



LEAPFROG

Skill

Problem solving

Materials Needed

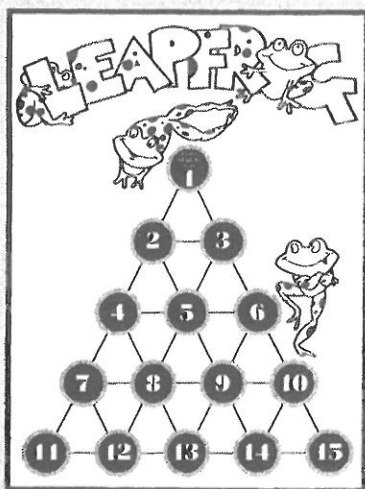
- Leapfrog gameboard
- 14 markers (coins, game chips, buttons)

Object of Game

To remove all markers except one

Number of Players

One



How to Play

1. Place one marker on every circle, except for circle #1. Leave it empty.
2. The game is played by jumping one marker at a time over another marker, landing in an empty circle. When a marker is jumped, it is removed from the gameboard.

Important: Play begins by moving the marker in circle #4 to circle #1 and removing the marker in circle #2. Or it can be done by moving the marker in circle #6 to circle #1 and removing the marker in circle #3.

3. You can only jump adjacent markers (ones that are attached by a line).
4. Continue jumping over and removing markers until you have no other jumps to make. How many markers are left on the gameboard?
5. The ultimate goal of the game is to remove all markers except one. You may not succeed right away, but keep playing. You'll probably remove more markers with each game.

LEAPFROG



Leave blank to start.
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