

CHANTICO CHARM



HOW CHANTICO PUNISHED LAZY FROGS

THE AZTECS WORSHIPPED CHANTICO AS THE GODDESS OF FAMILY AND FIRE. WHEN SHE SAW FAMILIES' UNHAPPINESS BECAUSE OF THE SWARMS OF IRRITATING INSECTS, SHE LISTENED TO THEIR PLEAS AND SET OUT TO FIND OUT WHY THIS WAS SUDDENLY HAPPENING. SHE UNCOVERED THE TRUTH VERY QUICKLY. LAZY FROGS. THE FROGS HAD RETREATED TO A FOREST POND AND ONLY ATE FLIES THAT LANDED DIRECTLY ON THEIR NOSES.

"I DON'T THINK SO!" FUMED CHANTICO, CASTING A POWERFUL SPELL AT THE FROGS. THE SPELL TURNED THEM INTO STONE STATUES, WITH ONLY THEIR LAZY TONGUES REMAINING ALIVE. CHANTICO THEN TOOK THE STONE FROGS AND PLACED THEM AROUND THE VILLAGE. "CATCH AS MANY FLIES AS THERE ARE AMETHYSTS ON MY STATUE, OTHERWISE YOU'LL REMAIN STONE!"

THE FIRST OF YOU TO FULFIL MY COMMAND WILL RETURN TO LIFE. SO THE FRIGHTENED FROGS, CURSED IN STONE, BEGAN TO CATCH FLIES ONCE MORE AND WERE NEVER LAZY AGAIN.





BRIEF OVERVIEW OF RULES

- MOVE YOUR FIGURE ACCORDING TO HOW MANY FLIES AND BUGS YOU CATCH.
- IF FROG TONGUES OVERLAP ON THE SAME FLY OR BUG, THE TONGUE THAT IS HIGHEST TAKES IT.
- AT THE CHECKPOINT, YOU MUST THROW A BUG OF THE GIVEN COLOUR, OTHERWISE YOU CAN'T PASS THROUGH AND YOUR THROW IS NOT COUNTED.
- BOTH FLIES AND BUGS ARE WORTH ONE POINT. BUT BUGS HAVE SPECIAL BONUSES IF YOU CATCH TWO OF THE SAME.
 - = THE NUMBER OF POINTS FOR FLIES IS DOUBLED.
 - = THE NUMBER OF POINTS FOR CAUGHT BUGS IS TRIPLED.
 - = YOU GO LAST IN THE NEXT ROUND.
 - = JOKER - YOU CAN PASS A CHECKPOINT OF ANY COLOUR.
- YOU CAN ONLY REACH THE GOAL WITH THE EXACT NUMBER OF FLIES.
- IN CASE OF A TIE, HE/SHE WHO WENT LAST IN THE GIVEN ROUND DECIDES.
- IF THE FROG'S TONGUE TOUCHES THE SPIKE WITH THE SKULL, THE PLAYER DOES NOT GET ANY POINTS.

GOAL OF THE GAME

IN THIS GAME YOU HAVE TO BE THE FIRST TO CATCH THE EXACT NUMBER OF FLIES AND INSECTS.

THIS WILL LIFT CHANTICO'S SPELL AND YOUR FROG WILL RETURN TO LIFE. THE FIRST TO CROSS THE SQUARES AROUND THE STONE MASK WINS THE GAME.





PREPARATION

A THOUSAND-MILE JOURNEY BEGINS WITH A FIRST STEP. AND THAT'S PREPARATION.

FIRST YOU NEED TO GET THIN STRINGS. SHOELACES, SOME STRING, OR A SOFT CABLE (E.G. FROM A CHARGER) WILL WORK JUST FINE, OR PERHAPS TRY A THIN CHAIN. THESE WILL REPRESENT THE STICKY TONGUE OF JUNGLE FROGS.



KEEP TRACK OF THE MOST ORIGINAL THING YOU USE AS A FROG 'TONGUE'.

SET THE TONGUE LENGTH BY PLACING YOUR FROG'S STRING (OR WHATEVER YOU'RE USING) ALONG THE EDGE OF THE HEXAGONAL FIELD TO THE OPPOSITE FROG (I.E. HALF THE CIRCUMFERENCE OF THE PLAYING AREA).

COLOUR MARKING



THE SECOND STEP IS TO **PREPARE THE FIGURES**. GIVE FREE REIN TO YOUR IMAGINATION AND IMPROVISATION SKILLS. BE SURE YOU CAN EASILY TELL YOUR FIGURES APART, SO THAT IT'S CLEAR WHICH FIGURE BELONGS TO WHICH PLAYER. AFTER ALL, YOU AND YOUR FIGURE ARE ONE. FIGURE SIZES SHOULD BE GOOD FOR THE PROGRESS BOXES ON THE PLAYING AREA. OPTIMALLY, ABOUT THE SIZE OF AN OPENER OF A SOFT DRINK CAN OR A PISTACHIO SHELL.



