

## Fleas!

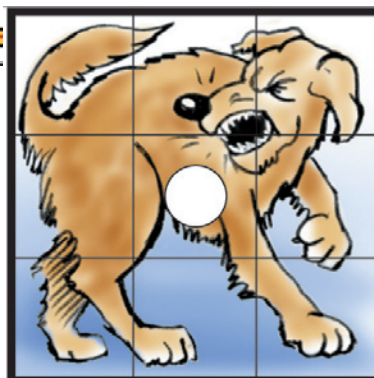
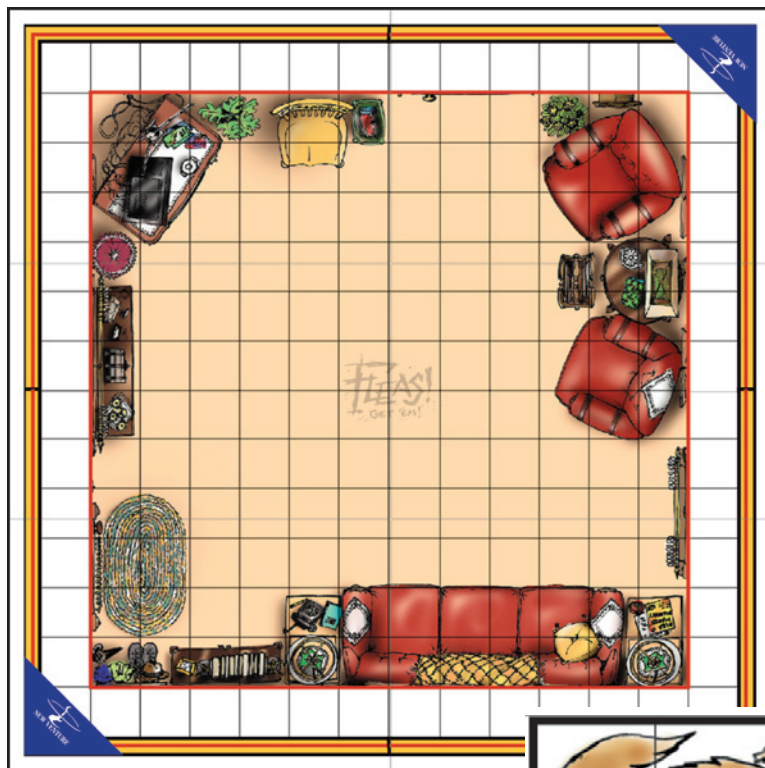
*Dog Gone It!*

**Type:** Abstract Strategy  
**Ages:** 8+

**Players:** Two  
**Duration:** 15 - 30 minutes

### Synopsis:

Each player has a band of fleas that are striving for control of a room by eliminating the other player's fleas. To help in their microcosmic conquest, they can take control of one or both of a pair of hapless dogs that can carry them to strategic advantage.



### Equipment & Features:

The gameboard depicts a room in a house over which is a grid of squares plus an outer game track. Also included are paper-and-base Flea stand-ups for each player, and two 9-square Dog platforms.

(Some assembly required.)

# Fleas!

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## The Rules:

**Object:** To eliminate the opponent's Fleas and dominate the room.

## Equipment:

- 1) The pieces - 10 fleas each of two colors (a set for each player) and two (unfortunate) dogs.
- 2) The playing board - a grid of 144 squares, plus an outer ring of spaces delineated from the rest of the board (the "perimeter"). The room represents the world to be conquered by the fleas. In this world, Dogs are NOT allowed on the furniture! Fleas can only occupy spaces on the outer perimeter OR on Dogs.

## Set Up:

Each player begin by placing a dog in any legal position on the board, covering nine spaces, but NOT covering any furniture spaces. (This means tables, chairs, cabinets, or appliances. The rug is not considered furniture!) Then each player take turns (figure out who goes first any way you like) placing one flea at a time in any space around the perimeter of the board. More than one flea cannot occupy any given space at any time.

## The Powers of the Fleas:

- 1) Fleas may jump from a space on the perimeter to a point on a dog in a straight line either diagonally or rank-and-file, or from a space on a dog to a space on the perimeter or on the other dog.
- 2) Fleas may jump from a point on the perimeter to another point on the perimeter in a straight line (no diagonals) if the path is clear of dogs and fleas.
- 3) If a Flea should pounce on an opponent's Flea, that pounced-upon Flea is removed from play.
- 4) If a player has the majority of Fleas on either Dog, that player may use his/her turn to move the Dog one space in any direction (as long as it's not onto the furniture or the outer row of spaces). This allows the player to move several of his/her fleas at once.