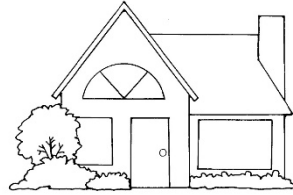
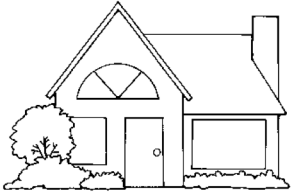


Headin' HOME



Pick an animal to play. The cat needs an even number to move. The dog needs an odd number to move. Players 1 and 2 take turns. Roll the dice. If you get the kind of number that you need, move one space towards home. The first player home wins.

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Even

Odd

