



DONKY PONG

Age: 4+

Players: 2-4

Duration: 15 min.

CONTENTS

- 1 game board
- 4 child figures
- 4 donkey figures
- 4 ropes connecting the donkey and the boys
- 50 cards
- The rules



It's market day today! Who, if not a child and his friend the donkey, will help you take goods to the market? But one is naughty and the other is stubborn. Can you lure them to the market on time with carrots and ice cream?

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A fun game that:

- teaches children how to achieve their aims together by using motivational tools
- develops children's fine motor skills by moving the figures
- introduces the first tactical decisions

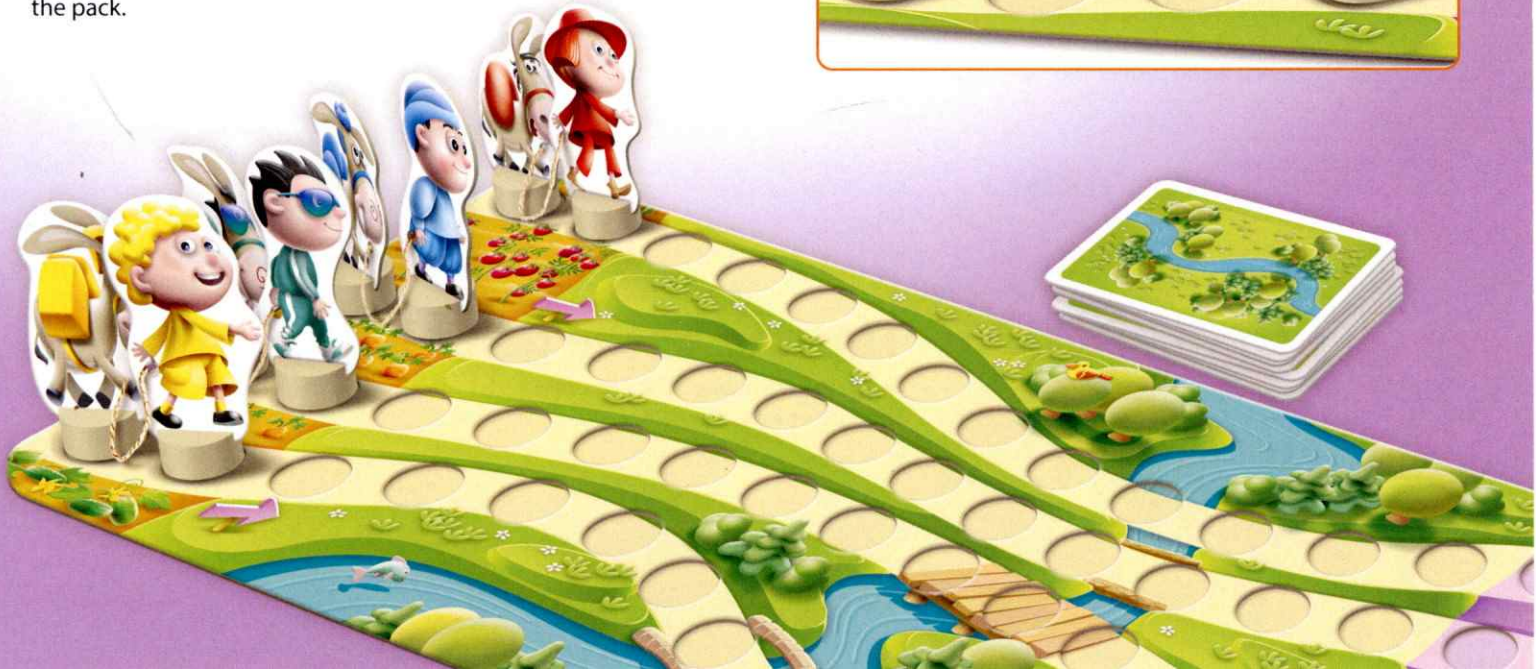
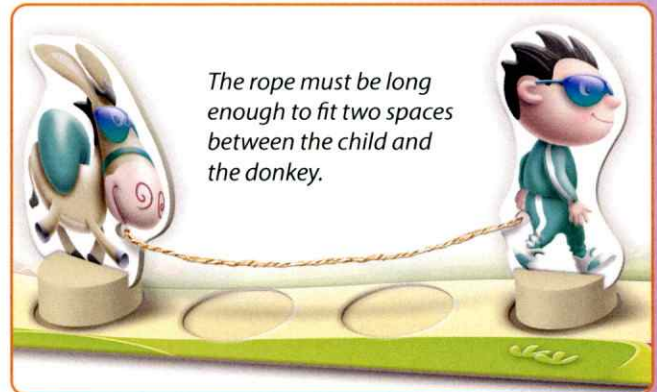
Goal of the game

To be the first to get a child and his donkey friend to the market.

PREPARATION

Place the board in the middle of the table so that all the players can reach it. Each player chooses a child and a donkey friend in the same colour. Tie them with a rope and put them at the beginning of the path. The child goes in front and the donkey goes behind.

Shuffle the cards thoroughly and place the pack face-down in the middle of the table. Each player takes **three cards** from the top of the pack.



HOW TO PLAY

The youngest player starts.

The player **places one** of his/her **cards face-up** on the table. The meanings of the cards:



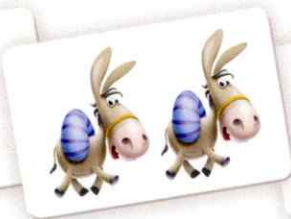
A child: move your child one space



Two children: move your child two spaces



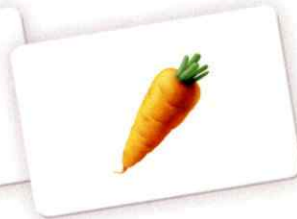
A donkey: move your donkey one space



Two donkeys: move your donkey two spaces



Ice cream: move your child as many spaces as the rope allows

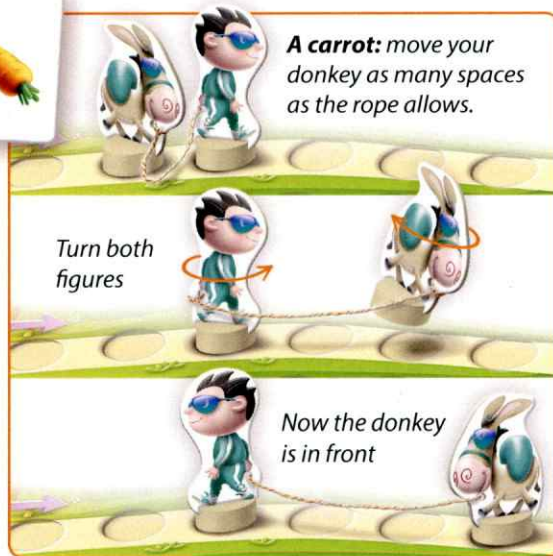


A carrot: move your donkey as many spaces as the rope allows

The players move according to the picture on the card, but they must follow the following rules:

- During the game, your child and donkey must always stay on their path.
- The figures may turn on their space to keep the rope as long as possible. Just hold them so that they don't fall over (*see example*).
- When moving, only empty spaces count on which no other figure is standing.
- If the rope is taut, you cannot move any further. It sometimes happens that a stubborn donkey or a distracted child doesn't let his friend move forward.

Take another card from the deck after your turn, so that you always have three cards. Now it is the turn of the next player to the left.



The end of the game

The game ends when the first child and donkey arrive at the market together. That player wins the game.

