



ABEC03ACT1303

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An abstract strategy game from Thailand

Age range : Std. 3 +

Number of players : 2

Learning :

- Strategy

You will need :

- 1 counter of a certain colour as the tiger

- 6 counters of a different colour as the leopard

Objective :

The tiger attempts to capture the leopards by jumping over them. The leopards attempt to surround the tiger and block him so that he cannot move.

Instructions :

- Decide who will be the tiger and who will be the leopards.

- The first player positions the tiger at the top of the triangle.

- The second player places his first leopard on one of the dots on the board, "the jungle", as we like to call it.

- The tiger then moves along the lines, one dot at a time.

- Play alternates as the second player continues to place his leopards on the game board one at a time. He cannot move any of the leopards on the board until all six have been placed.

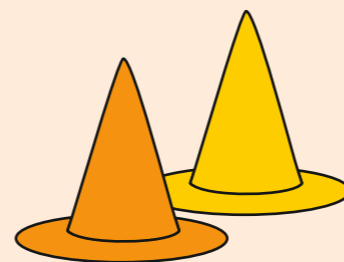
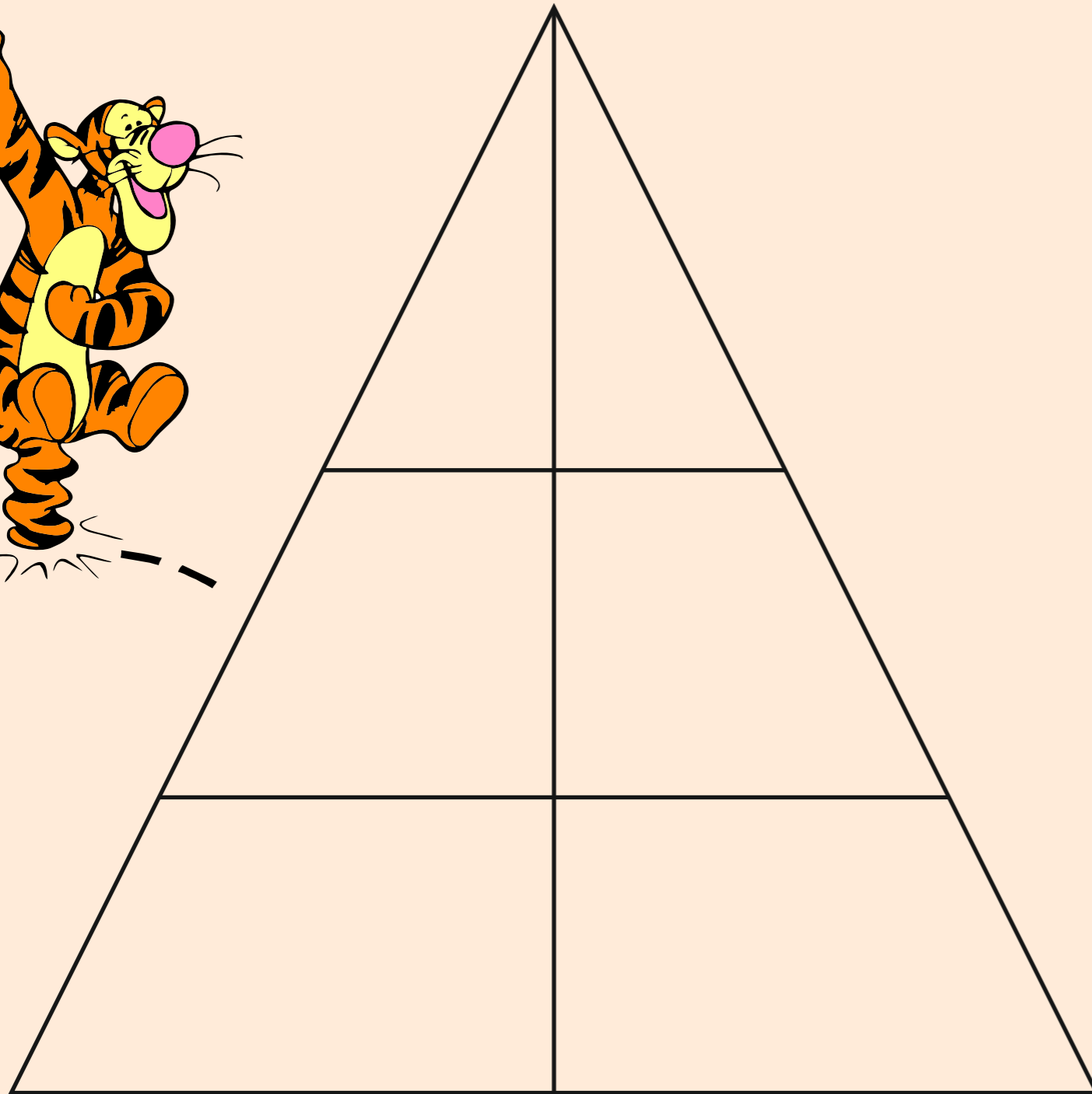
- Once all leopards are on the board, play continues to alternate between players.

- The tiger can jump over a leopard provided the dot on the opposite side of the leopard on the same line is free. The jumped leopard is removed from the board.

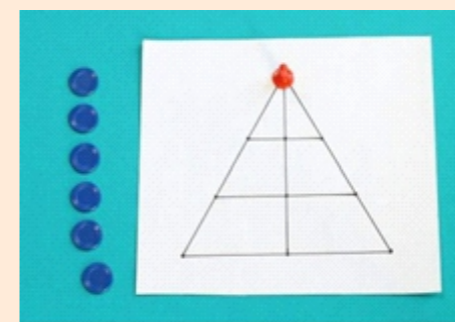
- Play continues until either the tiger is trapped and can no longer move or jump, or there are too few leopards to trap the tiger.

Challenge :

- Try using seven or five leopards and see how the game changes!



Game set up



Here is an example of how leopards can trap a tiger

