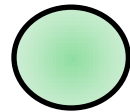
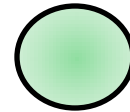


cat

win

got

fit



fan

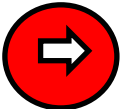


tan

pet



ten



mad

bun

hot

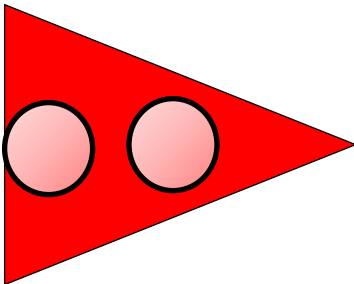
hat

mat

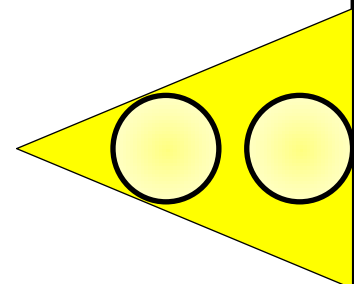
log

not

cop



WAHOO



wig

pup

wet

fat

jet

lip

pop

hen

lot

leg

run

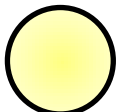
sit



mop



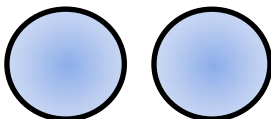
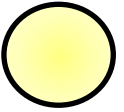
sad



had



fit



big

pet

man

can

DIRECTIONS:

Each player has two counters on their color spots outside the board. Players must roll a 1 or a 6 to place a counter on their start square. Roll the dice again and read the word they land on. If the player reads the word correctly, they stay. If incorrect, they move back to the spot they came from. Players will move around the board and into their home spots. Players can start their second counter anytime they roll a 1 or a 6 but only to the starting square. If a player rolls a 1 or a 6 they get to go again. A player must return his counter to the start spot outside the board if their opponent lands on the same square. Players must again throw a 1 or a 6 to get back to the start spot. The winner is the first person with two counters home.