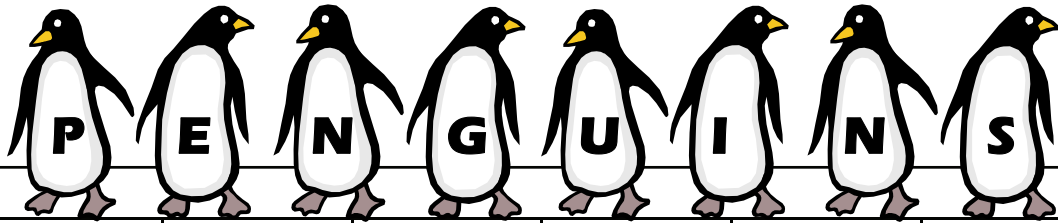


# CAPTURE THE



6

5

4

3

2

1


A

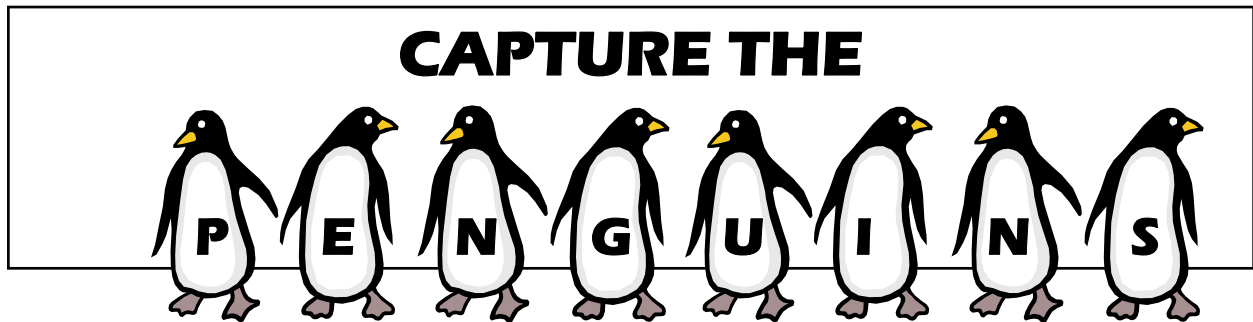
B

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*

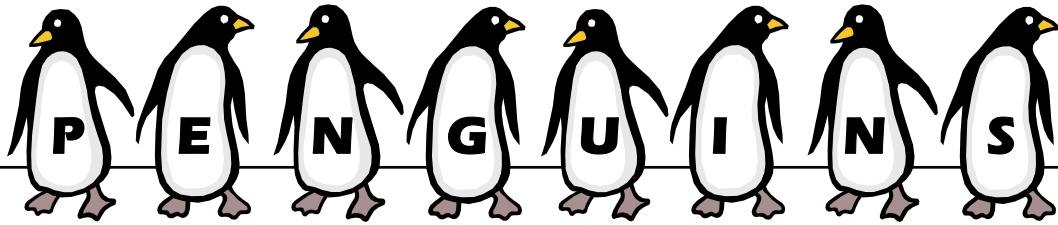
### **GAME DIRECTIONS:**

- 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.

