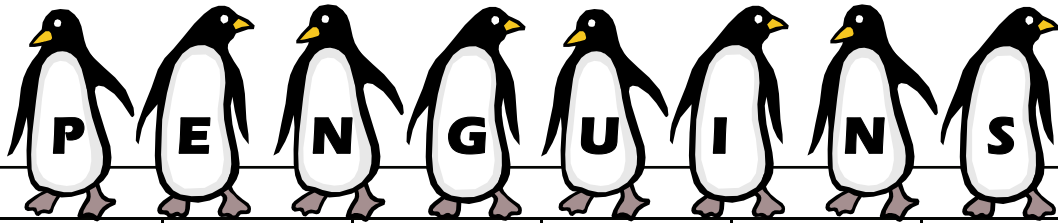


CAPTURE THE



6

5

4

3

2

1

A

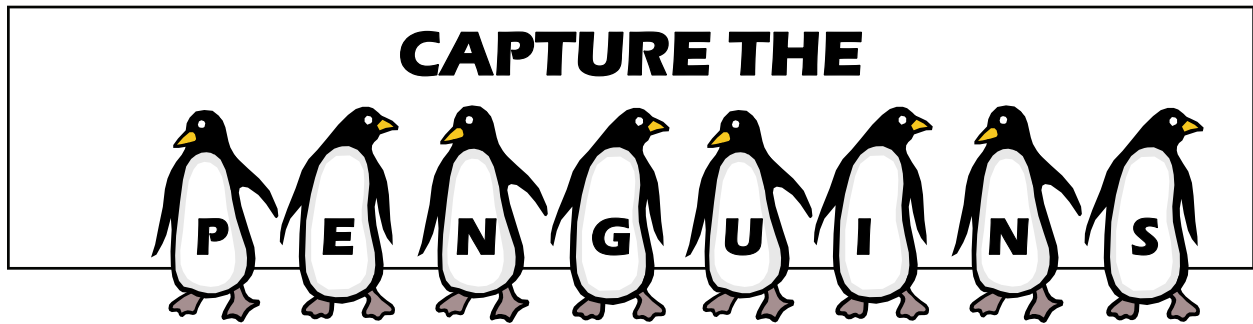
B

C

D

E

F



GAME DIRECTIONS

PLAYERS: 2

MATERIALS:

- ***Capture the Penguins*** gameboard
- Penguin markers (12 of each penguin)
- 1 regular six-sided die
- 1 special six-side die (marked A,B,C,D,E,F)
- ***Capture the Penguins Recording Sheet***

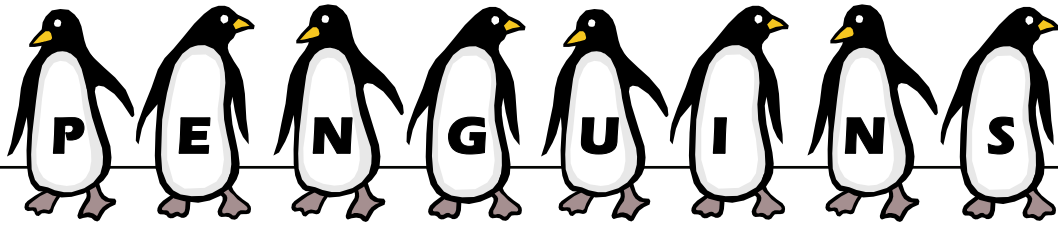
GAME DIRECTIONS:

- Each player takes 12 of one type of penguin.
- Players take turns placing one penguin at a time on any empty square on the gameboard.
- When all penguins are placed, play begins.
- Player A tosses both dice, forms an ordered pair, and removes a penguin from that space, if possible.

