

RINGO

Author: Julien Griffon

Strategy game for 2 players age 7 years and up

Duration about 15 minutes

GAME MATERIAL

- 4 red rings and 4 blue rings



- 10 red discs and 10 blue discs

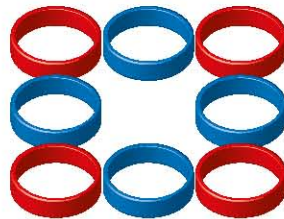


OBJECT

The object of the game is to be the first player to align (orthogonally or diagonally) four of his/her discs **OR** four of his/her rings.

PREPERATION

The 8 rings are set up, as shown on the right. The four corner fields can be occupied either with red or blue rings. Each player takes all discs in one colour. The player whose rings are on the corner fields begins the match.

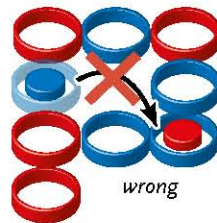
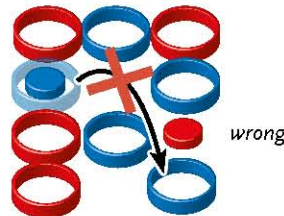
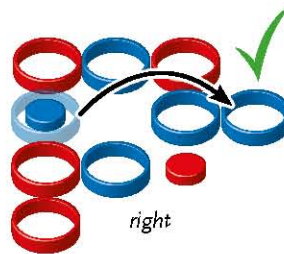


PLAY

Starting with the corner colour, players complete two actions in turns:

1. Place a **disc** of their colour inside any ring.
2. Pick up the **ring** in which they placed their disc and move it somewhere else:
 - It must be placed horizontally or vertically adjacent to at least another ring.
 - It must be placed on an empty space (i.e. not over a disc or ring that was placed before).

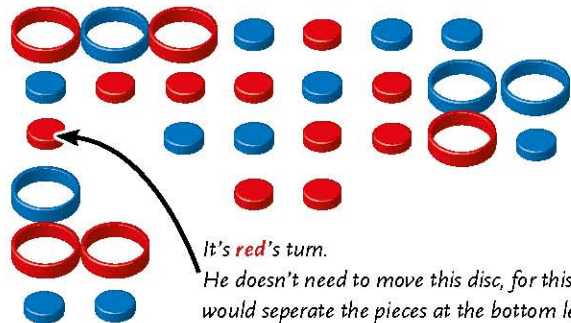
Example



REMOVING DISCS

If a player has used up his/her stock of discs, he/she continues by removing one of his/her discs from anywhere on the table and places it in a ring as usual.

However rings and discs must always remain (orthogonally or diagonally) connected to form one unique group.



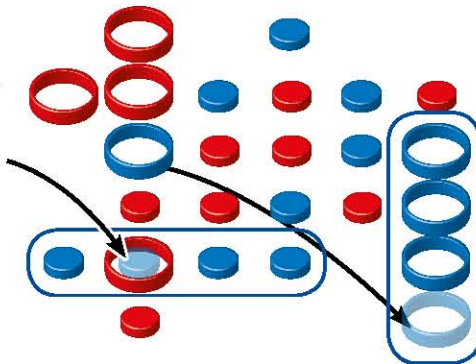
GAME END

The winner is the first player who succeeds in placing four of his/her discs or four of his/her rings in a horizontal, vertical or diagonal row.

Example

Red is on turn, but can no longer prevent *blue* from winning, since blue set up a trap on the previous turn.

Blue can either form a vertical row of four rings or a horizontal row of four discs.



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