

ARLO'S ADVENTURES

START

Jump forward 2

Jump forward 1

STOP!

Go back 1

STOP!

Go back 1

Jump forward 2

Jump forward 1

STOP!

Go back 1

Jump forward 2

Jump forward 1

STOP!

Go back 1

Jump forward 1

STOP!

Go back 1

Jump forward 1

STOP!

Go back 1

Jump back 2

Jump forward 1

STOP!

SAFE

GAME RULES

Take turns to roll the dice and move Arlo through his journey.

When you land on a red spot, take a card and decide what Arlo should do.

WEE WOO
WEE WOO
WEE WOO

