

**THE
RULES
AND
PLAY
of**


ONINO


Approved by the
RULES COMMITTEE
of the
INTERNATIONAL ONINO ASSOCIATION

PUBLISHED AND COPYRIGHTED
by
THE GABRIEL-NEALEY CO.
WASHINGTON, D. C.

ONINO

ONINO is a game for four or two persons. It is played on a square surface marked off into 225 smaller squares of equal size, there being fifteen squares in each direction. For tournament, league, match, and all championship play the official board as set forth in the rules and regulations of the International Onino Association is used. Such a Regulation Board must be of definite color with definite sized squares and dividing lines. Also the markers must be of a definite size, shape, thickness and color. For ordinary play any contrasting colors and markings are usually satisfactory. Each player has 105 markers of his color (except when four play, then each pair or couple has 105 markers of their color between them).

Copyright 1942 by Gabriel-Nealey Co.

The object of the game is to get an ONINO (five markers in a straight row that is not interrupted by any unoccupied squares nor interspaced by any of opponent's markers). The ONINO may extend vertically, horizontally, or diagonally. The game is usually played by four persons (two as partners against the other two playing as partners), sometimes by two persons playing individually against each other. The players mark in turn, each playing only one marker at a time. The player or pair first completing and declaring an ONINO is the winner. The number of markers used to win subtracted

from the total of 105 gives you your score. That is—if you used 45 markers to win you would subtract 45 from 105 and would get +60 points as your score. Your opponents receive as many minus points (i.e., would get —60 as their score). In other words, the fewer times you mark to get your ONINO the higher your score. And, vice versa, the more markers you force your opponent to use the lower his score if he defeats you and therefore the less points deducted from your score. In the case of a draw all players are scored zero. Each game is scored individually and the person or pair having the highest total score at the conclusion of an agreed on number of games wins the match.

The Rules adopted by the International Onino Association are the rules governing all officially sponsored or approved tournament, league, and championship play and are the only Official Rules for the game. That part pertaining to the play, penalties, and scoring is here reproduced:

RULES OF PLAY
As Adopted 1942 by
THE INTERNATIONAL ONINO
ASSOCIATION

The following rules shall be Official and govern the play in all International Onino Association sponsored or approved tournament, league, exhibition and championship play.

Play:

1. Each player or team shall have 105 markers of an approved color that contrasts with the approved color of the opponent's markers.
2. Choice of first play in the first game shall be decided by flipping a coin and the winner of the toss shall then elect to play first or second.
3. Choice of first play in subsequent games between the same opponent's shall be left to the loser of the last previous game, but if the last previous game was a draw, then the player who had last play shall have the choice.
4. Player having first play shall not mark at center until after his opponent has played at least once without occupying center.
5. A marker is considered played as soon as it has been placed on the board and released by the player.
6. If a marker is not properly centered on a square the opponent shall bring it to the player's attention and the player must then center it on the square it occupies but, other than this, once a marker is played it must not be withdrawn, moved, or touched by either player.
7. Other than as is provided in Rule 6, players shall not direct the attention of opponents, partner, or bystanders to any moves, plays, formations, "blocks," probabilities, or marks un-

less such is done solely to direct attention to an infraction of these rules and then only at the time infraction referred to was committed or before a subsequent play is made.

8. No penalty shall be invoked unless the infraction on which it is claimed is declared before any subsequent play is made, nor shall any penalty be invoked at any time other than that set forth in the penalty rule applying to the infraction committed.
9. Players shall play alternately and in proper turn (clockwise in doubles play), playing only one marker for each turn at play, and shall not make a play or start a play or indicate a play until opponent has completed his play (except where opponent has no play due to being penalized a loss of turn at play.)
10. Making a claim of ONINO or game, making remarks or assertions that game or an ONINO is assured, or making any other statements relative to the play or progress of the game before an ONINO is completed and declared, shall be construed as an infraction of Rule 7 and be subject to the penalties applying thereto.
11. Player first declaring a completed ONINO shall be declared the winner of game, even though and regardless of whether his opponent may have one or more completed but undeclared ONINOS.

12. In the event two players declare completed ONINOS simultaneously then the player having made the last play is declared the winner.
13. Players disputing a claimed infraction, a penalty, a ruling, a play, a scoring, or any other point that pertains to the play of the game, its outcome, or its score, shall refer their differences to the judges of the league or tournament. Should dispute continue the differences shall be referred to the Committee on Rules of the International Onino Association and their ruling shall govern.

