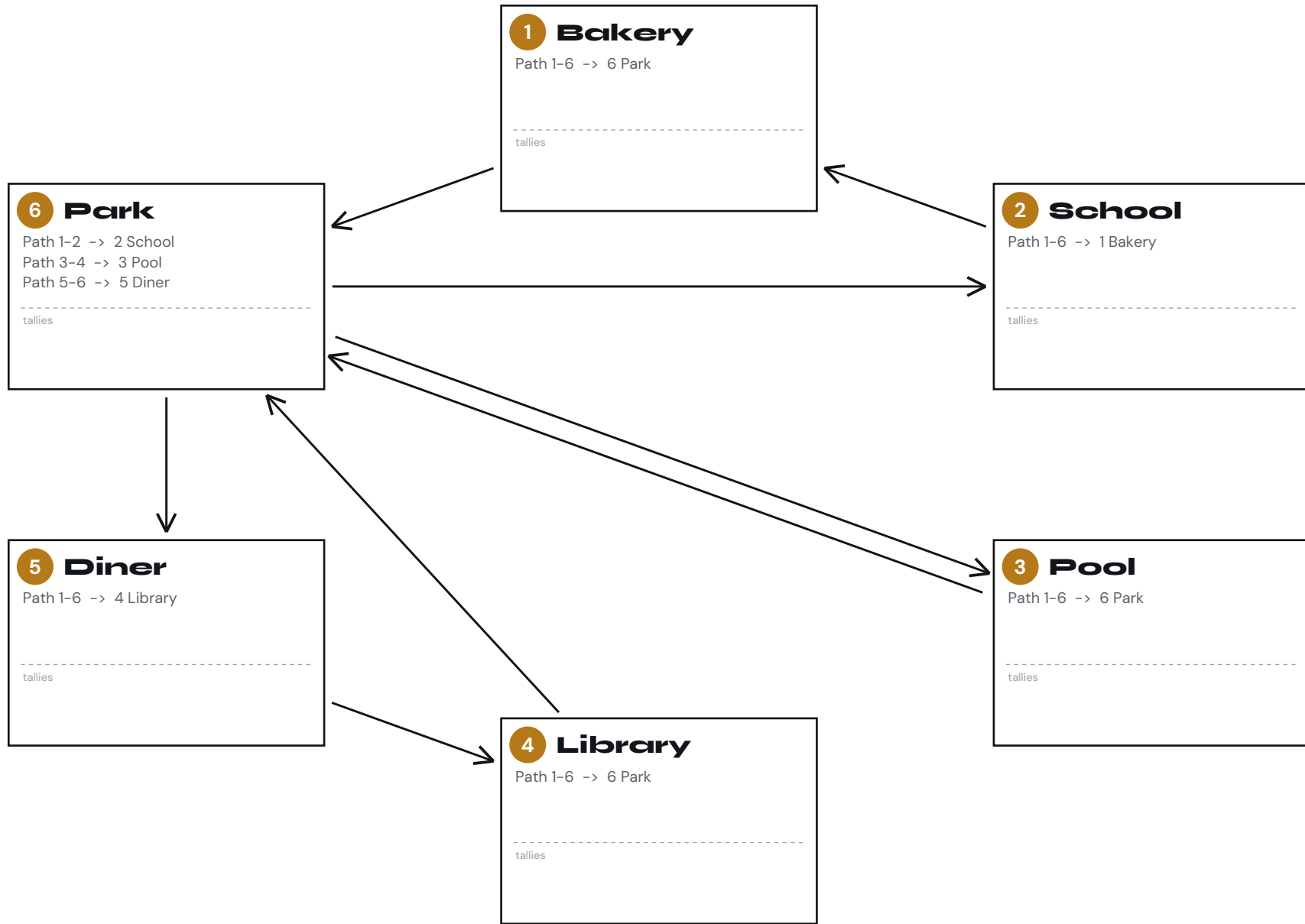


Map 1: Main Street

Start on spot 1. Roll both dice 30 times. Jump die 6 = hop to the spot numbered like the Path die. Otherwise follow the Path die's arrow. Tally where you land.

