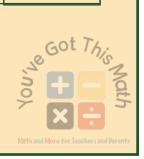


- 1. Firstly put yours and other 2-4 friends' markers on the Start spot after printing the sheet.
- 2. Then roll your dice and wait for getting a number on the dice.
- 3. After getting a certain number, let's say 3, think how many numbers you need to add more to make 12.
- 4. After calculating the number, place your marker on that digit. For the above example, you will need 9 more to make 12. So, place your marker on 9.
- 5. Eventually play the rest of the game in this way and the first one to reach the finish spot is the winner.



| Start | 9 | 7 | 11 | 8 | 10 | 6 |
|--------|---|-----------|-------------|------------|--|----|
| Finish | | | Q _6 | | | 8 |
| 7 | | 1 | | | | 7 |
| 11 | | | 8 0 | 500 V&V | \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ | 10 |
| 9 | | 17 MAR | | | | 6 |
| 10 | | | | | | 9 |
| 8 | | | | | | 11 |
| 6 | | | | *** | | 8 |
| 11 | | | | | | 0 |
| 7 | 9 | 10 | 11 | 9 | 6 | 7 |





- 1. Firstly put yours and other 2-4 friends' markers on the Start spot after printing the sheet.
- 2. Then roll your dice and wait for getting a number on the dice.
- 3. After getting a certain number, let's say 3, multiply it by 4.
- 4. After calculating the number, place your marker on that digit. For the above example, you will get 12 after multiplying 3 by 4. So, place your marker on 12.
- 5. Eventually play the rest of the game in this way and the first one to reach the finish spot is the winner.



| Start | 16 | 24 | 4 | 8 | 12 | 20 |
|--------|----|-------------|--------------------|-----|--|----|
| Finish | | | St. Potrice Day | ki | | 16 |
| 24 | | | Day | | | 8 |
| 4 | | | | | \$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ | 24 |
| 24 | | 3 17 MAR | 0-0 | | | 4 |
| 12 | | | | | | 20 |
| 20 | V | | | | | 16 |
| 4 | | | | & & | | 12 |
| 16 | | | | | | 12 |
| 8 | 12 | 24 | 16 | 8 | 20 | 4 |