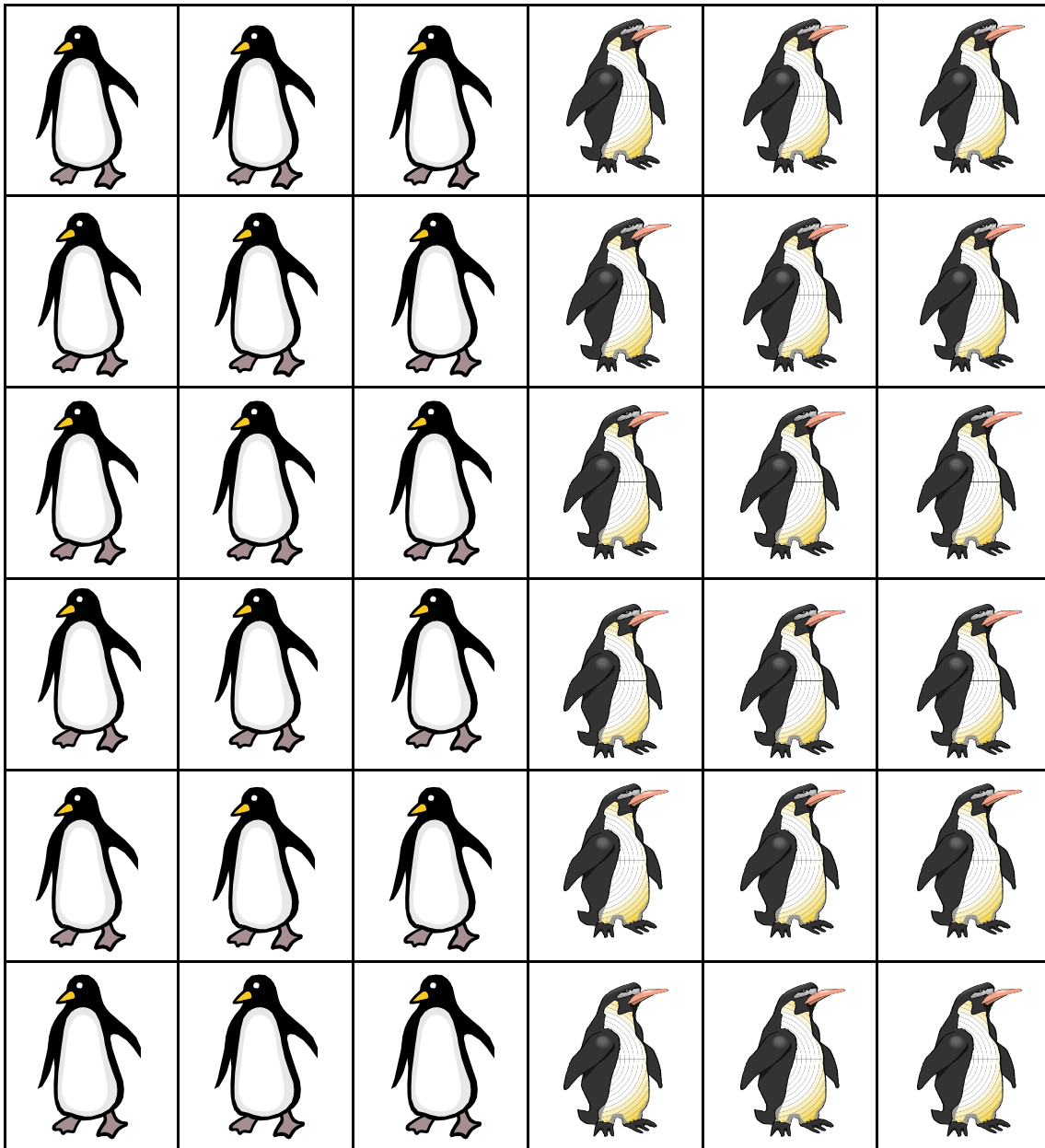
### **SCORING:**

- 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.

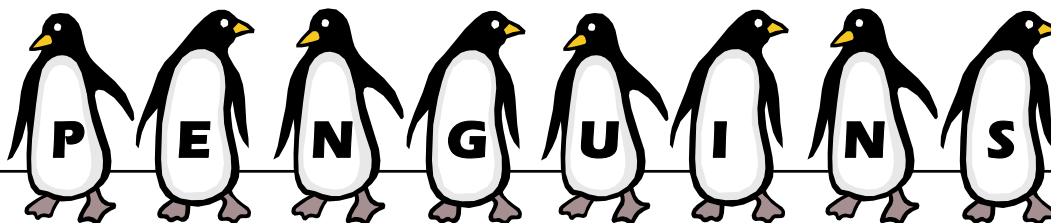
# CAPTURE THE



**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		