Penalties:

14. Player making a play out of turn (Rules 2, 3, 9) shall remove the so-played marker from the board and shall lose his (or his team's) next turn at play.
15. Player having first play and marking at center on that play (Rule 4) shall remove his marker from center square to any other square and shall lose his (or his team's) next turn at play.
16. Player withdrawing, moving, or touching played markers (Rule 6) shall restore any moved markers to the squares they had originally occupied and shall lose his (or his team's) next turn at play.
17. Player directing attention to any move, play, formation, "block", probability, or mark (Rules 7, 10) shall lose his (or his team's) next turn at play.

18. Player failing to declare an infraction or failing to claim the penalty for it before making a subsequent play (Rule 8) shall forfeit his right to invoke the penalty.
19. Player failing to invoke a claimed penalty in accordance with the penalty rule governing it (Rule 8) shall forfeit his right to invoke the penalty.

Scoring:

20. Player winning game shall be credited with as many plus points as his remainder of markers (or, number of markers used in winning subtracted from 105), that is, shall have that many points added to his score.
21. Player losing game shall be charged with as many minus points as his opponent's remainder of markers, that is, shall have that many points subtracted from his score.
22. Players ending in a draw or deadlock (that is, having used all their markers or had 105 turns at play without an ONINO being declared) shall neither be credited with any plus points nor charged with any minus points but shall be scored a zero and the score and game shall be tallied and used in computing their totals, averages, and ratings.
23. Games completed under protest shall not be scored nor tallied nor computed in the players' totals, averages,

and ratings until the judges have rendered a decision.

24. Player forfeiting a game by not continuing play or by not abiding by these rules or a decision of the judges shall be barred from continuing in competition in the league or tournament in which he defaulted and all scores credited to or charged against other contestants for games in which he competed shall be stricken from the tally and not used in computing the totals, averages, and ratings of those other contestants. However, in cases where the forfeiting player is a member of a league team having alternate players or approved substitutes, previous scores of the teams and other players shall not be affected and an alternate player or approved substitute shall replay the forfeited game and take the place of the player forfeiting in all further league competition but shall not receive the advantage or handicap of that player's total, average or rating.
25. Player defaulting for reasons beyond his control shall be given the opportunity of replay, but, should he then again default, he shall forfeit and be subject to the stipulations of Rule 24.

The foregoing Official Rules cover completely the play and scoring of ONINO. For the beginner or inexperienced player the following hints at procedure are given:

- A. Play tight against your opponent's markers.
- B. Never fail to block any row of three that is open at both ends.
- C. Always be on your guard against formations that would enable your opponent to set up a double or triple play or a two-way or three-way play with a single mark.
- D. Never fail to block such formations.
- E. Block them by marking at their key point.
- F. In all other instances, maneuver your blocking marks so as to build toward taking the lead from your opponent.
- G. Never fail to take the lead when you are sure you can have it.
- H. Never fail to keep the lead as long as you have any move by which you can hold it, but
- I. Make sure you do not mark in a manner that will let your opponent take the lead from you with a blocking mark.
- J. Work constantly to build "open threes" and fours or patterns that can be used to build these.
- K. Constantly be on the alert for formations that will assure your game, i.e., double plays, two-way plays, combination plays, two-play scrambles, etc.
- L. Review the playing area frequently and carefully, and always proceed

with a definite plan in mind.

- M. Always be suspicious of any "dumb" plays by your opponent—most often they aren't so dumb and unless deciphered and blocked will defeat you.
- N. Be sure to declare your ONINO as you complete it. Afterward might be too late!

These hints are taken from some of those given in the books "ONINO AND HOW TO MASTER IT" and "ONE HUNDRED UNBEATABLE ONINO PLAYS—HOW TO MAKE THEM AND BLOCK THEM" by Henmar Ruskin, International Onino Champion, and have been reprinted here with the publishers' and the author's permission.

GABRIEL-NEALEY CO.

Washington, D. C.

U.S.A.

(Either of the above books can be obtained at your book store. The price of the first mentioned is \$3.00 and the price of the second is \$2.25.)

("ONINO BASIC PLAYS," a book containing many fundamentals and tricks of play, the complete Official Rules, and the diagrams of all the basic plays can be obtained at your book store or by sending fifty cents (50c) in coin or money order to the GABRIEL-NEALEY CO., 1110 F St., N. W., Washington, D. C.)