Language	All languages
Topic	**Old games**
Learners - Level	All levels
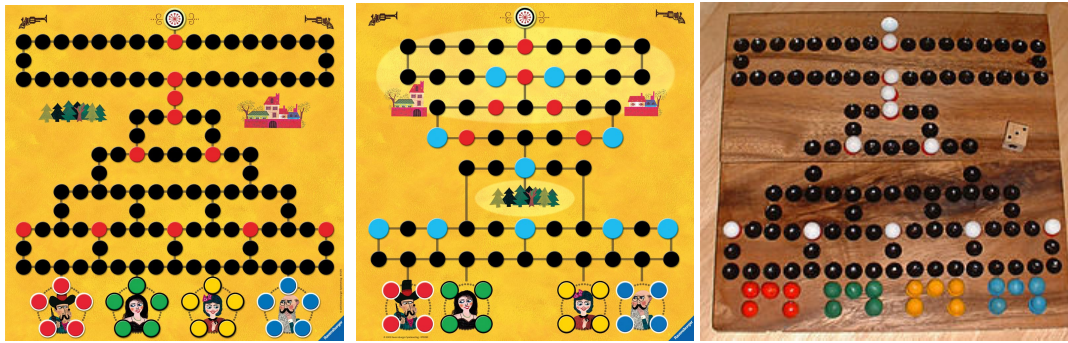
Some presentations of the game

M a l e f i z

Origin of the game : Malefiz (also known as Barricade) is a board game, invented by Werner Schöppner and published by Ravensburger since 1959.
During the last years Ravensburger produced a game with Spongebob figures and it is possible to play Malefiz online.

Players: 2-4 persons

Aims and objectives of the activity
Strategy game for children (6 years and more) and adults Tactics and counting improvement
Objective of the game: Two to four players begin the game with five pawns each, arranged at the bottom of the board. The goal is to reach the very top of the board. A roll of a die determines how many steps each pawn may move. Players can block their opponents by moving "barricade" pieces to obstruct their path. **Rules:** The players´ pawns are placed in their respective *houses* at the bottom of the board, and the barricades on the 11 coloured squares of the board. All the players start from the first square in front of their house (starting square). Pawns move forward, backward or sideways, but they have to maintain the same direction during a single move (a pawn may not move on the same square twice in a single move). Pawns must move according to the exact number thrown. Pawn may pass other pawns, but only one pawn may occupy each square. In

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case a square is occupied by another player's pawn, the latter is sent back to its house. A player may only pass his turn if none of his pawns can be moved the exact number thrown.

Barricades are obstacles that may not be passed. A pawn must land on a barricade in order to remove it. The player then places the barricade back on another unoccupied square, anywhere on the board except on the row of 17 squares at the bottom of the board.

The winner is the first player to reach the goal square with all his pawns, after throwing the exact number needed to land on it each time.

Source: http://en.wikipedia.org/wiki/Malefiz

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