributed in any manner within the range. For example, a player might pick up 5 pebbles and put them all in the next pit; or he might put 2 pebbles in one pit, skip over one, and put 3 in the next; or he might put one in each of five pits.

Pebbles may be moved in only one direction during a turn. No pit may contain more than six pebbles. Although pebbles may be dropped in or taken from a corner pit, they will not affect pawn movement as pawns may not move diagonally.

ENDING THE GAME

The winner is the first player to align four of his pawns during his turn in any six-space row—either horizontally, vertically or diagonally—without opposing pawns between them. There may, however, be vacant spaces between them.

ADVANCED GAME

This is played exactly the same as the basic game except that pawns must always move in "L's" instead of in straight lines. "L" moves are two straight-line moves combined, the second being at a right angle to the first. The number of pebbles in the pit toward which the pawn is moving during **each half** of the "L" move determines the number of spaces the pawn may move.
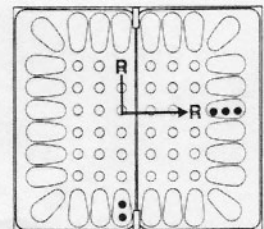
Example: Player first moves down 2 spaces and then over 3 spaces to complete his "L" move.