DRINK ME
DRINK ME
DRINK ME
DRINK ME
DRINK ME
DRINK ME
DRINK ME
DRINK ME
DRINK ME
3.
1.
2.

NOT-CHESS RULES

Goal: Bring 3 of the animals to the trophy spots on the other side of the board.

Sequence of play: Doesn't matter. One animal is left behind.

Setup: Start any animal on a starting position.

□□□ □ USE MY STARTING POSITIONS!!!

Moves: See right column.

- Can't go further or left the board?
  - ➡ Back to start!
- Caught in a loop?
  - ➡ Back to start!

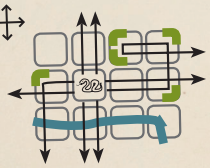
WHALE

Swims in water only.

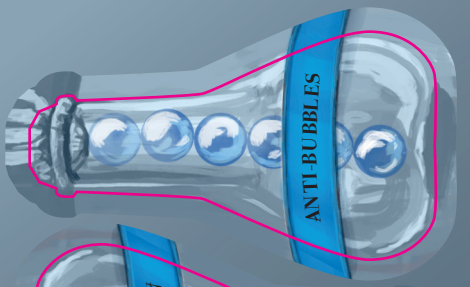
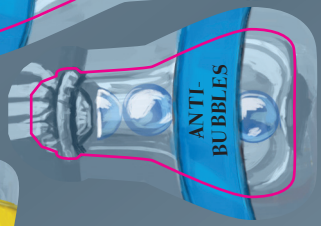
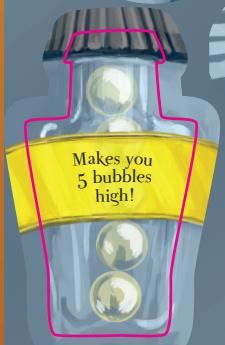
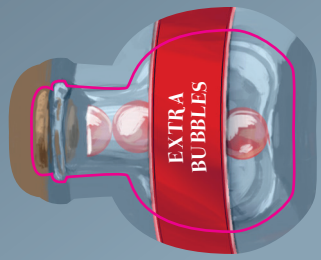
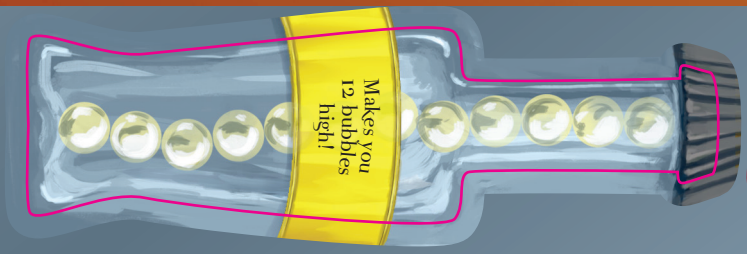
CRAB

Walks diagonally and changes direction when on a water square.

SNAKE



Turns at bush corners.

KANGA

Jumps and always skips a square.