# ANIMAL ATTACK

2 players

8 and up

40 min

## BACKGROUND

Animal Attack is a variant of a military game was invented in the late 19ᵗʰ century most likely in France. This game's special feature is that your pawns are invisible to your opponent and vice versa.

## MATERIALS

-1 rectangular board divided into 90 squares
-2 groups of 36 pawns (72 pawns in total)

Object of the game

To discover your opponent's tree.

## PROGRESS OF THE GAMES

The players choose a team: the jungle or the forest. Then each player places all pawns in the first four rows of his or her camp (see the areas that define the territory of each team in the image). All pawns are turned face down to prevent the opponent from uncovering their identities. When placing your pawns on the board, remember to protect your tree.

Play one of three movements: Attack, Move or move and attack

Each pawn moves one space at a time either horizontally or vertically except for caterpillars and snails (detectors), which can move more than one space at a time but only to the right.

Trees and bombs do not move from their original positions on the board. In addition, the three rivers are inaccessible.

You can attack a pawn only if it is located on an adjacent space. After an attack, each player reveals his pawn; the strongest animal wins the battle. (see the image). If the attacker wins, he or she claims the opponent's space and plays again. If the attacker loses, the winner remains in place and plays next. If the two pawns have the same strength, both sides lose.

Special pawns and rules:
-The trees can be attacked by any of your opponent's pawns.
-The butterflies and bees are not harmed by the bombs. However the butterflies and bees cannot fly over the bombs.

-The termite and the spider are the two spies in the animal kingdom and are the only pawns able to catch the opponent's leader (bear or lion). However they can be caught by any other opponent's pawn.

Refer to the above table to determine the order of power and number of pawns assigned to each animal.

| FOREST | | Number of pawns per players | JUNGLE | |
|---|---|---|---|---|
| TREE |  | 1 |  | TREE |
| BEAR |  | 1 |  | LION |
| WOLF |  | 1 |  | ELEPHANT |
| BOAR |  | 2 |  | CROCODILE |
| DEER |  | 2 |  | ZEBRA |
| RABBIT |  | 4 |  | MONKEY |
| HEDGEHOG |  | 4 |  | SNAKE |
| MOUSE |  | 4 |  | LIZARD |
| BUTTERFLY |  | 4 |  | BEE |
| SNAIL |  | 8 |  | CATERPILLAR |
| SPIDER |  | 1 |  | TERMITE |
| BOMB |  | 4 |  | BOMB |