

Let's play the blue frog game



HOW TO PLAY

The aim of the game is to make sure your token (representing the blue frog) reaches the finish line (gets to school) before the crocodile.

- You and your partner(s) take it in turns to throw the dice
- The crocodile moves 1 square from his starting point every time a 6 is thrown
- The blue frog moves the number of squares indicated by the dice provided it's between 1 and 5.
- If you land on some special squares they will help you, but others will not

WHAT YOU WILL NEED

- A 6-sided dice
- One board game token to move around the squares (...or coin, or even a frog!)
- A second board game token to be the crocodile
- At least one other player (the game is a joint effort)



Whatever you do, please don't throw a 6 or you'll be helping the crocodile!



Why a game? Why a blue frog?

- This game was designed to provide some publicity for a children's book wrote called "The Frog Who Was Blue".
- The book is being sold to raise funds for the World Medical Fund (www.worldmedicalfund.org), which is a children's medical charity that works in Africa.

It's not easy being blue...

Biriwita the blue frog longs to be accepted at Croak College, but the other students all turn their backs on him. He's just too different! A witty and charming tale for early readers.



Proud supporter of the World Medical Fund (WMF).



Learn more about the book at:
www.childrensfunnybooks.co.uk/the-frog-who-was-blue