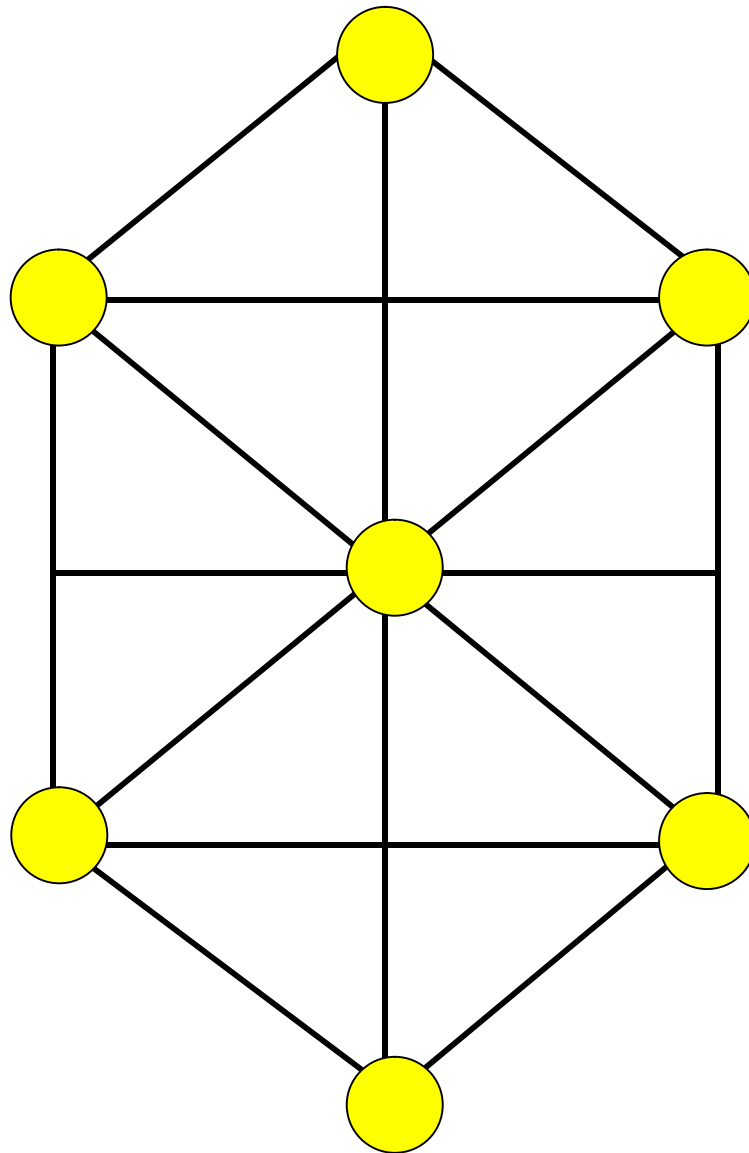


CATCH THE GIANT



MATERIALS

Catch the Giant Board Player 1 – three counters the same colour Player 2 – one counter (a different colour)

Objective: Player 1 (dwarfs) – To contain the opponent so that he cannot move. Player 2 (Giant) – To avoid being captured by the dwarfs, or to slip through the opponents line.

RULES: Player 1 places counters on red dots. Player 2 on any of the green dots.
Player 1 moves a single counter forward along the pathway to any vacant adjacent cell.
Player 2 moves the giant in any direction along the pathway, to an adjacent cell.
The giant may win by forfeit if the same move is repeated three times in succession.

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