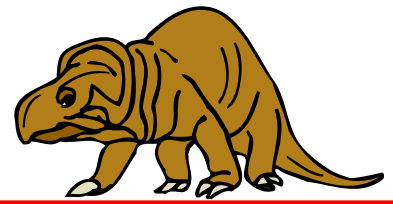


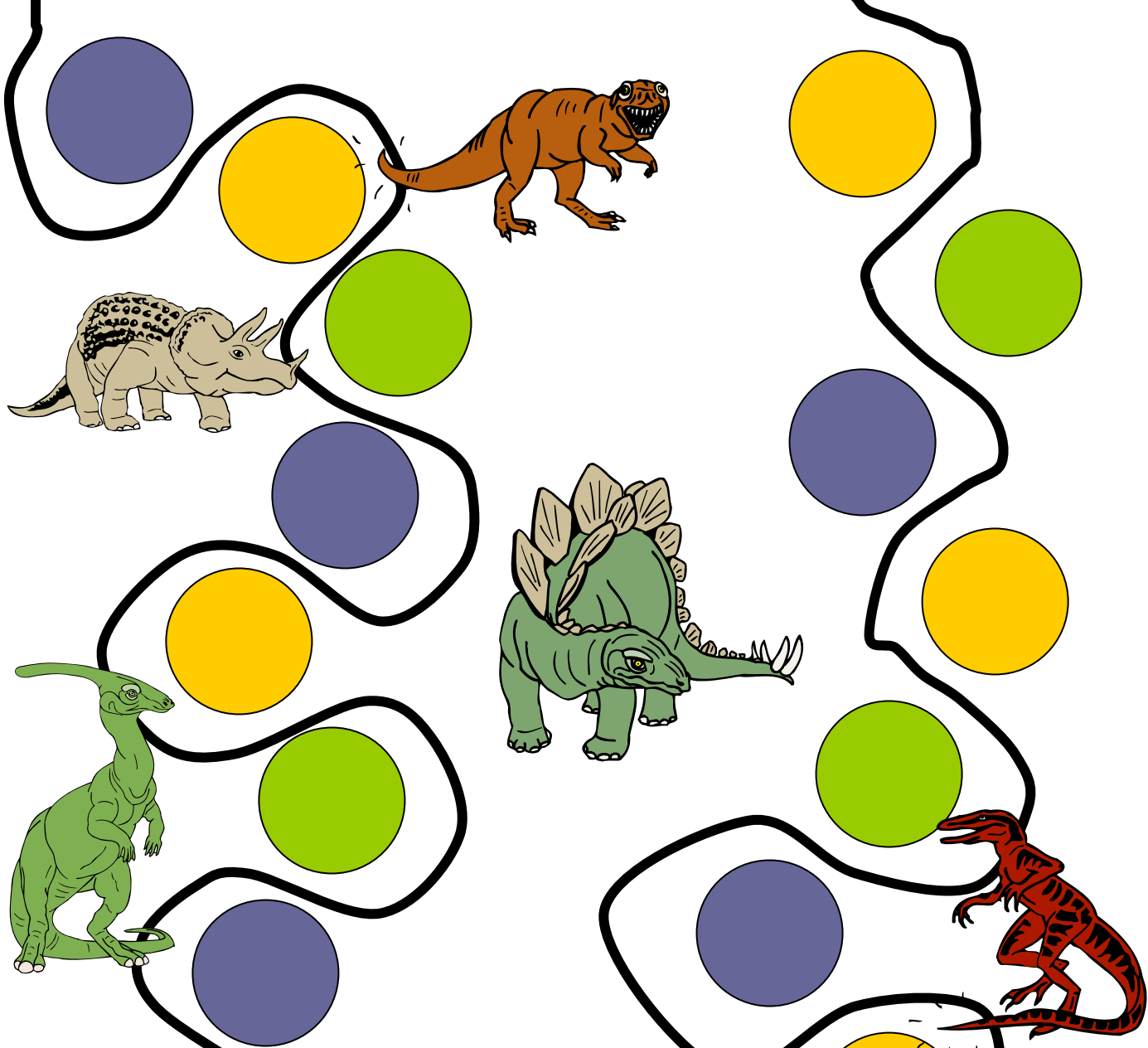
Dino Blast



DIRECTIONS:

- Each student places a marker on start.
- One student is ODD and other student is EVEN.
- Player A tosses a die. If the number is odd, the ODD player moves his/her marker one circle. If the number is even, the EVEN player moves his/her marker one circle.
- Player B tosses the die and players move as above.
- First player to reach the last circle wins.

Game designed by Monmouth University ED 556 student, Fall 2004



DINO

BLAST

START

Odd

START

Even

