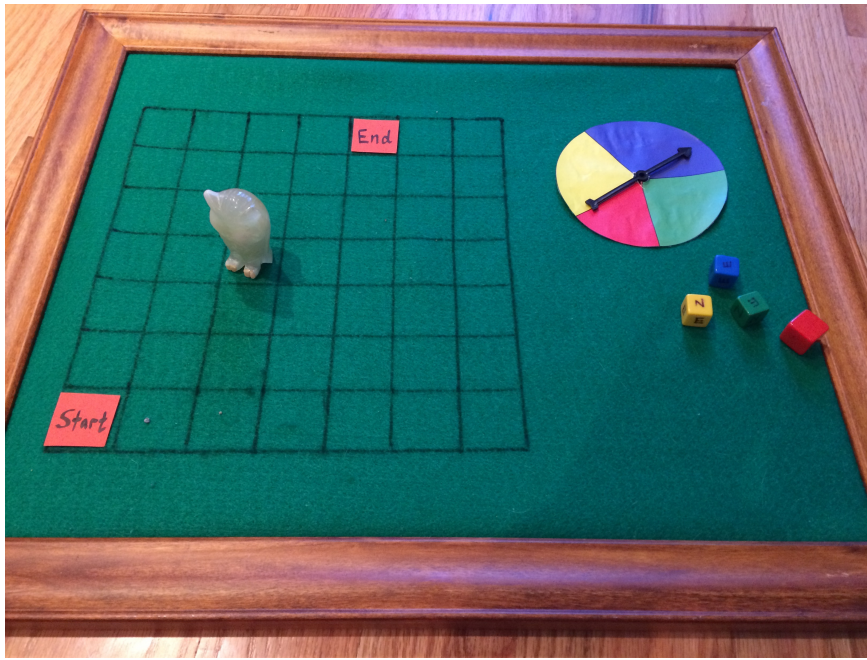


Owl's Random Walk

Bring Owl from Start to End



To play:

1. Place Owl in the Start square.
2. Spin the spinner to choose the die.
 - Blue: 3N, 3E
 - Yellow: 2N, 4E
 - Green: 4N, 2E
 - Red: 3N, 2E, 1☺ (either E or N)
3. Based on the die, choose Owl's End square.
4. Roll the die and move Owl one square East or North, according to the roll.
5. Keep rolling the die and moving until Owl lands on the End square (you win!) or goes past the boundary (you lose).

To score: You win 100 points if Owl lands in your End square!