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This file contains game board(s) and easy instructions for playing the game.

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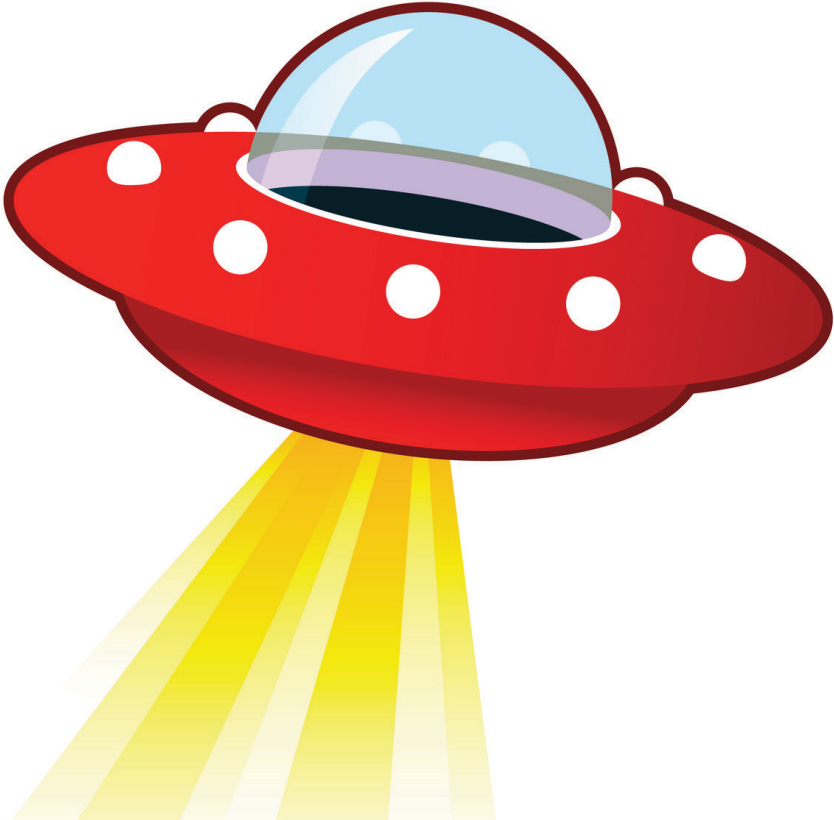

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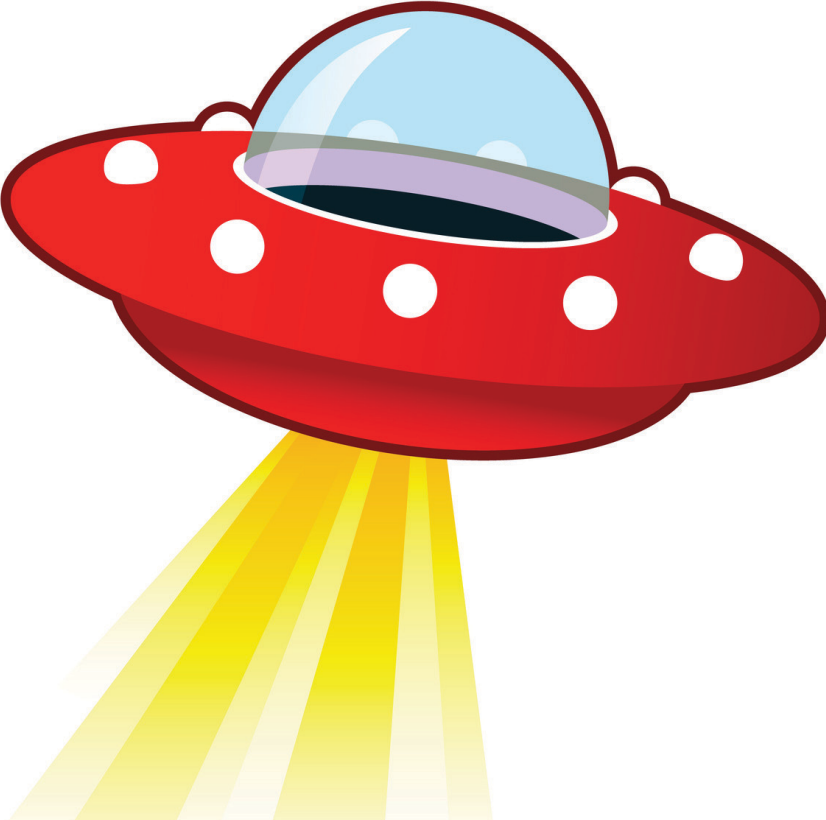


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# Dangerous Aliens

|  |   |          |          |   |
|--|---|----------|----------|---|
| <p><b>+20</b><br/><br/><b>Start</b></p> | <p>+</p>  | <p>-</p> | <p>+</p> | <p>Miss a turn!<br/></p> |
| <p>-</p>   |  |          |          | <p>-</p>  |
| <p>+</p>   |   |          |          | <p>+</p>  |
| <p>-</p>   |   |          |          | <p>-</p>  |
| <p>Miss a turn!<br/></p>              |   |          |          | <p>+</p>  |

# Dangerous Aliens

|   |   |     |          |   |        |   |
|---|---|-----|----------|---|--------|---|
| <p>+20<br/>→<br/>Start</p>  | $+$   | $-$ | $\times$ | <p>Miss a turn!</p>  |        |   |
| $\div$  |  |     |          | $\div$  |        |   |
| $\times$  |   |     |          | $+$   |        |   |
| $-$   |   |     |          | $-$   |        |   |
| <p>Miss a turn!</p>  |   |     |          | $+$   | $\div$ | $\times$  |
|   |   |     |          |   |        | <p>Go back 3!</p>  |

## Instructions

Place a pile of flash cards face down on the center of the board. Each child places a counter on start. Each child starts with a score of 20, and takes turns to pick up a card, which she must correctly identify before rolling the dice. She then rolls a dice and moves her counter around the board. When she lands on a plus (+) or minus (-) square, she changes her accumulated score by the amount shown on the dice. For example, a first throw of 6, landing on a plus (+) square, would mean her accumulated score becomes 26 ( $20 + 6 = 26$ ). A second throw of 4, landing on a minus (-) square, would mean her accumulated score becomes 22 ( $26 - 4 = 22$ ).

A child is the winner after reaching a targeted score or having the highest score. Having the highest score after getting through an agreed number of flash cards (or time) can determine the winner, as well.