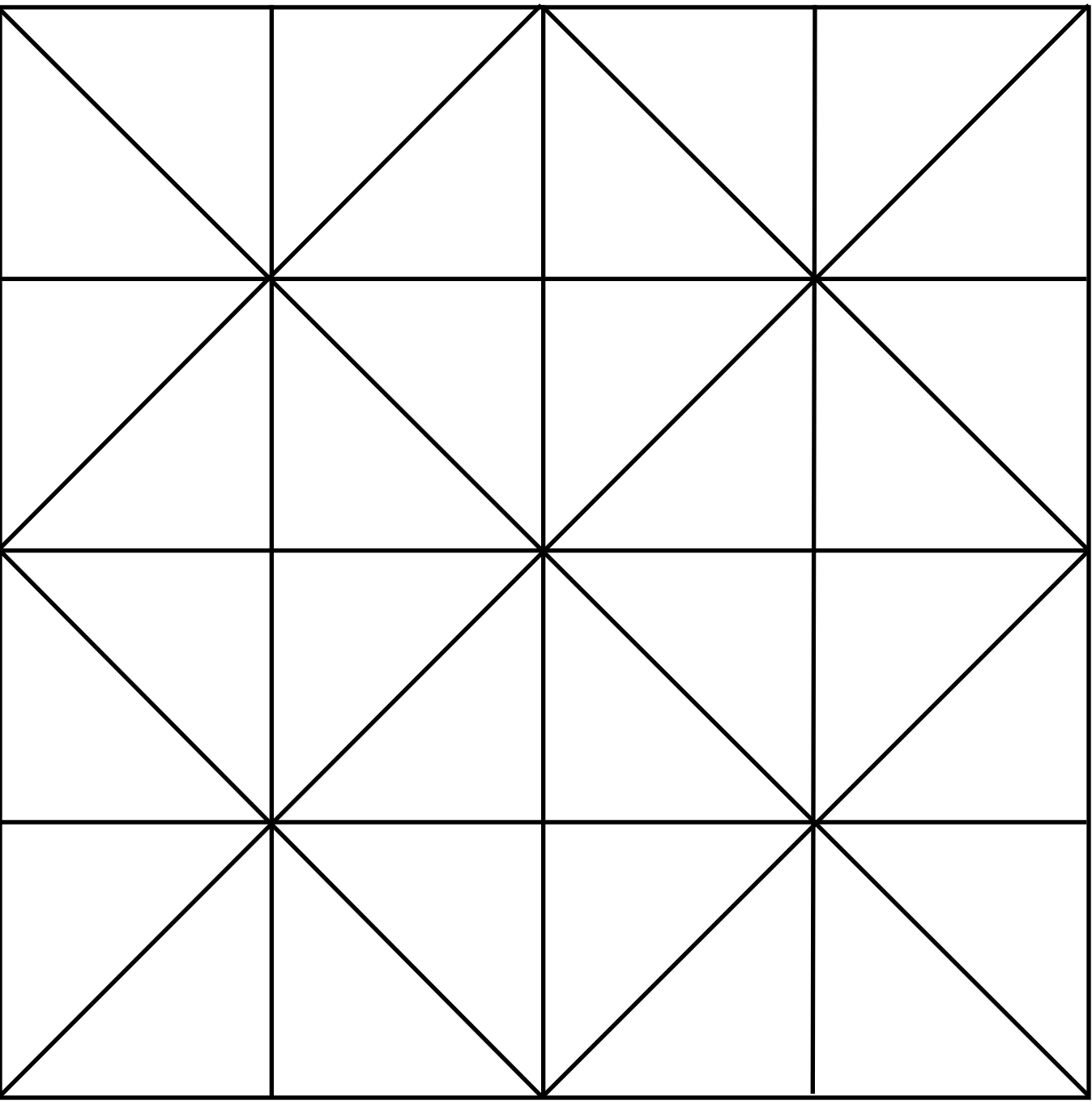
