

GUNG HO®

GUNG HO, based on the ancient game of GO, combines the simplicity of Tic-Tac-Toe with the strategy of Chess.

This fast-moving, exciting new game can be played by 2, 3 or 4 people, from 6 to 106.

You can learn to play GUNG HO *in just 2 minutes*. And the more you play, the more you'll enjoy GUNG HO. Each time you play the game, you'll discover new strategies and maneuvers that make GUNG HO such a wonderfully exciting game.

THE HISTORY OF GO

Perhaps the oldest board game in the world, GO is said to have originated in the Far East more than 4000 years ago. And remarkably enough, it is today the national game of Japan.

Legend places the beginnings of GO in China, between the years 2250 and 2200 B.C. Many stories tell of the high regard accorded players of outstanding mastery; some even received positions in the royal household.

A game of strategy and logic — on the order of Chess — GO has enjoyed wide popularity throughout the centuries, remaining virtually unchanged since its early beginnings. In broad terms, the game of GO is the evolution of a military campaign. Armies maneuver into position to capture and avoid capture; lines of defense are established and attempts are made to breach the enemy's fortifications.



THE NEW GAME OF

GUNG HO®

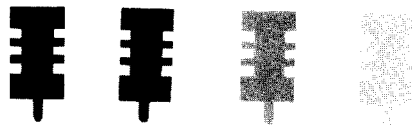
GUNG HO is a modern, simplified version of GO. It's an easier-to-learn, faster playing game. You learn to play in just 2 minutes and the average game is over in 10 to 20 minutes. GUNG HO can be enjoyed by two, three or four players, of any age, from 6 to 106. Although similar to GO in many respects, the GUNG HO board and towers make this new game more compact and easier to play. The colorful GUNG HO board is lightweight and portable. The GUNG HO towers remain firmly in place until intentionally moved by the players. GUNG HO can be played anywhere, anytime. It's as convenient for youngsters to play the game in the back of the car or at the beach, as it is for more mature players to enjoy the game on a table at home.

HOW
TO
PLAY

GUNG HO®

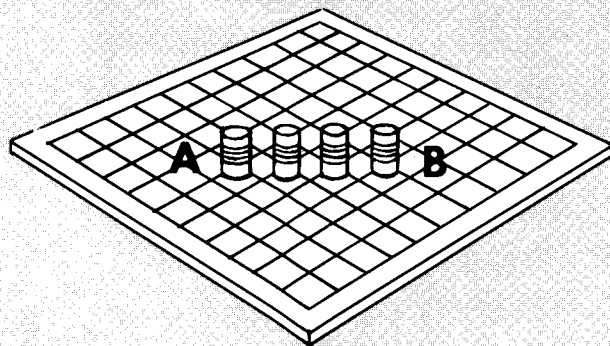
The game may be played by 2, 3 or 4 players. The object of the game is to line up, either horizontally, vertically or diagonally, 5 towers (when there are two players) or 4 towers (when there are 3 or 4 players). The player who first places 5 (or 4) towers in a row is the winner, and the game is over.

Each player selects a tower color and receives the ten towers of that color. A starting player is chosen who places one of his towers in any open point on the board. The play continues clockwise, each player placing one of his towers at a time on the board. When a tower has been placed on the board, it may not be moved until all the towers have been played. The game continues until there is a winner or all ten towers have been played. When all ten towers have been played, each player in turn removes one of his towers and places it elsewhere on the board. Play continues until there is a winner.



STRATEGY FOR 2 PLAYERS

In two player GUNG HO, when a player has four towers in a row with an open point on either side, his victory is certain, since his opponent cannot, in one move, close off both points "A" and "B".



Therefore the threat of victory exists when a player has three towers in a row in a position where on the next move he could form a four, open on both ends. When a player has an open three, he calls out "Gung Ho", alerting his opponent to the danger. In this way, the game must be won through a combination of skill and strategy, not through the oversight of the other player.

STRATEGY FOR 3 AND 4 PLAYERS

When there are 3 or 4 players and only four towers in a row are needed to win, the strategy of GUNG HO changes. "Gung Ho" is *not* called out at any time. A number of threats must be developed simultaneously so that all threats cannot be stopped in one round of moves by the other players.

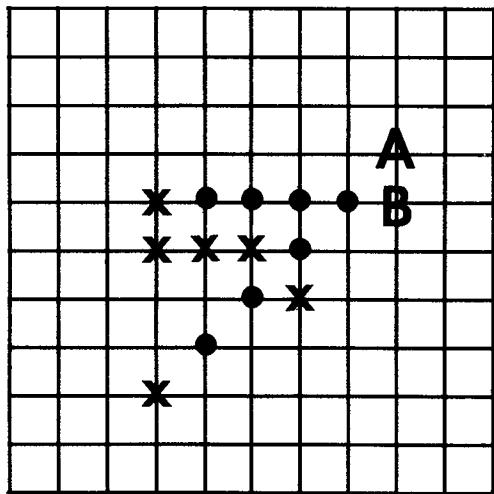
The defensive play in 3 and 4 player GUNG HO also differs from the methods used when there are only two players. For example, with four players, if the order of play is White Tower, Blue Tower, Red Tower, Yellow Tower, when White Tower develops an open three, Blue Tower does not have to defend against the threat, but can continue to develop his own offense, forcing Red Tower and Yellow Tower to block the threat.

It is obvious, therefore, that although many threats develop early in the game, it's the skillful player who develops several threats in one move who wins.

HERE ARE TWO METHODS
OF WINNING TWO-PLAYER

GUNG HO®

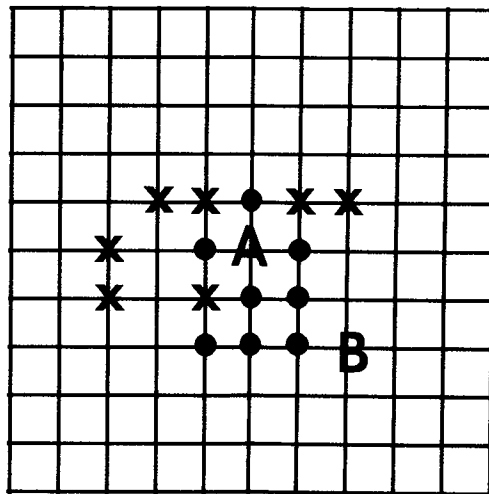
1



- ✕ Moves – must peg either A or B.
- Then plays the other opening and wins.

(✕=WHITE TOWER ●=BLUE TOWER)

2



- ✕ Moves – must peg A to prevent an open four.
- Plays the B creating an open four and winning.

(✕=YELLOW TOWER ●=RED TOWER)