



## BOARD GAME INSTRUCTIONS

# The Thirsty Trumpeter



Kids, we've prepared a fun board game called **The Thirsty Trumpeter** especially for you. The game's a bit different from those you know since you don't compete against each other but instead have a **common goal** – bringing the elephant to the waterfall before nightfall. You have to work together as a **team**, so think hard and hit the road bravely. Bringing the elephant to the waterfall before the sun sets will make **both of you winners**.

This game is meant for **2 players** who will need:

- A colored die



- Elephant figurines



- An hourglass figurine



- The box with the **board game layout**

All of these have been included in your new book's **gift box**. The game begins once the elephant and the hourglass figurines take their starting positions. The elephant figurine's starting position is on the arrow-marked space at the top of the mountain, and the hourglass figurine's is on the bright yellow space of the rising sun located right next to the sun, on the bottom left-hand side.

## Game Play

The game begins once both figurines – the elephant and the hourglass – are in their positions. The younger player rolls the die first, then it's the older one's turn; take turns rolling the die in this way until the game ends.

Move the elephant figurine to the space indicated by the colored die. If the die shows red, move the elephant figurine to the next red space; if it stops on blue, move the elephant to the next blue space, etc. You will find some **additional symbols** on the spaces which will direct you forwards or backwards along the track. The attached symbol legend will help you out.

On the colored die there are also symbols of the **sun** and the **moon**. When you roll the moon, move the hourglass figurine one space towards the moon; by doing so, your game's day shortens and you have less time to help the elephant. By rolling the sun, you gain extra time by moving the hourglass figurine one space towards the sun. If one of you rolls the sun when the hourglass figurine hasn't left the bright yellow space of the rising sun yet, simply roll the die again.

## When is victory yours?

You've successfully completed the game when you bring the elephant to the **final blue space** by the waterfall before the sun sets. The elephant will treat itself to cold water and peacefully spend the night by its favorite waterfall.

If the elephant still hasn't found its way to the waterfall by the time the hourglass figurine reaches the final dark blue space indicating nightfall, you haven't completed the game. But no big deal. Place the elephant back on the yellow space at the top of the mountain and try again.

**A little too easy for game masters?** Awesome, we have two slightly more difficult tasks for you below.



# Difficulty levels

## 1. BEGINNERS – Game with one elephant

As described above, you have to bring the elephant from the mountain to the waterfall before nightfall. Don't forget to take turns rolling the die.



## 2. FOR TRUE MASTERS – Game with two elephants

If you've already managed to bring the elephant to the waterfall successfully, this time you'll have to kick it up a notch and bring two elephants to their refreshment before nightfall. Do you dare? Great, we like brave kids.



### This time we're adding two more rules:

- Both of you can move both elephant figurines, so decide which one you think can get closer to the finish line with the die's color.
- One space can be occupied by one elephant figurine only. If two elephant figurines find themselves on the same space, the elephant figurine arriving second moves 4 spaces backwards.

*Example: "Elephant 1" is on the last yellow space before the finish line and "elephant 2" is right behind it on the green moon space. A player rolls and the die shows yellow. You can't move "elephant 1" forward and there is not enough space for both of the elephant figurines on the last yellow space, so you have to move "elephant 2" from the last yellow space to the green one 4 spaces before it.*

## 3. NEVER-BEFORE-MASTERED CHALLENGE – Game with three elephants

Whiz kids, the most difficult, never-before-mastered challenge awaits. You have to bring the whole elephant family to the waterfall before the sun sets, and don't forget all of the rules mentioned so far. **We have no doubt you'll rock the challenge!**



## Symbol legend:



Whoop, whoop, lucky you! Move your elephant figurine to the next red space.



Move your hourglass figurine towards the moon, you've got slightly less time now.



We hope you're not in a rush... Move the elephant two spaces backwards.



Woohoo, good job, you've made it this far. However, move five spaces backwards, concentrate and rock the final stretch.



Take three giant elephant steps forward, the refreshment is very, very close.



Hip hip hooray – longer day! Move your hourglass figurine one space closer to the sun.



Oops, a bumpy start. Head back to the top of the mountain and start again.

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