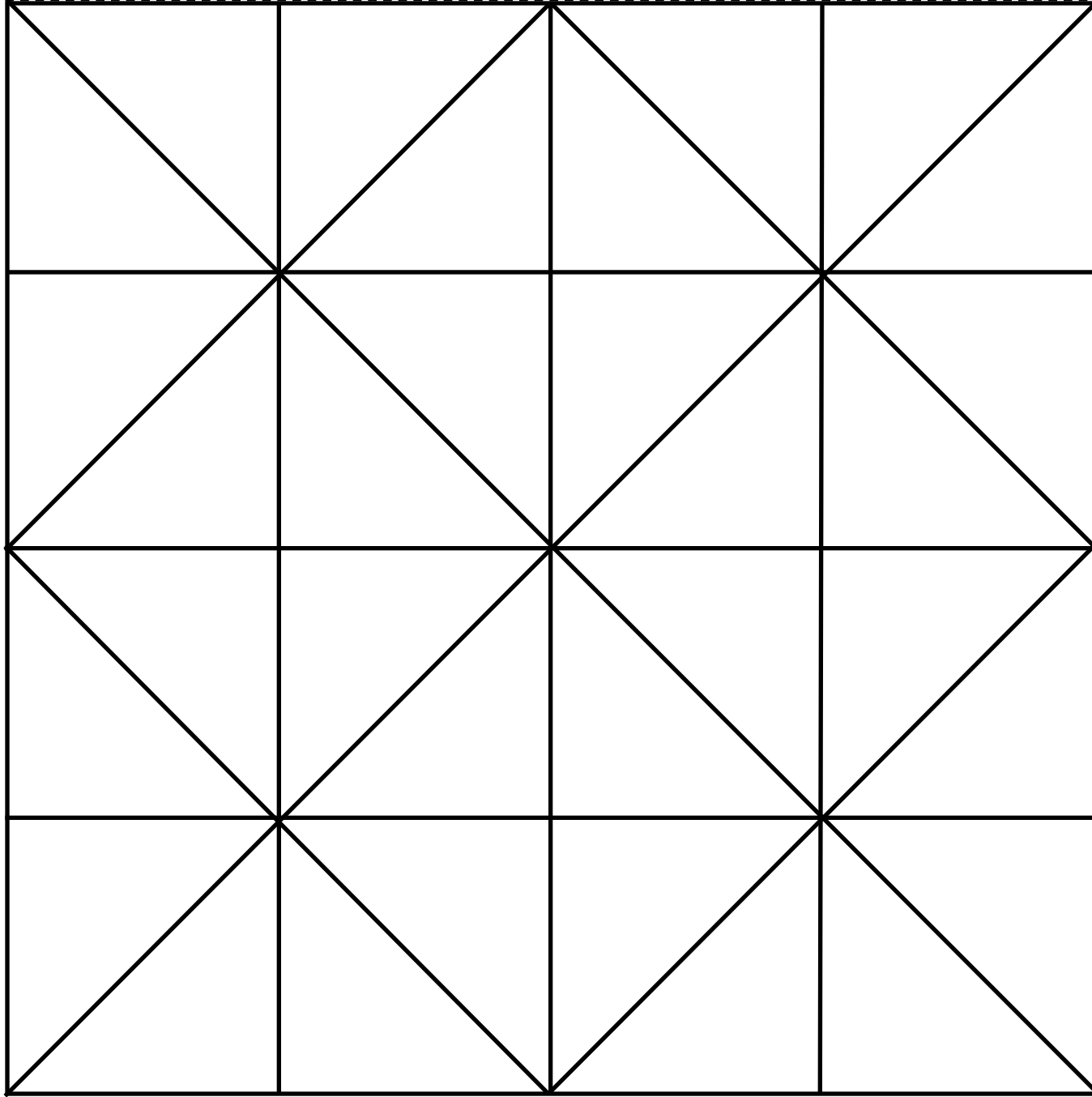


