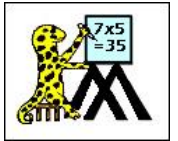
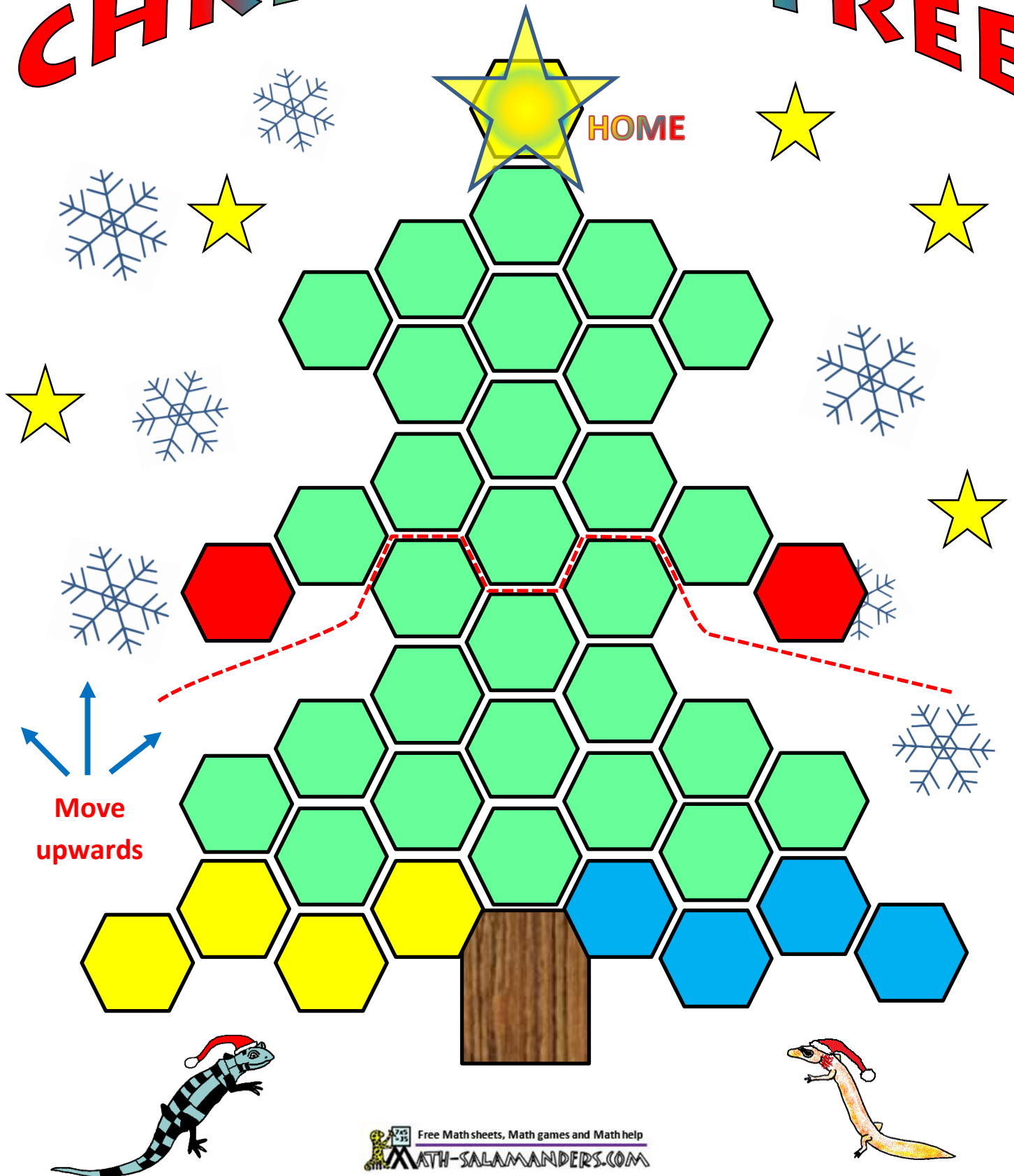


Name

Date



CLIMB THE CHRISTMAS TREE





CLIMB THE CHRISTMAS TREE

INSTRUCTIONS

Age Range: Kindergarten +

Number of players: 2

Learning: strategy, counting

You will need:

- 4 Counters in 2 different colors



Instructions:

- One player puts their 4 counters on the yellow hexagons.
- One player puts their 4 counters on the blue hexagons.
- Each player has 2 moves when it is their turn. Each move must be upwards either diagonally or straight up. You cannot move down the tree.
- They can choose to move one counter two spaces or they can move two counters one space each.
- If you land on one of the other player's counters, then you either:
 - o Send it back to the start if it is below the red dotted line
 - o Send it to one of the red hexagons if it is above the red dotted line
- Once a counter reaches the top of the tree it is 'home' and it is taken out of play.
- The first player to get all of their counters home wins the game.

Variations:

- Play a shorter game by only having two or three counters each to start.
- Play a game by rolling the dice, and having that many moves. E.g. if you roll a 5 then you can have five moves for your counters.
- Choose to have 3,4 or 5 moves each turn instead of just two.