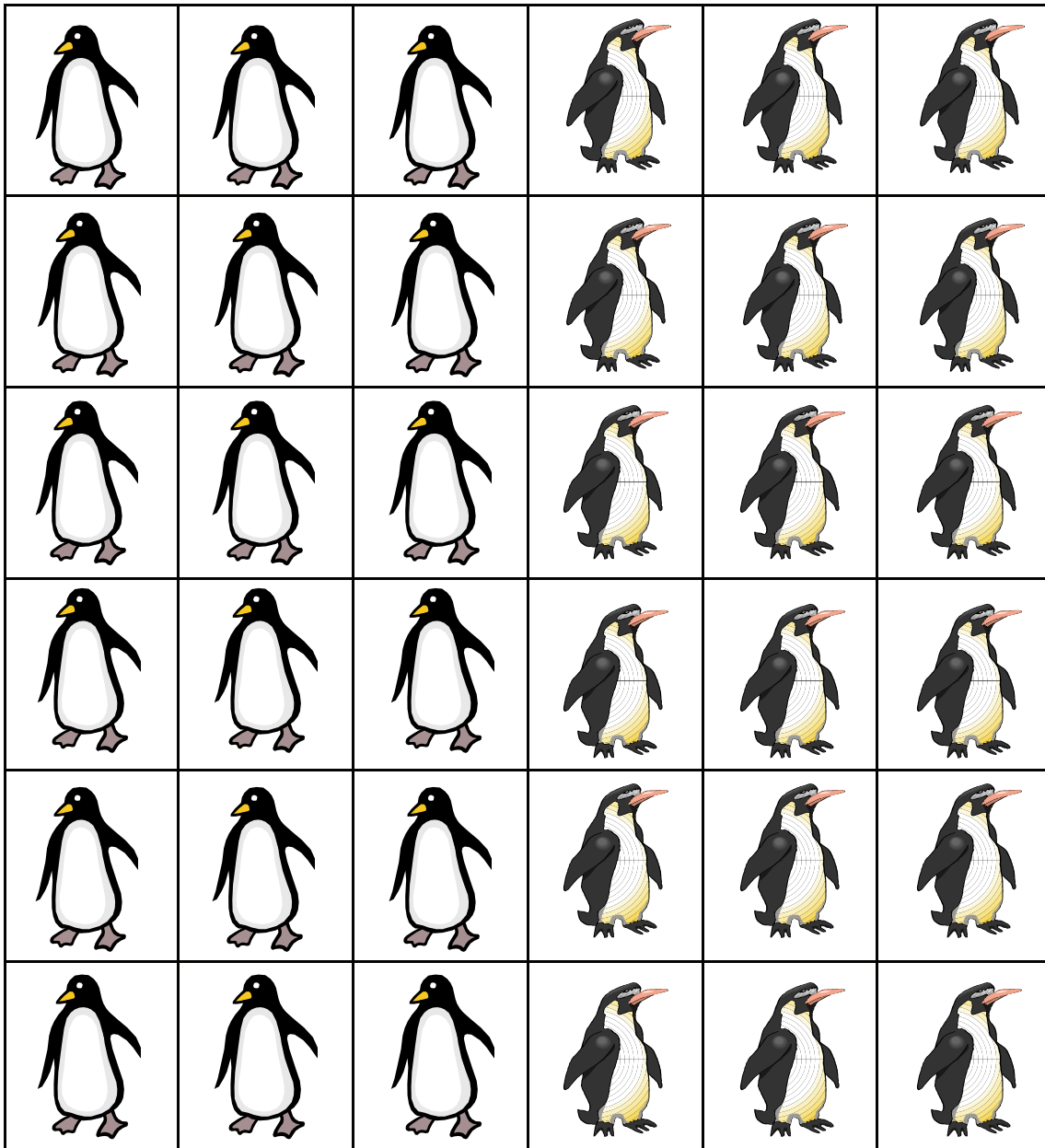
SCORING:

- If the player removes one of his/her own penguins, he/she scores 10 points.
- If the player removes one of his/her opponent's penguins, he/she scores 20 points.
- If the player cannot remove a penguin, he/she scores no points.
- The game ends when one of the players scores 100 points.

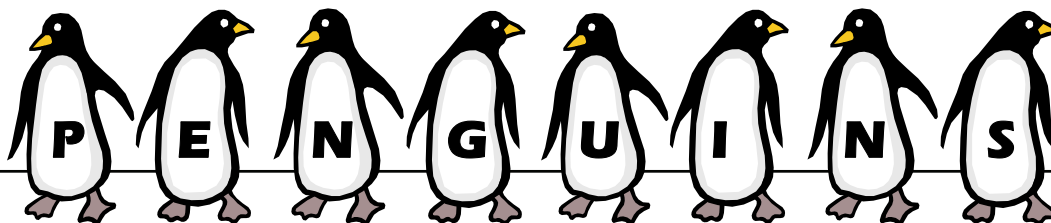
CAPTURE THE



PENGUIN MARKERS: Cut apart squares. Each player gets 12.



CAPTURE THE



Recording Sheet

PTS.	TALLY	TOTAL
20		
10		
0		

PTS.	TALLY	TOTAL
20		
10		
0		

PTS.	TALLY	TOTAL
20		
10		
0		

PTS.	TALLY	TOTAL
20		
10		
0		

PTS.	TALLY	TOTAL
20		
10		
0		

PTS.	TALLY	TOTAL
20		
10		
0		