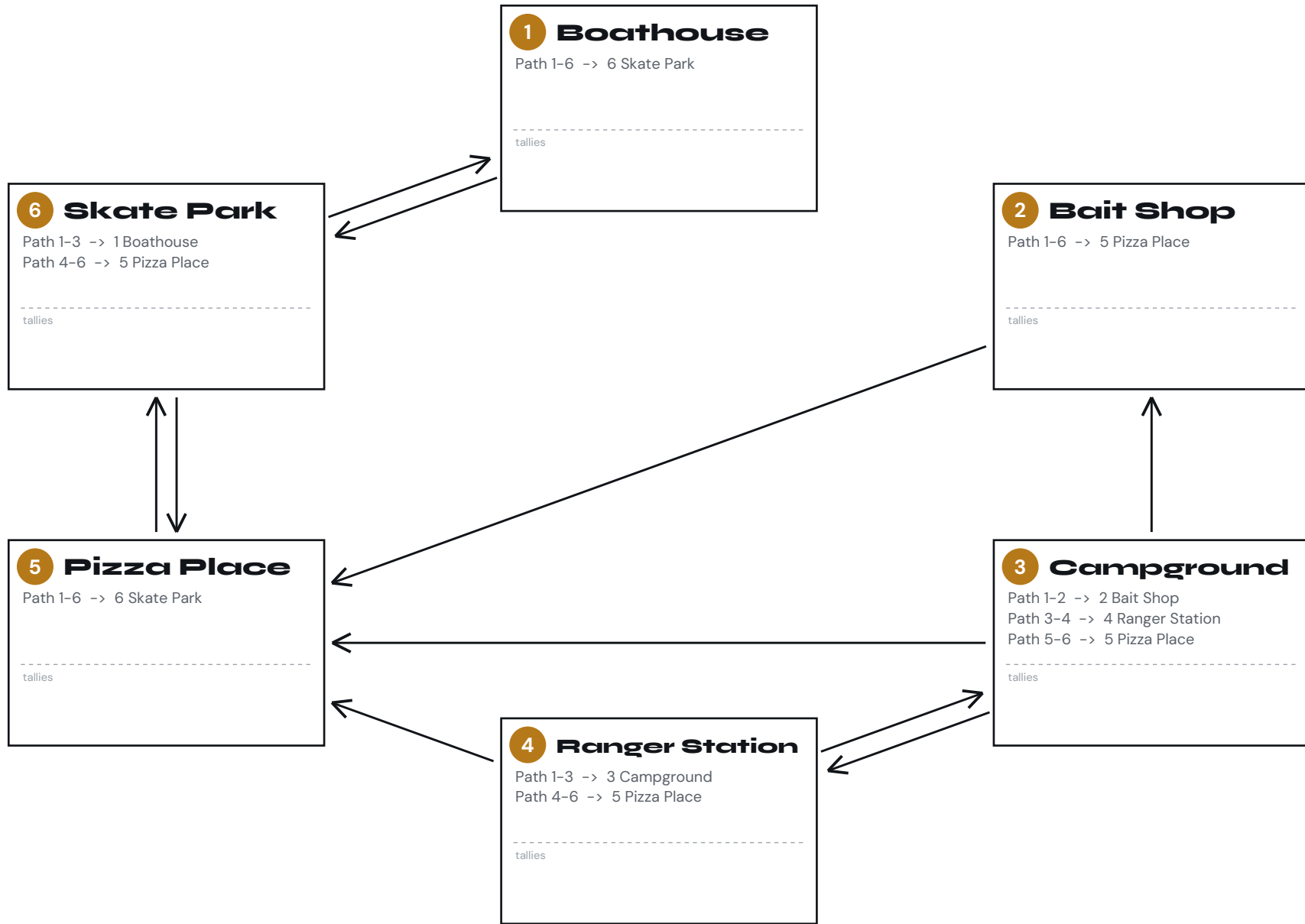


Before rolling: which spot will win?

Player 1 _____ Player 2 _____ Player 3 _____ Player 4 _____

Map 2: Lakeside

Start on spot 1. Roll both dice 40 times. Jump die 6 = hop to the spot numbered like the Path die. Otherwise follow the Path die's arrow. Tally where you land.

