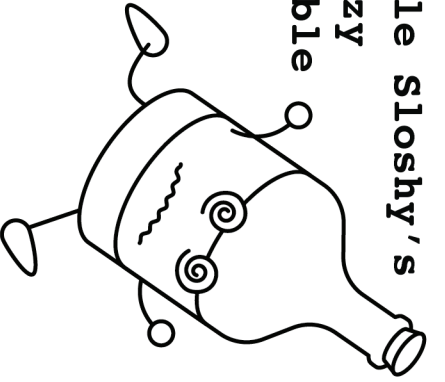


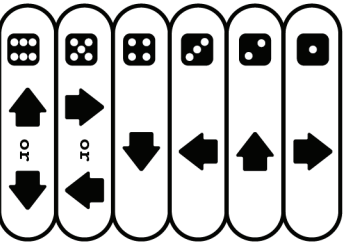
Uncle Slosky's Dizzy Fumble



REQUIRES:



- 1: Each player puts a token on "HOME", and their goal is to reach the "HOME" in the opposite corner.
- 2: On their turn, players roll two dice. The players can then move two spaces in a direction dictated by the outcome of the roll (in any order):



- 3: Players cannot move onto dark squares, off the board, or onto other players.
- 4: The winner is the first to make it to the house opposite their starting corner

