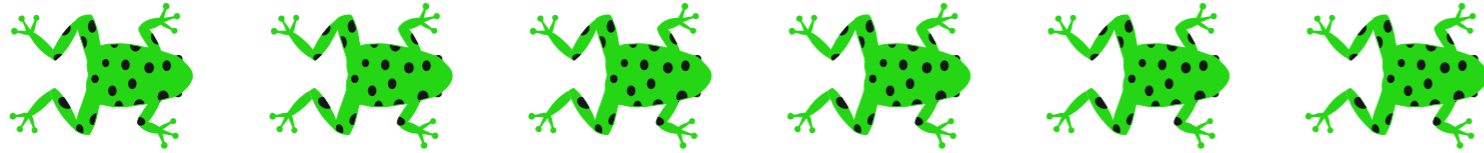




Salamanders Vs Frogs

ABEC04ACT1102

Will the Salamanders or the Frogs get the most counters safely home?



X		X		X	
	X		X		X
X		X		X	
	X		X		X



Age range : Std. 4 +

Number of players : 2

Learning :

- Strategy and logical thinking

You will need :

- 6 counters of one colour (to show frogs)

- 6 counter of a different colour (to show salamanders)

Instructions :

- Start the game with the salamanders on the squares with the red crosses and frogs on the squares with the black crosses.

- The salamanders try to reach the frogs' home on the black crosses and the frogs try to reach the salamanders' home on the red crosses.

- Salamanders and frogs can move one square at a time diagonally. Salamanders must go upwards diagonally and frogs must go downwards diagonally. Salamanders must always make the first move.

- If a player cannot move, then the other player can move again.

- The salamander can eat a frog by jumping diagonally over it, only if there is a free square on the other side of the frog to land on. The same rule applies for frogs eating salamanders by jumping downward diagonally.

- At the end of the game, the player who gets most of his/her pieces on any of the squares of the opponents' home, wins.

Make it more challenging :

- Allow the salamanders and frogs to make more than one jump at a time so that a frog could jump over and eat 2 or 3 salamanders in one turn.