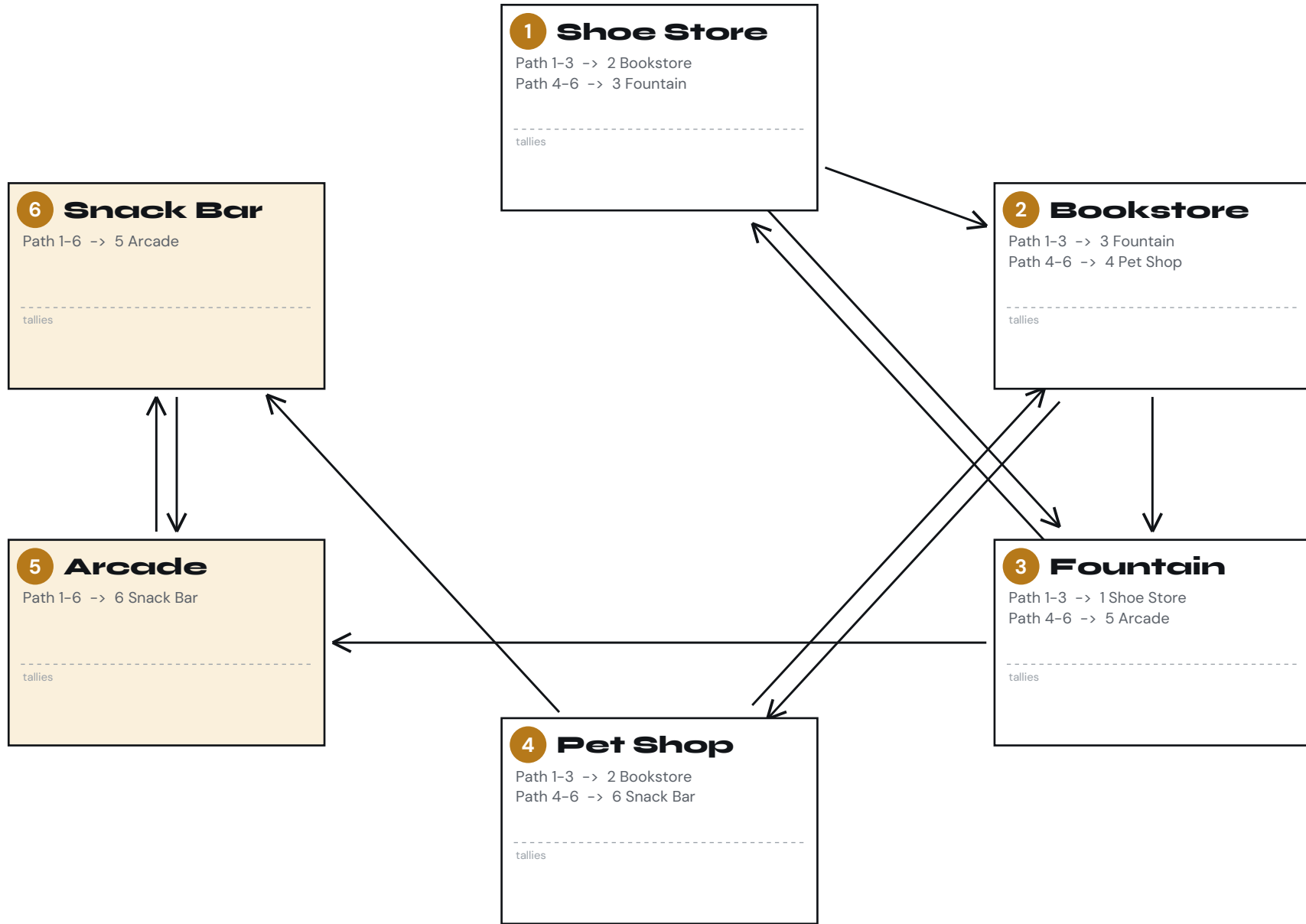


Before rolling: which spot will win?

Player 1 _____ Player 2 _____ Player 3 _____ Player 4 _____

Map 3: The Mall

Part A: Path die only, 20 rolls, a dot where the Surfer lands. Part B: back to spot 1, both dice, 40 rolls, tally as usual. Shaded spots are the trap.



Before Part B: how many of 40 tallies land in the trap?

Player 1 _____ Player 2 _____ Player 3 _____ Player 4 _____