USE YOUR IMAGINATION TO CREATE A REALLY GREAT FIGURE THAT DOES YOU PROUD. AND THEN, ACCORDING TO YOUR POSSIBILITIES AND IMAGINATION, MAKE CHARACTERS THAT WILL ACCURATELY REPRESENT YOU.



IF YOU CAN'T GET WHAT YOU NEED (YOU'RE IN THE MIDDLE OF A DESERT OR OCEAN), THEN YOU CAN PRETTY MUCH PLAY THIS GAME WITH ANYTHING (A BOTTLE TOP, PIECE OF SHELL, COIN...). AND IF YOU COME UP WITH SOMETHING REALLY ORIGINAL, SEND US A PHOTO!

THE THIRD STEP IS TO **PREPARE THE PLAYING AREA**. PLACE THE T-SHIRT WITH THE GAME ON A FLAT SURFACE (DRY GROUND, CUT GRASS, MAT, ETC.). IF YOU PLACE THE T-SHIRT FACE DOWN, THE GAME ENDS IMMEDIATELY AND EVERYONE LOSES. 😞 IF THE IMAGE IS ON TOP, YOU CAN CONTINUE PREPARING. THE FINAL STEP BEFORE STARTING THE GAME IS TO PLACE THE FIGURES NEXT TO THE START/FINISH FIELD OUTSIDE THE PLAYING AREA. AND THAT'S IT. **THE GAME CAN BEGIN.**



MOVEMENT IN THE GAME

MOVING THROUGH THE GAME IS VERY EASY. IT ALL DEPENDS ON THE FLIES AND INSECTS THAT YOU CATCH WITH YOUR STICKY TONGUE - STRING.

SELECT THE FROGS

EACH PLAYER CHOOSES ONE STONE FROG TO PLAY FOR.



THERE ARE SIX FROGS. IF YOU HAVE LESS THAN SIX PLAYERS, THEN AIM TO PLAY FOR FROGS ON OPPOSITE SIDES SO THAT YOU'RE PLAYING ON BOTH SIDES OF THE PLAYING AREA.

THROWING THE STRINGS

YOU MUST **HOLD** THE STRING ON THE FROG STATUE THAT YOU'RE FISHING FOR, WHILE THROWING WITH THE OTHER HAND!

NEVER THROW A STRING WITH BOTH HANDS! ALWAYS THROW THE WHOLE STRING! IF YOU WANT TO THROW AN EXACT NUMBER OF POINTS

(E.G. AT THE END OF THE GAME), YOU CAN THROW SO THAT THE STRING ONLY CONTACTS A SMALL PART OF THE BOARD AND SO CATCHES THE REQUIRED NUMBER OF FLIES (LIKE THE PLAYER WITH RED STRING IN THE ROUND EVALUATION IMAGE).

PLAYERS THROW STRINGS IN AN ANTI-CLOCKWISE DIRECTION, AND LEAVE THEM ON THE BOARD UNTIL THE LAST PLAYER THROWS. THE ROUND IS THEN EVALUATED. IN THE NEXT ROUND, THE PLAYER WHO THREW LAST NOW THROWS FIRST. THE OTHER PLAYERS THROW IN AN ANTI-CLOCKWISE DIRECTION. AND THIS IS HOW THE GAME CONTINUES UNTIL THE END.




SCORING OF ROUNDS

SALWAYS CHECK YOUR CATCH VERTICALLY FROM ABOVE!

SCORING OF A ROUND TAKES PLACE FROM THE LAST PLAYER TO THE FIRST. IF A FLY WAS CAUGHT BY SEVERAL PLAYERS, IT IS WON BY THE PLAYER WHO WENT LATER IN THE GIVEN ROUND, AND THUS HIS/HER STRING IS HIGHER. THE PLAYER ADDS UP ALL THE CAUGHT FLIES AND BUGS, AND SCORES THE BONUS BUGS. AND IN THIS WAY, GRADUALLY FROM THE LAST TO THE FIRST, EVERYONE ADDS UP THE POINTS AND MOVES THE FIGURES, WHILE THERE CAN BE SEVERAL PLAYERS ON ONE SQUARE.



- THE PLAYER WITH THE RED STRING HAS THROWN THE EXACT NUMBER OF FLIES, AND DOES NOT INTERFERE WITH ANY PLAYER'S BOX.
- THE PLAYER WITH THE BLUE STRING HAS 3 POINTS. (THREE POINTS ARE TAKEN BY PLAYERS WITH BOTH BLACK AND YELLOW STRINGS - YELLOW IN POSITIONS 7 AND 9, AND BLACK IN POSITION 1.)
- THE PLAYER WITH A BLACK STRING HAS 5 POINTS. (HE/SHE TAKES A POINT FROM THE PLAYER WITH THE BLUE STRING, BUT LOSES A POINT WITH THE PLAYER WITH THE YELLOW STRING - HE/SHE TAKES A POINT FROM THE BLUE AT POSITION 1, BUT THE YELLOW TAKES A POINT FROM HIM/HER AT POSITION 3.)
- THE PLAYER WITH THE YELLOW STRING HAS 18 POINTS. (NINE FLIES AND BUGS AND A DOUBLE BONUS FOR TWO BURGUNDY MOTHS CAUGHT ().)





