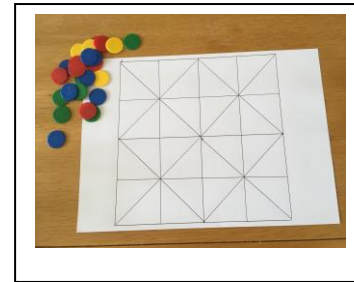




Thursday, 9th July Cows and Leopards

This is an African strategy game, for 2 players, a little like Draughts.

Make the board by drawing the grid as shown here. It must be big enough to take buttons or whatever you are using as the pieces. You need 2 leopards (raid the toy box) and 24 cows.

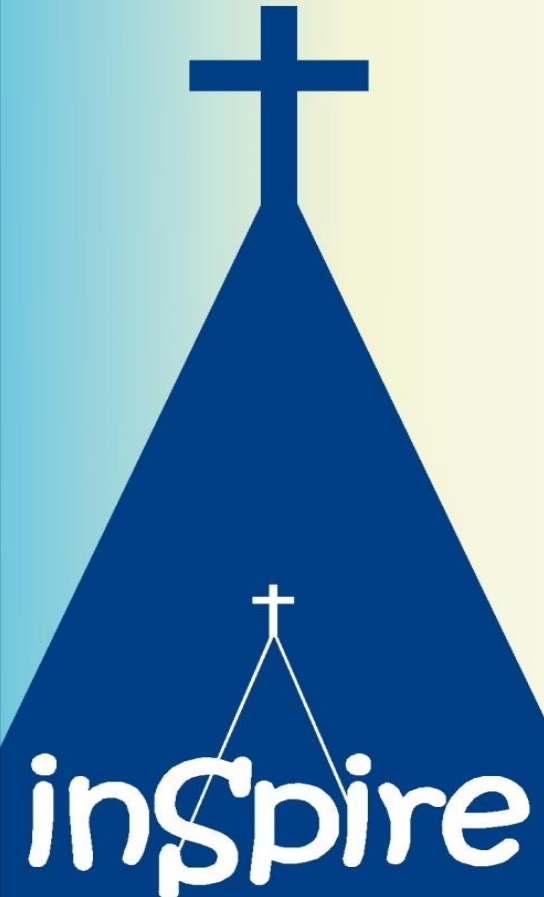


The game is won when either:

- the cow pieces corner the leopard so he cannot move
- or the leopard catches all the cows so there are none left on the board!

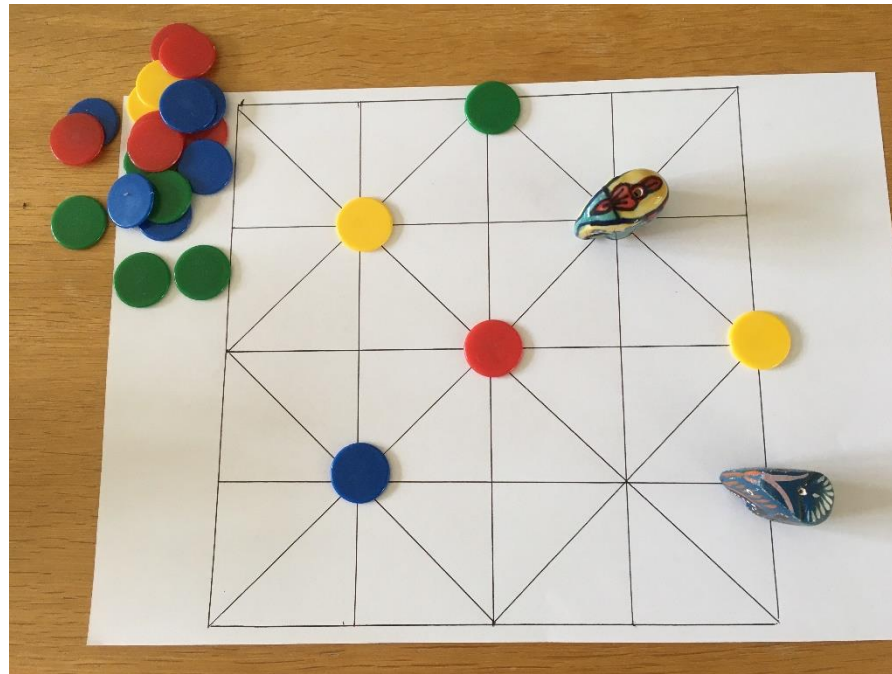
Players decide who has the leopards and who has the cows. They start the game by placing their pieces one at a time onto any free intersection of the board. The leopard player starts. The cow player cannot move any of her pieces until all her cows are on the board.

The leopard player will be able to move first. He can move either of his leopards onto any adjacent intersection. Leopards can catch cows by leaping over them onto an adjacent intersection..... but only if that intersection is free. (Like



Draughts.

Who will be the family Cows and Leopards champion?!



Call your game anything you like! Mine is elephants and zebras!!

