

Hey everybody, listen!

Here's another one of those games that Uncle Leon taught me when I was in the Jeannot stage of my life.

It occurs to me that I have never ever seen it played anywhere else in the world at any time.



I know you're going to have as much fun playing it with one another as I had with my uncle.

Here goes.

How the game is played

The game is played on a checkerboard. As in checkers you play only on the black squares.

You can be one of the two sides:

On one side are **four sheep**. These can be anything you want them to be: four thimbles, four buttons, four doohickies, four whatever. They start on each of the four black squares at one end of the board.

On the other side is **Wolfy**. Use your imagination; he can be a salt shaker, a candy kiss... He starts on any one of the black squares at the other end of the board.



Here's the way they move on the board:

Any one of the **sheep** can move **only one black box at a time, and only forward.**

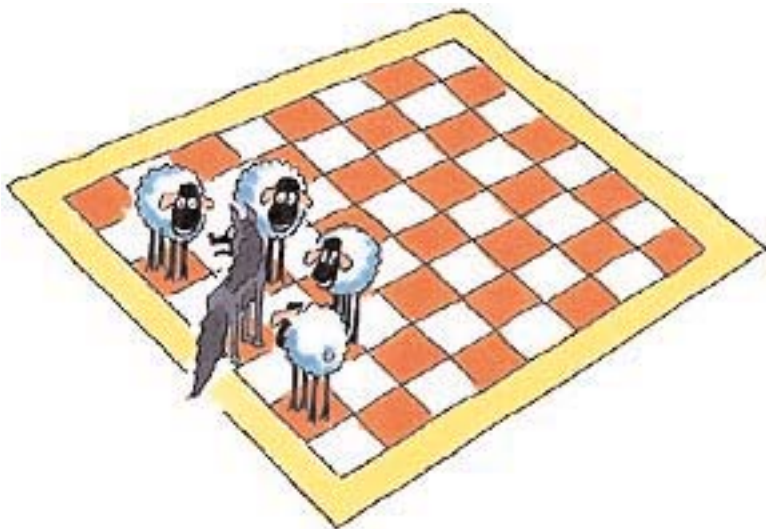
Wolfy can also move **only one black box at a time, but either forward or backward.**

Did you get that? Sheep can move only forward, never backward, one black box at a time; Wolfy can move forward or backward, one black box at a time.

Who wins?

Now here's the goal of the game. It's not like checkers, where you jump over the bad guy and take away that piece.

Wolfy wins if he can find an opening through the line of sheep.



The sheep win if they can prevent Wolfy from breaking through, pinning him so he can no longer move forward or backward.

Ta Daaaa! That's it. Simple as that. Try it and let me know who wins.

By the way, there is a way in which one of the sides can never lose, but I ain't gonna tell you. So there!

If you can't find any doohickies or whatever to play with, cut out the illustrations on the next page and paste them on pieces of cardboard.