= AN ORDINARY FLY IS WORTH ONE POINT AND THEREFORE ONE MOVE.



= A BURGUNDY MOTH IS WORTH ONE POINT, BUT IF YOU CATCH TWO, IT DOUBLES ALL YOUR POINTS.



= AN ORANGE MOSQUITO IS WORTH ONE POINT, BUT IF YOU CATCH TWO, ALL LARGE BUGS COUNT FOR 3 POINTS.



= A PALE BROWN MOSQUITO IS WORTH ONE POINT, BUT IF YOU CATCH TWO, YOU GO LAST IN THE NEXT ROUND.



= A GREEN CRICKET IS WORTH ONE POINT, BUT IF YOU CATCH TWO, YOU CAN PASS THROUGH ALL COLOURED GATES.

THISTLE TO MAKE IT TRICKIER FOR THE FROGS, THERE IS A THISTLE IN THE MIDDLE OF THE SURFACE. IF THE FROG'S TONGUE TOUCHES THE THISTLE AT ALL, THE PLAYER SCORES NO POINTS IN THAT ROUND. CAREFULLY REMOVE THE TONGUE FROM THE PLAYING AREA TO NOT MOVE OTHER TONGUES THAT MAY ALREADY BE THERE. BUT IF THERE'S ANY A THREAT OF BEING MOVED, THEN LEAVE THE TONGUE THERE AND SIMPLY DON'T COUNT IT.



IF IT'S NOT CLEAR WHETHER SOMEONE HAS CAUGHT THE FLY, THE PLAYER WHO GOES LAST DECIDES.

IF SEVERAL PLAYERS THROW PRECISE COUNT IN THE LAST ROUND, THE PLAYER WHO WENT LAST IN THE RESPECTIVE ROUND WINS.



MOVEMENT TOWARDS THE GOAL

YOU CAN MOVE YOUR FIGURE AROUND THE SQUARES, AS INDICATED IN 'GOAL OF THE GAME'.

MOVE ACCORDING TO THE NUMBER OF POINTS ACHIEVED IN THE ROUND UNTIL YOU REACH A COLOURED GATE (SEE PICTURE BELOW).



COLOURED GATES ARE PLACED AT CERTAIN INTERVALS ON THE PLAYING AREA.

TO PASS THROUGH, YOU NEED TO THROW AT LEAST ONE BUG OF THE SAME COLOUR AS THE GATE.

IF YOU FAIL TO DO SO, YOU CAN'T PASS THROUGH THE GATE AND ANY POINTS EARNED IN THAT ROUND ARE LOST.

END OF THE GAME

YOU WIN THE GAME IF YOU CATCH EXACTLY AS MANY FLIES AND BUGS AS THERE ARE SQUARES AROUND THE STONE SURFACE. YOU MUST THROW REALLY ACCURATELY.

IF YOU THROW EVEN ONE FLY MORE, YOU WON'T BREAK CHANTICO'S SPELL. THEN THE THROW IS RESET, AND YOU CAN TRY YOUR LUCK IN THE NEXT ROUND.

IF SEVERAL PLAYERS THROW IN ONE ROUND PRECISE COUNT AND REACH THE LAST SQUARE, THE PLAYER WHO WENT LAST IN THAT ROUND WINS.



TO REACH THE GOAL IN THIS EXAMPLE, THE PLAYER NEEDS TO CATCH FIVE FLIES/BUGS IN THIS ROUND.



SPECIAL SITUATIONS

IF THE STRING CURLS SO THAT IT DOESN'T LIE FLAT ON THE PLAYING AREA, THEN EVALUATE THE FLIES CAUGHT BY LOOKING VERTICALLY FROM ABOVE.

EVEN IF THE TONGUE GOES OVER ONE OF THE FLIES OR BUGS, IT STILL APPLIES AS IF THEY WERE CAUGHT. IF A PLAYER - WHEN THROWING THE STRING - MOVES A STRING ALREADY ON THE PLAYING AREA, THEN IT COUNTS AS A NORMAL THROW.

(THE PLAYER WHO GOES LATER ALWAYS HAS AN ADVANTAGE.)



GAME CATEGORISATION

AGE: 6-99

TYPE: SKILL-BASED GAME

TIME: 15-45 MINUTES

NUMBER OF PLAYERS: 2-6

FIGURES: 2-6 STRING AND STONES

DIFFICULTY OF THE GAME: VERY EASY



ANOTHER GAMES ON T-SHIRTS:



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