

# SALT AND PEPPER

An *In-Place Together* Game by Rattlebox Games

## WHAT YOU NEED:

1. One salt shaker and one pepper shaker.
2. One board, drawn on anything (or cut out from this page). The board has twenty-four squares, arranged as shown below. Each square should be big enough to fit a shaker.
3. Twenty-two markers, eleven each of two types. (Pennies and nickels work well.)

## SETUP:

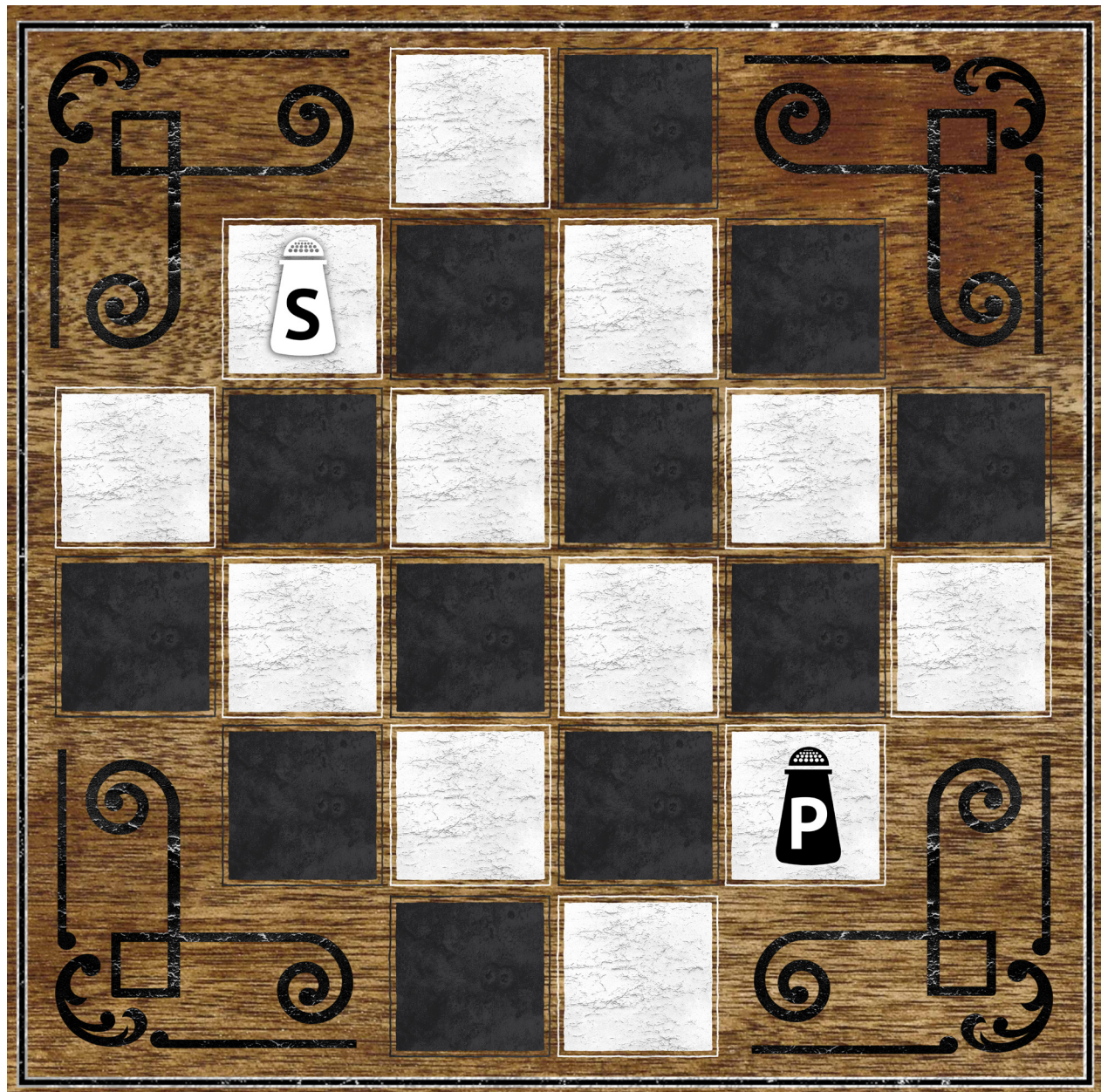
1. Put the shakers on their marked starting spaces on the board.
2. Choose who will be salt and who will be pepper. (Take turns being salt if you play more than once.)
3. Put the markers for your shaker in front of you. Salt (nickels) for the salt shaker and pepper (pennies) for pepper shaker.
4. Salt takes the first turn.

## ON YOUR TURN, YOU MUST:

1. Move your shaker to any space next to it that doesn't have a marker on it. (There are five spaces you could move onto on your first turn).
2. Leave one of your salt or pepper markers on the space that your shaker just moved away from.

## HOW TO WIN:

If you move your shaker onto the space where the other shaker is, or if you are the last player who can move on their turn.



# SALT AND PEPPER

A Low-Ink *In-Place Together* Game by Rattlebox Games

## WHAT YOU NEED:

1. One salt shaker and one pepper shaker.
2. One board, drawn on anything (or cut out from this page). The board has twenty-four squares, arranged as shown below. Each square should be big enough to fit a shaker.
3. Twenty-two markers, eleven each of two types. (Pennies and nickels work well.)

## SETUP:

1. Put the shakers on their marked starting spaces on the board.
2. Choose who will be salt and who will be pepper. (Take turns being salt if you play more than once.)
3. Put the markers for your shaker in front of you. Salt (nickels) for the salt shaker and pepper (pennies) for pepper shaker.
4. Salt takes the first turn.

## ON YOUR TURN, YOU MUST:

1. Move your shaker to any space next to it that doesn't have a marker on it. (There are five spaces you could move onto on your first turn).
2. Leave one of your salt or pepper markers on the space that your shaker just moved away from.

## HOW TO WIN:

If you move your shaker onto the space where the other shaker is, or if you are the last player who can move on their turn.