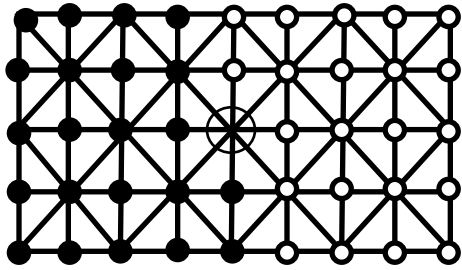
FEANORONNA



Cut along the dotted line, then overlap this section onto to other section and tape the two sections together.

EAANOORONA





Fanorona Instructions

First, cut out and overlap the two sections of the game board so that it forms a game board which is nine lines wide by five lines tall.

Next, acquire 22 white game pieces and 22 black game pieces. Assemble them on the board as shown in the illustration to the left.

The centermost intersection, known as the *omphalos* of the world, or the *foibeny*, or navel, is left blank to start.

How the Fanorona board should be set up to begin play. The circle in the middle indicates the *foibeny*, or navel of the board. It is empty at the start of play.

THE STANDARD GAME

1. Play begins by white moving one of its game pieces onto the *foibeny*, or navel at the center of the board, thus creating an imbalance in the world and challenging black to action.
2. Black then moves any piece it likes. Moving pieces must proceed along the lines on the game board. If black moves its game piece to an intersection occupied by a white piece, then the white piece is taken by black and black occupies that space. Capture of an opposing piece can happen by either advancing on an opposing piece or by retreating and thus capturing a piece behind it, or behind and to the side of it.
3. Capture is not only of a single piece, but of every game piece in the line of approach by the opposing piece. If a player's move puts *two* lines of the opposing side's game pieces in jeopardy, only one line of the opposing side's game pieces may be taken.
4. Capture is **mandatory** in this game. On subsequent moves after the first moves by each side, each move must involve a change in direction from the former capturing move.
5. The game ends when one player has lost all their game pieces.

THE VELA GAME

1. If playing a second round of the game, it is called the *Vela* game, and the player who lost the first round of the game plays first.
2. The winner from the first game must deliberately play in such a way that they let the loser from the first game capture seventeen of their pieces. The winner from the first game cannot capture any opposing pieces until that happens and even then, may only capture one opposing piece at a time.
3. Unless the loser from the first game is either a poor player or unlucky, the likely outcome of the *vela* game is they will win the round.

THE THIRD ROUND

If the players choose to play a third round of the game, it is played according to the standard game rules.

THE FOURTH ROUND

If the players choose to play a fourth round of the game, it is played according to *vela* game rules.

& ETC.

Players may play as many rounds of Fanorona as they choose, but play will alternate accordingly between standard game rules & *vela* game rules. If playing for divinatory purposes, that is, to determine a winner or a loser in some matter, it is recommended that players play an uneven number of rounds, such as three, five, seven, or nine, in order to establish a clear winner. If both players choose to play an even number of rounds, and each wins an even equal number of rounds, then the answer is a draw, a tie, or a toss-up as to which player will prevail in the matter.

SUGGESTION: if the game has a moderator, this person may want to toss a single die or pair of dice to determine how many rounds the players should play before they begin.

Fanorona Score Sheet

Winner of the First (Standard) Round:

Winner of the Second (Vela) Round:

Winner of the Third (Standard) Round:

Winner of the Fourth (Vela) Round:

Winner of the Fifth (Standard) Round:

Fanorona Score Sheet_{con't.}

Winner of the Sixth (Vela) Round:

Winner of the Seventh (Standard) Round:

Winner of the Eighth (Vela) Round:

Winner of the Ninth (Standard) Round:

Winner of the Tenth (Vela) Round:

Fanorona Score Sheet_{con't.}

Winner of the Eleventh (Standard) Round:

Winner of the Twelfth (Vela) Round:

Winner of the Thirteenth (Standard) Round:

Winner of the Fourteenth (Vela) Round:

