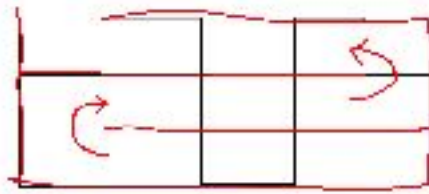


Springs and Curly Bois

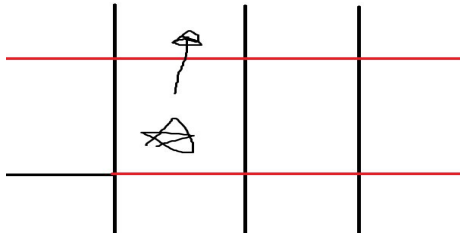
1. Choose your player token
2. Roll a die to determine who goes first(Highest to lowest)



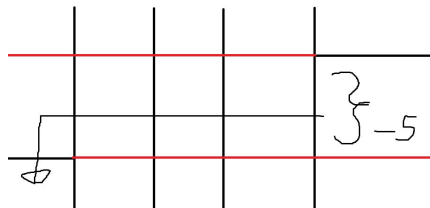
3. Players move in an “S” throughout the board
4. Each player rolls a standard 6 sided die, the space you land on determines what happens

a. **Special Spaces**

- i. **Spring Jump**-This gives you 1 vertical jump on the board



- ii. **Curly Boi**-Landing on this space forces you back 5 spaces



- iii. **Red Space**-Roll the risky biscuit die for the outcome
- iv. **Green Space**-Roll the favor die to move up the rolled spaces
- v. **Error 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**