



CORINTHO™

AIM OF THE GAME

To construct a row of 3 identically topped and unmodifiable "Corintho" sections. For example, Fig. 1a shows all three stacks are topped with identical "column" sections. Fig. 1b shows three stacks topped with identical "capital" sections. The row may be vertical, horizontal, or diagonal.



Fig. 1a



Fig. 1b

PREPARING THE SITE

Lay the foundation, consisting of 16 raised building platforms, in the center of the playing area.

For 2 players: Distribute four capital, four column, and four base sections per player.

For 3 players: Distribute two capital, two column, and two base sections per player. Extra pieces may be used by any player when their original numbers of pieces have been played.

For 4 players: Distribute two capital, two column, and two base sections per player. Each player keeps their sections in front of them and off the foundation.



Capital



Column



Base

GAME PLAY

There are only two moves a player may make. In turn, players may:

- 1) Place one base, column or capital section onto an UNOCCUPIED platform on the foundation (Fig. 2), or
- 2) Move a single section (Fig. 3a), or a stack of sections (Fig. 3b), on top of a section or stack of sections (Fig. 3c) that is horizontally or vertically ADJACENT.

BUILDING CODES

1. The Corinthian column stacking order must always be respected. Capitals rest on columns which rest on bases.

2. A section, or a stack of sections, may not be moved unless it is to stack, therefore, once placed, a base remains on the same platform throughout the game.

3. Stacks may not be separated.

4. Diagonal moves are not allowed.

5. The last placed section, or stack of sections, may not be moved or modified until the next players' turn has passed.

6. Players do not own sections. Once positioned on the foundation, the sections are used by all players.

WINNING THE GAME

The player who creates a row of 3 unmodifiable identically topped sections wins the game.

MODIFYING A ROW OF 3

Using Fig. 4 as an example, say Player 1 creates a row of 3 column-topped stacks. If Player 2 modifies the 3 rows to become 4 rows by adding a column to an adjacent empty space (Fig. 4), victory goes to Player 2 UNLESS the next player can modify the 4 rows.

Fig. 5 shows a row of 4 column-topped sections created by Player 2. If Player 3 modifies by adding a capital from an ADJACENT platform, but the row of 3 column tops are still present, victory still goes to Player 2.

In Fig. 6, say a row of 4 stacks is created using column topped sections. If the next player modifies one of the columns by placing an ADJACENT capital piece on top of a middle stack, play continues until a new row of 3 unmodifiable stacks has been created.

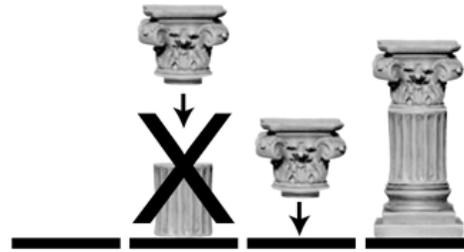


Fig. 2



Fig. 3a

Fig. 3b

Fig. 3c



Fig. 4



Fig. 5



Fig. 6

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