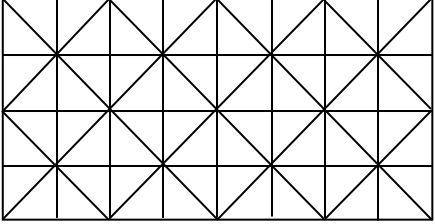
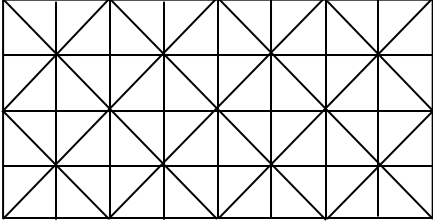
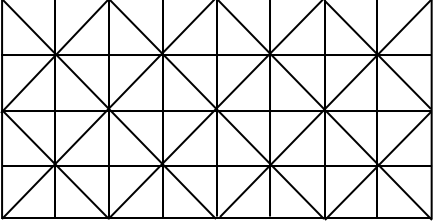
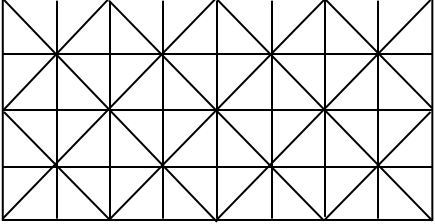
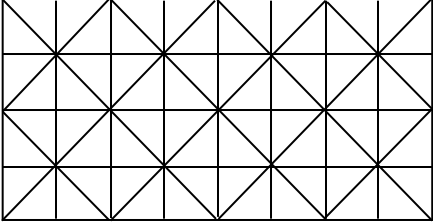
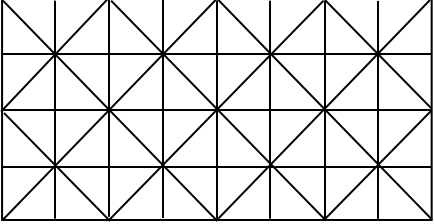
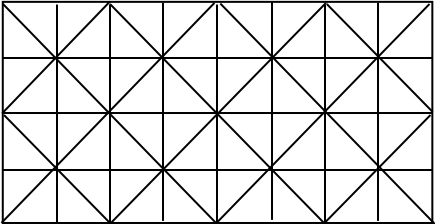
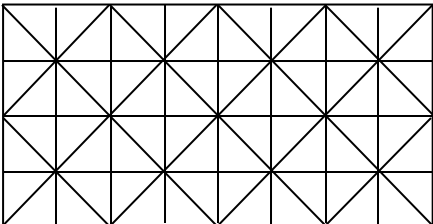
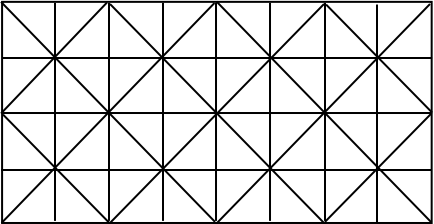
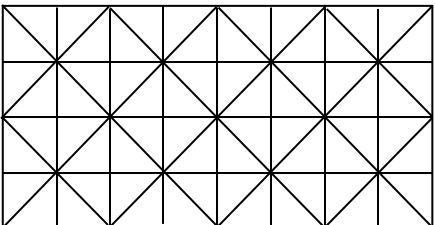
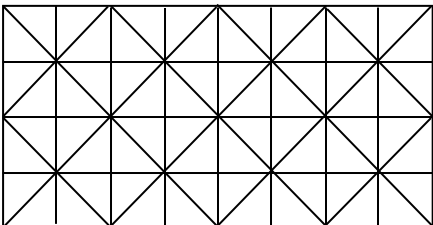
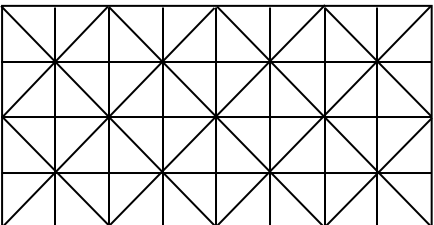
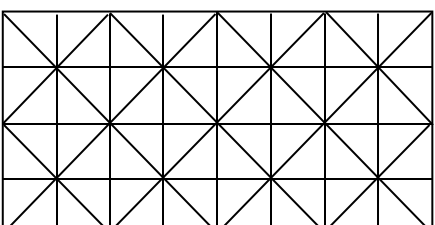
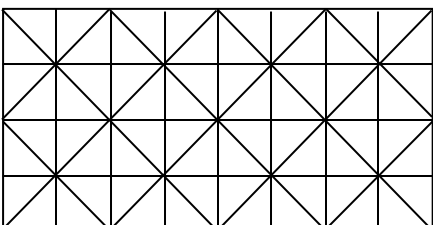
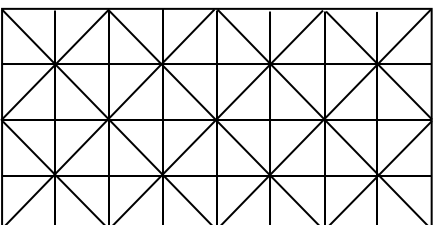
Winner of the Fifteenth (Standard) Round:

Winning Side:

Notes:

