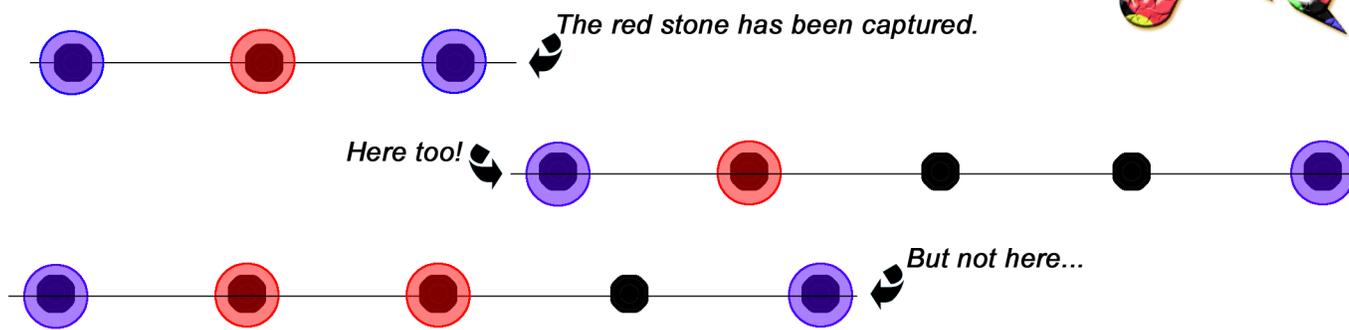
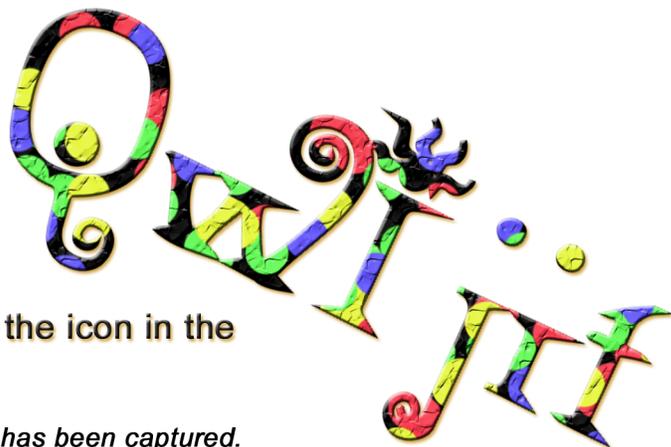


General Rules

Stones can only be played on the black dots.
A stone is "captured" if it is the only piece on a line between two pieces of the other color.
You cannot play a stone into capture.

Games always start with the Qwijit placed on the icon in the center of the board.



Game The First

Give both players a set of five identically colored stones.

Choose a player to go first.

Each player takes a turn placing a stone on the board, keeping in mind the placement rules stated above in "general rules."

If a stone is captured, remove it from the board and return it to its owner.

If a player has no unplaced stones, the player must move one of his stones to another dot as his turn.

The winner is the player who manages to capture the Qwijit.

Game The Second

Give both players a set of seven identically colored stones.

Choose a player to go first.

Each player takes a turn placing a stone on the board, keeping in mind the placement rules stated above in "general rules."

If a stone is captured, there is no effect, although stones may not be placed into capture.

If a player has no unplaced stones, or cannot place any of her stones, skip that player's turn.

A player may, instead of placing a stone, remove the Qwijit from the board.

The game ends when no stones can be placed. The winner is the player who placed the most stones.

This Game Was Originally A Gift From:
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