



DONKY PONG

**For 2–4 players
from 4 years of age.
Duration: 15 minutes.**

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- 1 game board
 - 4 child figures
 - 4 donkey figures
 - 4 cords
 - 1 die
 - 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. Will you be able to 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
- by moving the figures, children develop their fine motor skills
- introduces the first tactical decisions

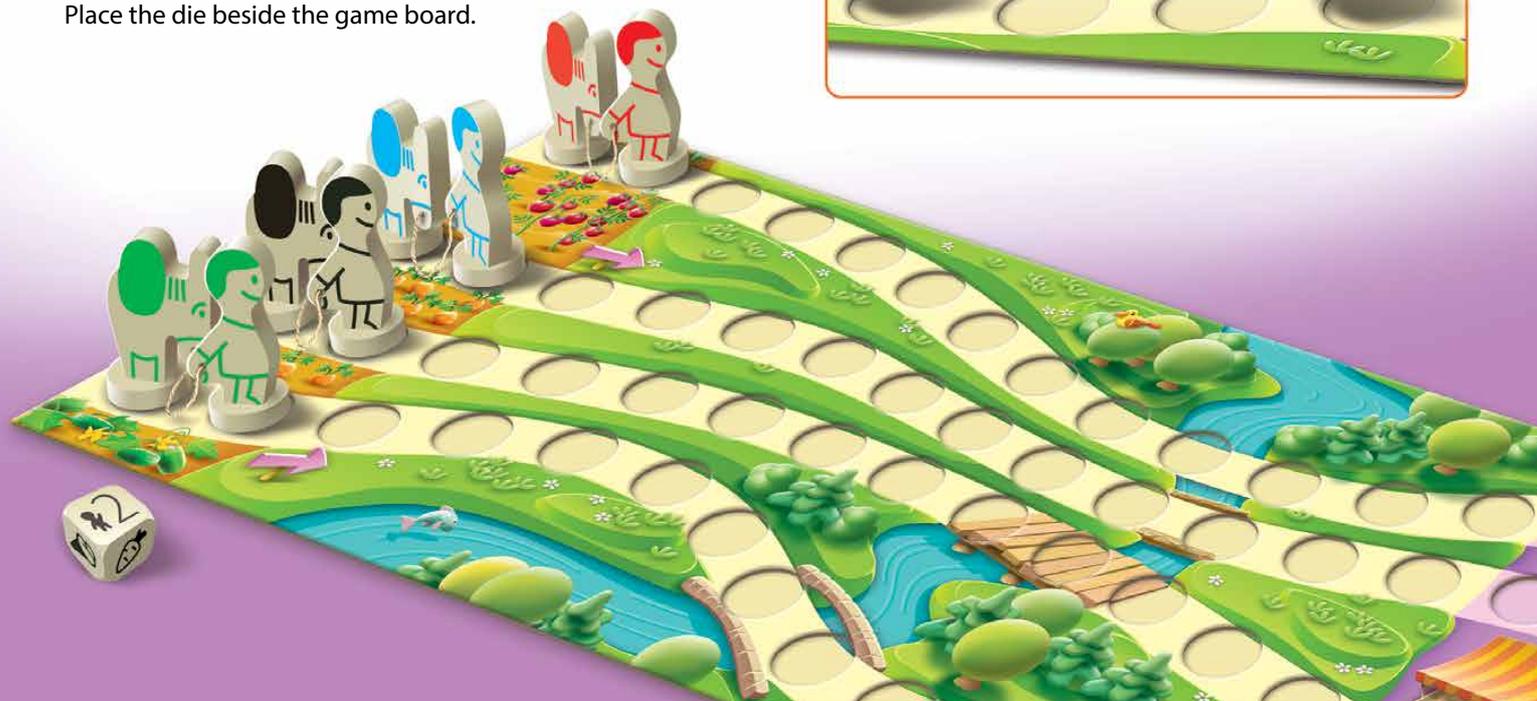
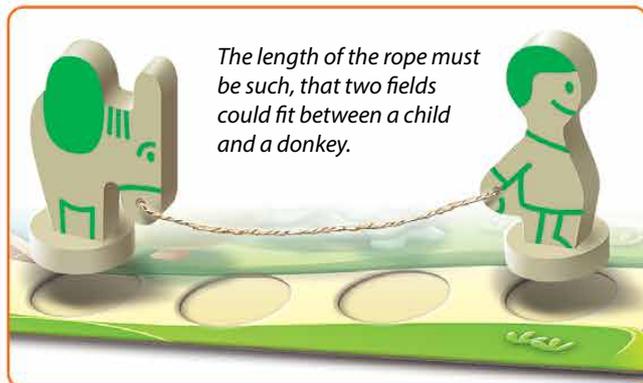
Goal of the game

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 one colour. Tie them with rope, and put them in a meadow of the same colour.

The child goes in front and the donkey goes behind.
Place the die beside the game board.



How to play

The youngest player may start. Or maybe someone who recently visited a market, or saw a donkey? Decide before the game.

The first player rolls the die. There are five symbols on the die:



A donkey and a number: slide your donkey through as many fields as the number indicates, if the rope allows.



A child and a number: slide your child through as many fields as the number indicates, if the rope allows.



A child, a donkey and a number: slide your child or donkey through as many fields as the number indicates, if the rope allows.



A carrot: slide your donkey through as many fields as the rope allows.

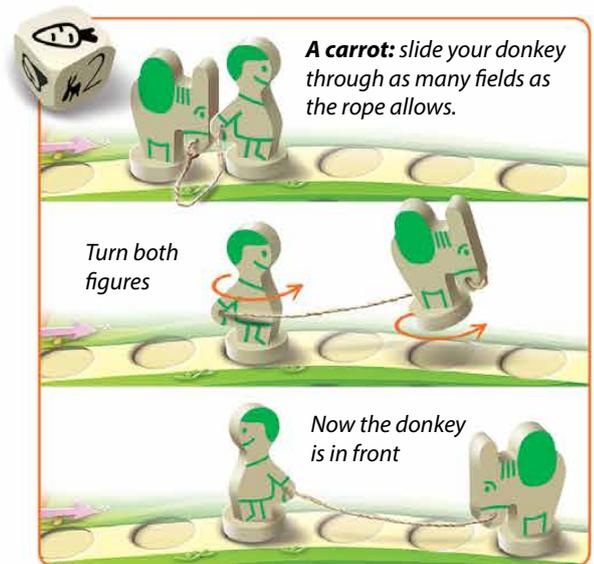


Ice cream: slide your child through as many fields as the rope allows.

The players move according to the symbol and the number on the die, but must follow the following rules:

- During the game, your child and donkey must always stay on their path.
- The figures may rotate in their field to keep the rope as long as possible. Just hold them so that they don't fall over.
- When moving, only empty fields are counted in which no other figure stands.
- If the rope is taught, you cannot move any further. Sometimes it happens that a stubborn donkey or a distracted child doesn't let his friend move forward, whichever symbol was thrown.
- If the rope allows, you have to move as far as the die shows.

When a player has moved their figures, the turn is completed, and it is now the turn of the player on their left.



The end of the game

The game ends when a boy and a donkey arrive at the market together. The player whose donkey and boy get to the market first wins the game.

If the players wish, the game can be continued until all gather in the market square.