

FOR COMMODORE®

Plus/4  
✓ C-64  
✓ C-128

Special APC membership offer inside...

# ELECTRONIC BOARD GAME OF SKILL

OPI

A

S

I

G



GAMES

**Challenge a friend, or the Computer!**  
**Easy to play, Difficult to Master!!!**

©Copyright 1985 OPI ASIGO GAMES

# ASIGO • ASIGO • ASIGO

## ELECTRONIC BOARD GAME

---

### Rules

---

1. This is an opponent board game for two.
2. Six (6) [four (4)] marbles are placed in each of the sixteen (16) [twelve (12)] camps on the board to start.
3. Each player has the eight (8) or six (6) camp row to his/her side.
4. Moves are made from LEFT-to-RIGHT and continued in a counter-clockwise direction.
5. A move constitutes removing all marbles from any of the player's camps and dropping one marble into each successive camp until all marbles are dropped. The starting camp is left empty in each move.
6. Captures are made only when A) the last marble is dropped in opponent's camp AND the marble count in that camp is two (2) or three (3); B) additional marbles are captured if the last drop resulted in a capture, and the previous successive drop or drops left the opponent's camp(s) with two or three marbles. ALL captures are in the same move and in succession with NO skips.
7. If a move leaves all player's camps empty, the opponent must make a move which results in leaving one or more marbles in opponent's side.
8. No move can be made which leaves opponent's side empty.
9. A total of forty-eight (48) [twenty-four (24)] marbles are required to win.
10. When no permissible move can be made during a game, then that game is a draw and may be replayed.

**NOTE: IN THE COMPUTER VERSION, PLAYERS INPUT CORRESPONDING CAMP NUMBERS TO MAKE A MOVE AND THE COMPUTER DOES THE HARD LABOUR OF MOVING MARBLES AND KEEPING SCORES.**

Above rules apply to both SENIOR (16 camps) and JUNIOR (12 camps) O.P.I. ASIGO games.

**OMOGA PRODUCTIONS INTERNATIONAL**  
**Electronic and Board Games Div.**

# THE ASIGO GAME

## FOR COMMODORE® COMPUTERS

LOAD and RUN as follows:

<b>GAME CHOICE</b>	<b>C-64</b>	<b>C-128 *</b>	<b>PLUS/4</b>
JUNIOR — Against Computer ....	C-ONE	C-ONE	P-FIVE
SENIOR — Against Computer ....	C-TWO	C-TWO	P-SIX
JUNIOR — Against a friend ✓ ...	C-THREE	C-THREE	P-SEVEN
SENIOR — Against a friend ✓ .....	C-FOUR	C-FOUR	P-EIGHT

**\*NOTE: C-128 MUST be in the 'C-64 Mode' to run!!**

✓Enter 'ONE' or 'TWO' for who goes first!!

---

---

OMOGA PRODUCTIONS INT'L

P.O. Box 18615

Milwaukee, Wisconsin 53218

# ASIGO • ASIGO • ASIGO

## REGISTRATION CARD

---

---

(Please Print)

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

\_\_\_\_\_

PHONE (Optional): \_\_\_\_\_

### ASIGO PLAYERS CLUB ? (Y/N)

---

---

IF REQUESTING CLUB MEMBERSHIP, ENCLOSE \$1.00 for EACH membership ID # requested. (Only family members accepted for \$1.00) Store receipt or legible copy MUST accompany request.

APC membership entitles you to periodic club news; local, regional, national and international tournament news, and game history and origin.

Membership is open to non-game owners for \$10.00 per year.

OPI provides a limited ninety-day warranty on the recording media. This warranty does not apply to the software programs which are provided as is. Diskettes (tapes) may be replaced for five years. Simply mail in damaged diskette (tape) AND five dollars to O.P.I. Games.

**WARNING:** THIS GAME MAY NOT BE REPRODUCED WITHOUT THE EXPRESS PERMISSION OF O.P.I.

The use of this game is at owner's risk. O.P.I. is NOT liable for any damages, suits, injuries or any other mishaps or claims in connection with the use of this game.

OMOGA PRODUCTIONS INT'L  
P.O. Box 18615  
Milwaukee, Wisconsin 53218

OPI ASIGO GAMES

Sound and Color  
Graphics