

## Supplies Needed - Set Up

- 6 color tokens \{different color on each side\} for each player and 1 token that is different from the rest that represents the "Lion".

If you don't have anything like that around the house, on the next page I created some tokens. We used gems as tokens from our crafts at home.

- 1 die
- Be sure all 6 tokens have the same color side up when you begin.


## How to play

Before a token can get on the board, you need to roll a 1.
Note: All 6 of your tokens need to be on the board before you can move any of them forward.

The "Lion" is placed on the board when a player rolls his first 1.
Note: It can't move forward either until all 6 of your tokens are on the board.

Any number rolled after that, a token of your choice can move forward, including the "Lion".

Your turn ends after a 1 is rolled and you get an object on the board. If all of your tokens are on the board, it ends after one roll of the die.

When a counter reaches the head, then turn it over to the other color or side and start your journey home.

When your lion reaches the head, and starts it journey back, it can "eat" any opponent's token that gets in the way.

Winner is the person who has "eaten" the most tokens!

We decided too that the "Lion" can keep moving forward to the tail or start and back again to the head until all tokens have been "eaten" or made the return trip back safely. A player with a "Lion" can't move forward and back alternating, but has to move the same direction until he reaches the head or tail and then back again.

Playing Pieces - Enough for 4 Players. $\{2$ colors per player and 6 counters per player. One color is used on the forward trip and one is used for the return trip. One "Lion" per player. \} Note: I think it is easier to cut out tokens and take off one color token from the board when you reach the "head" and add your second color on the return trip. But you can take time to fold all six tokens in half and glue them. Then just flip over to the other side on your return trip. You decide. Lion pieces are at bottom. They match each player's tokens.

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