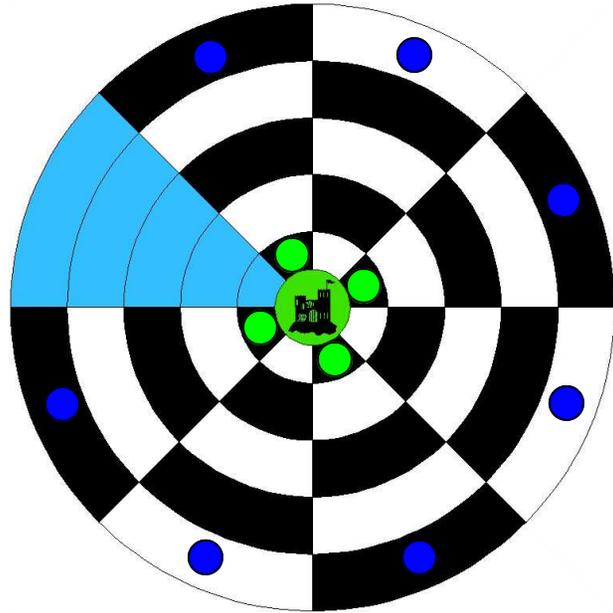


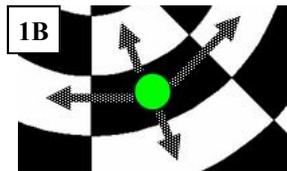
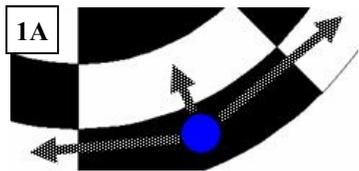
RINGO



See above for starting positions for Ringo.

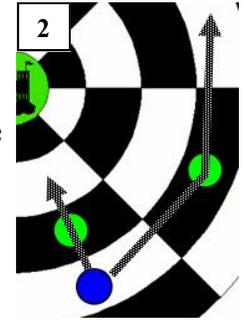
Ringo simulates a castle siege. It is comprised of two teams: the attackers ● (blue) and the defenders ● (green). The attackers are attempting to get two pieces into the castle (middle circle) in the center. The defenders are trying to stop them by eliminating the defenders.

Attackers move first. They may move forward (toward the center) and left and right (around the circle) only (see Fig. 1A). Defenders may move forward, backward, left and right (see Fig. 1B). Pieces can not share a space.



Pieces are captured by jumping, as in checkers. Attackers can not capture pieces behind them.

Figure 2 shows an attacker's possible jumps. Note that the landing spot for the jump must be empty.



Multiple Jumps are not allowed. So, only one piece can be captured per turn.

Defenders can not enter the castle, but may jump over it to capture an Attacker's piece that has entered it.

The blue section of the circle is the Neutral Zone. A piece in the Neutral Zone may be jumped, but it will not be captured.

Attackers may only have as many pieces in the Neutral Zone as there are Defenders on the board. So if the Defender has only two pieces left on the board, the Attacker can only have two of his pieces in the Neutral Zone.

Players must move a piece on each turn. Play continues until the attackers have landed 2 pieces in the center or the defenders have eliminated all but one Attacker.

Variations: If the game is somewhat difficult to win as a Defender, one of the following can be used to balance things.

1. Attackers can not enter the castle from the Neutral Zone
2. Attackers start with 5 or 6 pieces instead of 7
3. Defenders may pass a turn without moving a piece
4. Attackers can only have 1 piece in the Neutral Zone