

LEAPFROG

Age: All ages

No. of players: 2

Equipment: 50 counters of different colours per player (total 100 counters). If you don't have enough counters, you could use coins or anything else, as long as you can tell which counter(s) belong to each player.

Time: 10 minutes+

Aim: To be the player who captures the most of your opponents counters.

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Rules:

1. Players toss a coin to choose who will go first.
2. Each player takes turns to put one counter on any vacant square until the board is filled with all 100 counters.
3. Both players then remove any one counter from the board, leaving 49 counters per player.
4. Player One captures one of their opponent's counters by jumping over it in a straight line to a vacant point immediately beyond it, similar to the rules of checkers or draughts. Player Two then has a turn and so on.
5. Players cannot jump over two geese unless there is a vacant point between them. Multiple captures within one turn are possible, even if the counters are not in a straight line as long as there are empty spaces between them. This is the only time a player can move more than one square in a turn.
6. The game finishes when one player cannot capture any more of their opponent's counters.
7. The winner is the player who has captured the most of their opponent's counters.

Note: Adults and older children may try to use strategy and logic in placing their counters on the board in Step 1 to reduce the number of counters their opponent can capture. Younger children can simply place them anywhere and just have fun!

