
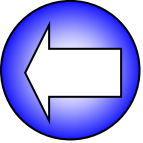

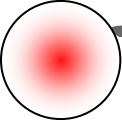


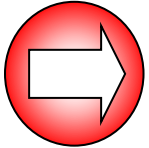
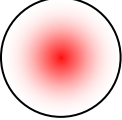
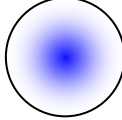
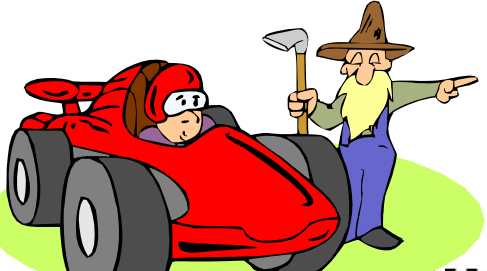


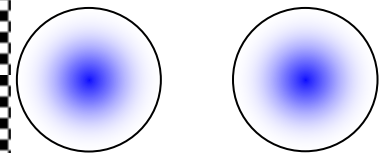
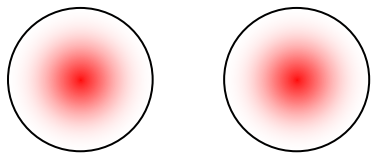


A Whacky Race

				fed	mat	did	not						
				run									
cat	fix	mop	ran	cut					vet	but			
mu m		pop	nut	hat			dog	rug	met	hot			
	rub	pot	red			sad	set	tip	map				
				wig					ten				
				man					fun				



Each player has two counters on eyes. Roll a 3 or 6 to place 1 counter on their start square. Roll again and read the word they land on. If incorrect they move back to their previous square. Move around the track and up the home column. Players can start their second counter at any time if they roll a 3 or 6 but only move to the starting square. A player must return his counter to the eye if opponent lands on the same square. *Crash!* Player must throw 3 or 6 to return this counter to their start square. Winner is the first with two counters home.

You can change the words by sticking new words on top.