

# Springs and Curly Bois



1. Choose your player token
2. Roll a die to determine who goes first(Highest to lowest)
3. Players move in an “S” throughout the board
4. Each player rolls a standard 6 sided die, the space you land on determines what happens
  - a. **Special Spaces**
    - i. **Spring Jump**-This gives you 1 or 2 vertical jump(s) on the board
    - ii. **Curly Boi**-Follow the brace to its end point on the board
    - iii. **Blue Space**-Roll the risky biscuit die for the outcome
    - iv. **Green Space**-Roll the favor die to move up the rolled spaces
    - v. **Smile Space**-Skip your next turn
    - vi. **Swap Space**-Forces you to swap positions with an opponent
5. Blank spaces have no effect
6. To win reach the checker space at the end
7. Risky Biscuit die: +15 spaces, -5 spaces, -5 spaces, -5 spaces, skip a turn, no result
8. Favor die: +3 spaces, +2 spaces, +2 spaces, +1 space,+1 space,+1 space