

GB Game rules

Little COOPERATION

 2½ to 5 years  2 to 4 players  10 min

4 little animals are trying to get to their igloo on the ice field. But they need to be careful because the ice bridge could collapse at any time!

This game requires cooperation, and teaches children to play and win together.

Contents:

4 animals, 3 game boards (1 "fishing hole" starting board, 1 ice bridge, 1 "igloo" destination board), 6 wooden bridge pillars, 1 die

Before starting:

Place the 3 game boards in the middle of the table, with the bridge on all 6 pillars between the two ice floe boards.

Place the 4 animals around the fishing hole on the starting board.




Rules:

The players take it in turns to roll the die and can move any one of the animals during their go.

The youngest player rolls the die first, and play continues clockwise.



If the die shows:

-  • **Bridge:** the player can move any animal from the "fishing hole" board onto the bridge
-  • **Igloo:** the player can move any animal from the bridge onto the igloo board
-  • **Ice cubes:** the ice floe is melting... the player has to remove one of the pillars from under the bridge

The winner

All the players win or lose together.

The players win if they get all the animals on the igloo board before the bridge collapses.

But if the bridge collapses before all the animals have crossed over to the igloo board, the players lose.

