How to Make:

Print on cardstock

- 1. Cutout each checkerboard piece around the outer line.
- 2. Glue them together, color side on top of white tab. Let dry
- 3. Cutout the playing pieces along the outer black line
- 4. Glue the backs together, color side facing out. Let Dry
- 5. Cutout Hawk Moth and his stand around the outer black line
- 6. Cut along the doted lines on the two stands
- 7. Slide the stands together to create Hawk Moth

The board and pieces are now assembled

To Play:

The goal of the game is to de-evilize your pieces and collect all of your opponents pieces.

The pieces must always stay on black squares.

- 1. Place Hawk Moth on the table. He is akumatizing your pieces.
- 2. Place your pieces on the black squares cloest to you. Your opponent will do the same. You will have 3 rows of 4 ---->
- 3. Flip a coin to see who will go first.
- 4. The player that moves first selects an akumatized piece and moves it forward one space in a diagnal direction into an empty black square.
- 5. The next player moves one of their pieces foward. repeat step 4 and 5 to play.

To capture an opponent's piece: the opponent must be next to you and have a space empty on the other side. On your turn, take your piece and jump over your opponents piece. It will land on the other side in the same diagnal direction. If there is another piece to jump and capture, you can do that in the same turn. Only de-evilized chips can go backwards to capture another piece.

How to de-evilize: If your piece reaches the last row on the other side of the board, Flip it over. Your piece is de-evilized. It can now move backwards or forwards one space.

To win: De-evilize all of your pieces in play and collect all of your opponent's pieces. Be aware. If one of your pieces is still Akumatized after you have collected all of your opponent's pieces, you lose and Hawk Moth Wins.

If a player no longer has any moves to make, both players lose and Hawk Moth Wins.



































