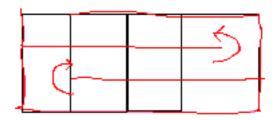
Springs and Curly Bois



- 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