

MISSION RUDOLF

This is a great strategy game for developing logical thinking skills, and has very simple rules. The aim of the game is for Rudolf to cross the dangerous Arctic ice and get to the North Pole. The abominable snowman must try to capture and stop him!

Age range: 1st Grade +

Number of players: 2

Learning: Strategy and logical thinking

You will need

- Rudolf and the snowman counters (see below) or use colored counters.

Instructions

- One player is Rudolf, the other player is the abominable snowmen.
- Start the game with Rudolf on the square with the red cross, and the snowmen on the squares with the black crosses.
- Each turn, Rudolf can move **diagonally** backwards or forwards one square only. The snowmen can only move **down** the board diagonally towards Rudolf one square at a time – the snowmen cannot move back up the board.
- Each turn Rudolf **must** move, and one snowman **must** move.
- Rudolf always moves first.
- The snowmen are able to trap Rudolf (and win the game) by cornering him so that he cannot move.
- Rudolf wins the game by getting across the arctic ice to the other side of the board and landing on one of the black crosses (which is the North Pole).

Playing Pieces (optional)



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North
Pole



X		X		X		X

X

Will Rudolf manage to reach the North Pole?

