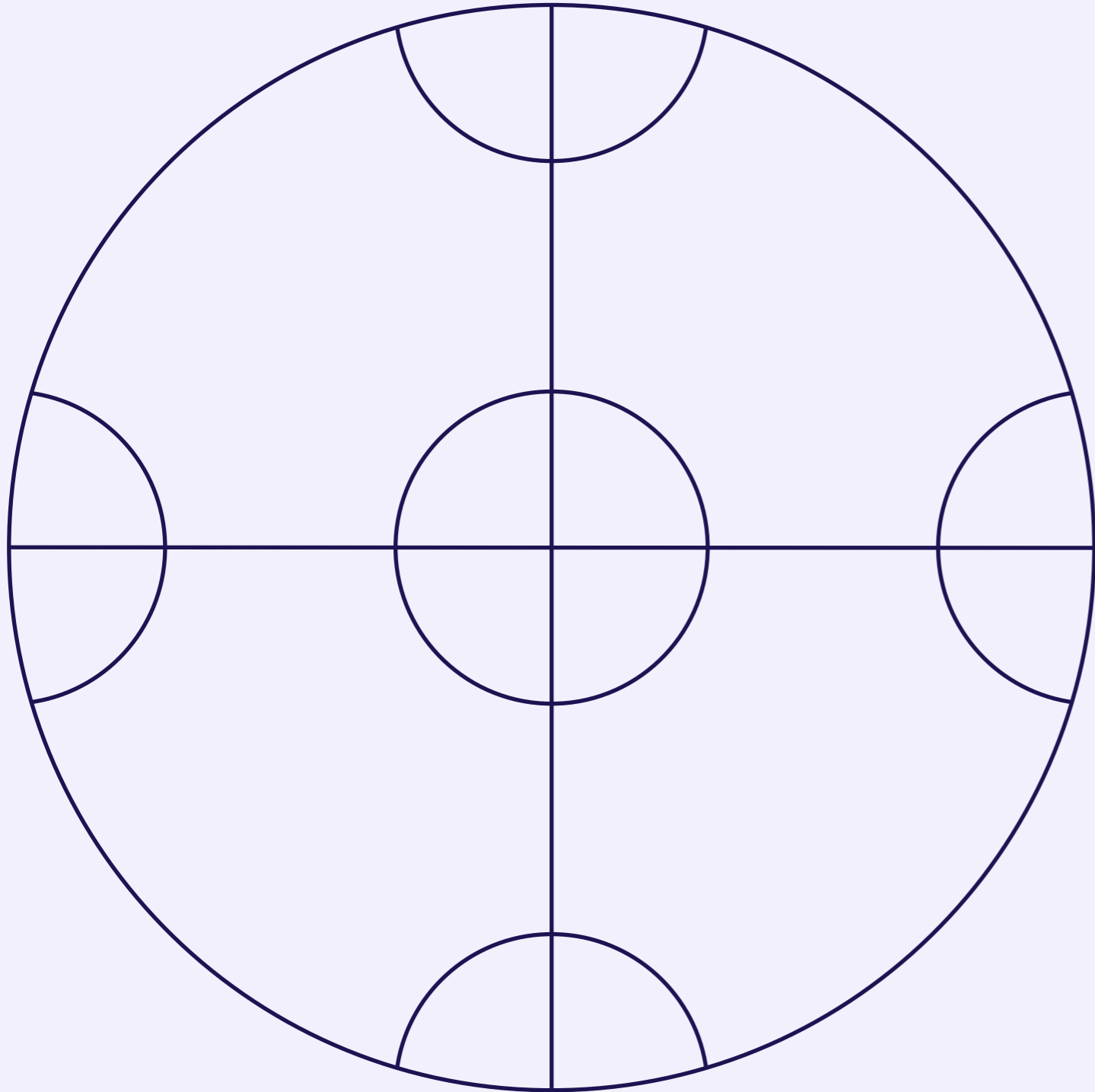




ABEC05ACT1302

Watermelon Chess



Age range : Std. 5 +

Number of players : 2

Learning : Strategy

You will need :

- 6 counters of a certain colour for player 1
- 6 counters of a certain colour for player 2

Objective :

To capture your opponent's tokens by surrounding and immobilizing them. When your opponent's tokens are reduced to two, you win.

Instructions :

- Set up the game board as shown above.
- Alternate players move tokens, one point at a time, along the designated lines in an attempt to surround their opponent.
- Player can only move from one intersecting point to an adjacent point. They can move in any direction.
- Players can't move across open spaces; they must move along the lines.
- When one token is surrounded on all sides and cannot move, it is removed from the play.
- When one player has only two tokens left on the board, the game is over.

As you can see in the picture here, the red token at the top is totally surrounded by yellow tokens and will be removed from the game.

