

CLIMB OR FALL, GET THE STAR!!! CLIMB OR FALL, GET THE STAR!!!



How to play:

- Each player puts their counter on the space that is numbered '1'.
- Take it in turns to roll the dice. Move your counter forward the number of spaces shown on the dice.
- If your counter lands at the bottom of the fries, you can move up to the top of the fries.
- If your counter lands on the head of a straw, you must slide down to the bottom of the straw.
- The first player to get to the space that has a star is the winner.

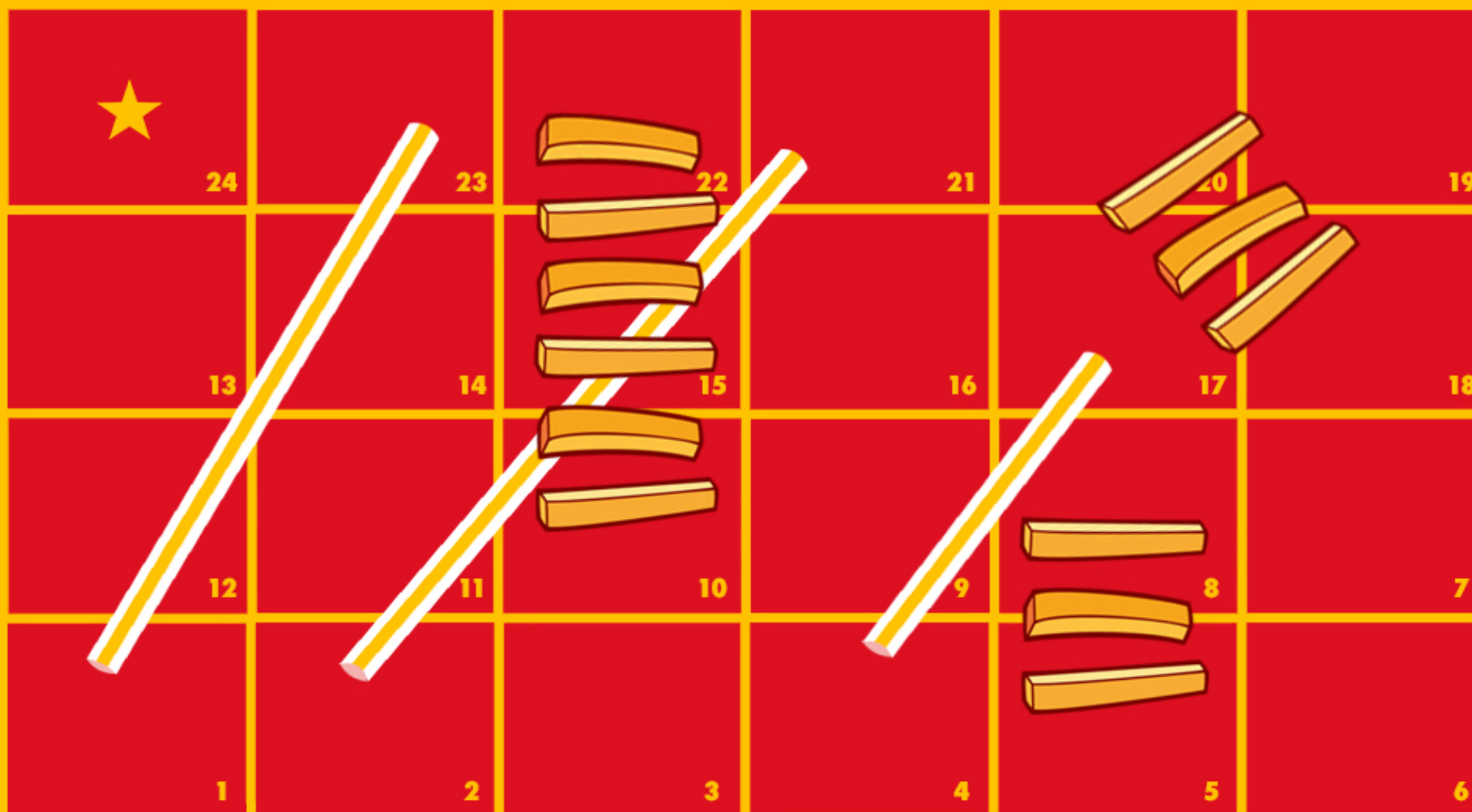
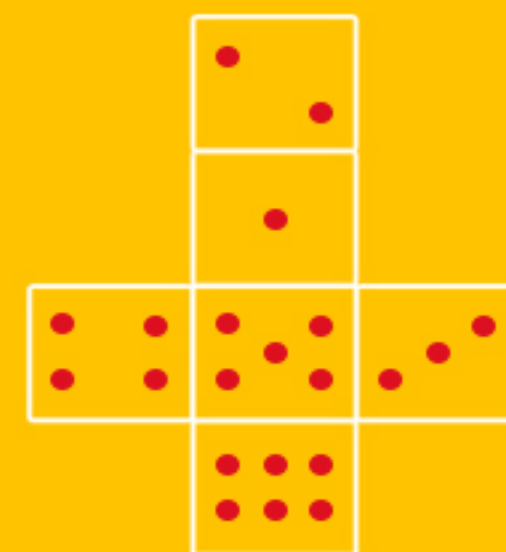
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PLAYERS



DICE



HIDE IT AND FIND IT FIRST!!! !!!T2RIF TI DNIF DVA TI DNIF



How to play:

- Each player places Mr Happy on his/her board.
- Take turns guessing where the other player hides Mr Happy
- The player must say miss or hit when the player guesses.
- When a player guesses correctly he/she gains a point. The player must then move Mr. Happy to a new spot.
- The first player to guess 4 times wins.

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MR HAPPY



PLAYER 2

A B C D

1 2 3 4 5

PLAYER 1

A B C D

1 2 3 4 5

VROOM VROOM VROOM!!! !!!MOORYN MOORYN MOORYN



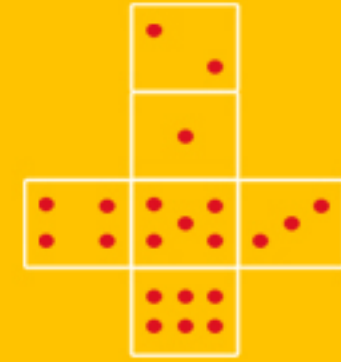
How to play:

- Place your cars before the red line to start.
- Play rock, paper, scissors, and the winner rolls the dice.
- The number the dice lands on determines how many steps forward the car moves.
- The first player that goes around the track and past the red line wins the game.

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- Play rock, paper, scissors, and the winner rolls the dice.
- The number the dice lands on determines how many steps forward the car moves.
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DICE



CARS

