



the Sardines

Fred Horn created this sardine-moving game.

To play:

- Each player starts with his eight sardines facing left (you can cut out the ones shown here or make your own).
- Beginning with the youngest player, each player moves in turn. You can move one of your sardines horizontally, vertically or diagonally as far as you wish, but it cannot land on, capture or jump over any other sardine.
- When a sardine ends a move in the can, it must stay put; it cannot be moved again.
- The winner is the player who gets all his sardines—or more than the other player—in the can.

