

spinderella



RULES

EACH TURN A PLAYER WILL ROLL 3 DICE:
THE FIRST DICE SHOWS HOW MANY MOVES YOU CAN MOVE YOUR ANTS.

THE SECOND DICE SHOWS HOW MANY MOVES YOU CAN MOVE YOUR SPIDERS.

THE THIRD DICE WILL SHOW WHAT YOU CAN MOVE IN THIS TURN :

_ANT FACE: MOVE THE ANTS

_SPIDER FACE: MOVE THE SPIDERS

_LEAVE: YOU CAN CHOOSE TO MOVE SPIDERS OR ANTS BEFORE OR AFTER YOU MOVE THE TREE

ANTS:

_PICKED ANY OF YOUR ANTS. THE 1ST DICE WILL TELL HOW MUCH SPACE YOU CAN MOVE TOWARD THE FINISH SQUARE.

_ANTS CAN BE STACKED ON TOP OF EACH OTHER IF THEY ARE IN THE SAME SQUARE.

_IF YOU MOVE AN ANT THAT HAS ANOTHER ANT ON TOP OF IT, YOUR ANT WILL CARRY THE OTHER ANTS WITH IT.

SPIDERS:

_WHEN THE THIRD DICE LAND ON THE SPIDER, THE 2ND DICE WILL TELL YOU HOW MUCH SPACE YOU CAN MOVE THE SPIDER, YOU CAN SLIT THE MOVEMENTS HOWEVER YOU WANT

TREE BARK:

YOU CAN PLACE THE TREE BARK ON ANY SQUARE WHEN YOU LAND THE THIRD DIE ON THE LEAVE THE TREE BARK WILL PROTECT YOUR ANTS FROM THE SPIDERS WHICH MEANS THEY CAN NOT BE CAPTURED THE ANTS UNDER THE TREE CAN'T BE MOVED

GOAL

Guide your ant to the finish square



URAQTπ



T-Dat
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D-Trinh
1515620



M-Tuong
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