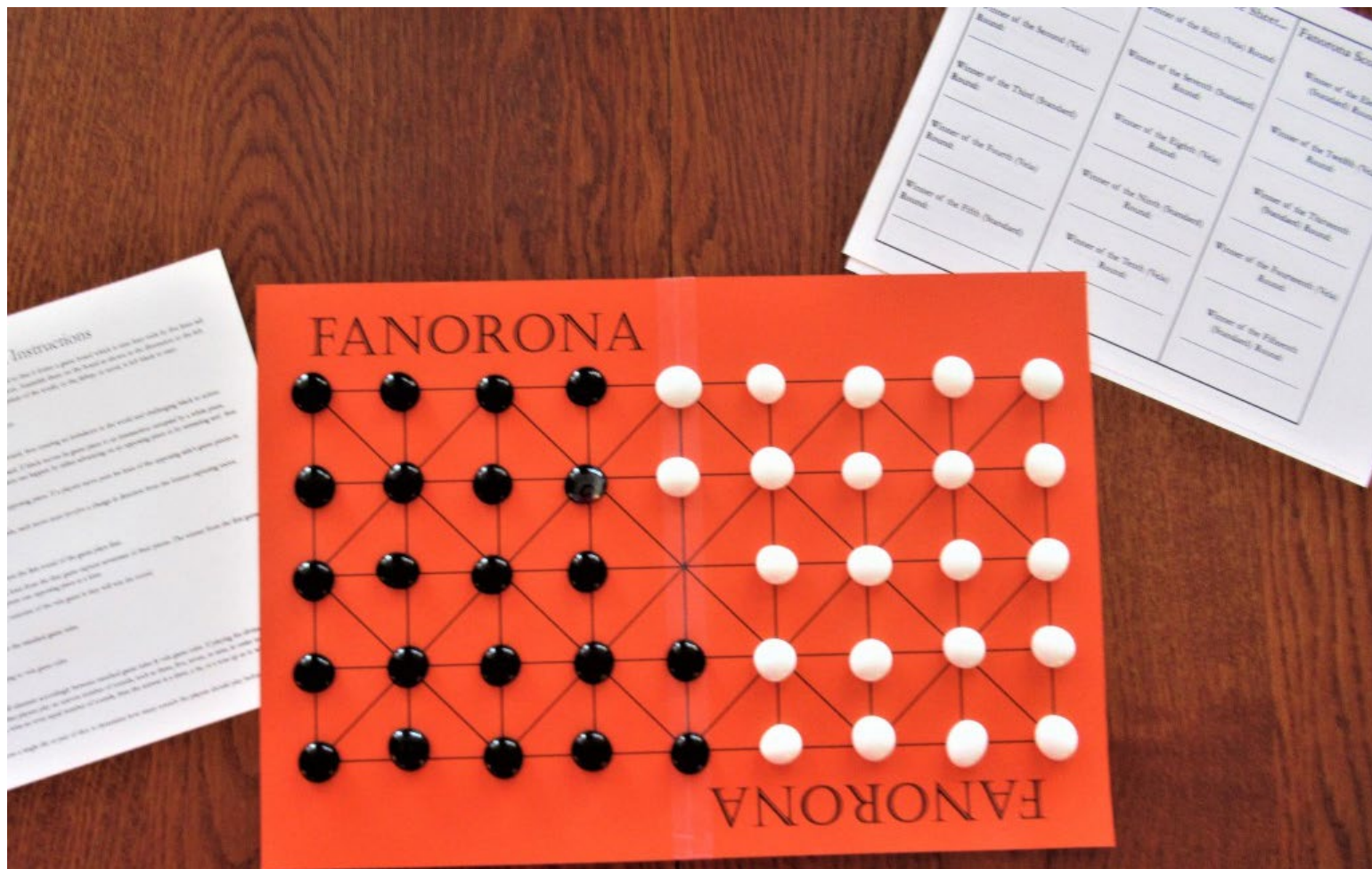
Fanorona Score Sheet

Mark the positions of the winning-side's game pieces on the diagrams below

	1st Round Winner (Standard Game): _____		6th Round Winner (Vela Game): _____		11th Round Winner (Standard Game): _____
	2nd Round Winner (Vela Game): _____		7th Round Winner (Standard Game): _____		12th Round Winner (Vela Game): _____
	3rd Round Winner (Standard Game): _____		8th Round Winner (Vela Game): _____		13th Round Winner (Standard Game): _____
	4th Round Winner (Vela Game): _____		9th Round Winner (Standard Game): _____		14th Round Winner (Vela Game): _____
	5th Round Winner (Standard Game): _____		10th Round Winner (Vela Game): _____		15th Round Winner (Standard Game): _____

Autosaving Preview

Fanorona-Game Divination



Fanorona Game Board set up for play

Early board games appear not to have been used for entertainment, or at least not *solely* for entertainment purposes. Very often, it was for divinatory purposes, to determine a winner and a loser. Who will win the conflict? Which is to be the winning side in the war? Who should get the position? Which of these two are The Gods angry with? Which of these two do The Gods favor? Who should be allowed first crack at it? On whom should the treasure be bestowed? More grimly, which of these two should be the sacrificial victim? Fanorona is a game which represents the essential unity of the world and the never-ending struggle between polar opposites like good and evil, light and dark, conservative and progressive.

Fanorona is a game from the island nation of Madagascar, and is at least a couple centuries old. It's believed to have descended from the earlier board game Alquerque, now known as Zamma, a game which had it's origins in ancient Egypt, and frankly looks like a close cousin to Fanorona. It's played on a game board featuring a nine-line by five-line grid, which is interconnected by diagonal lines. This gives the board 45 intersections

