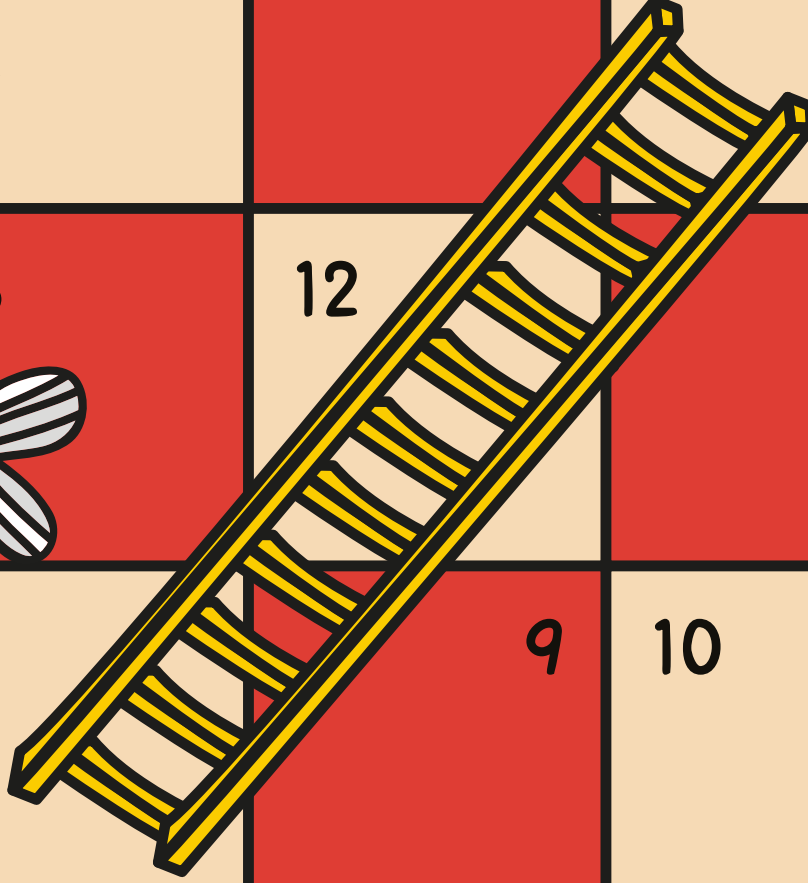
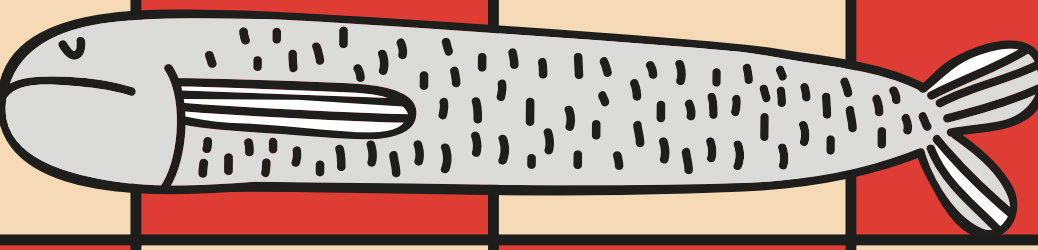
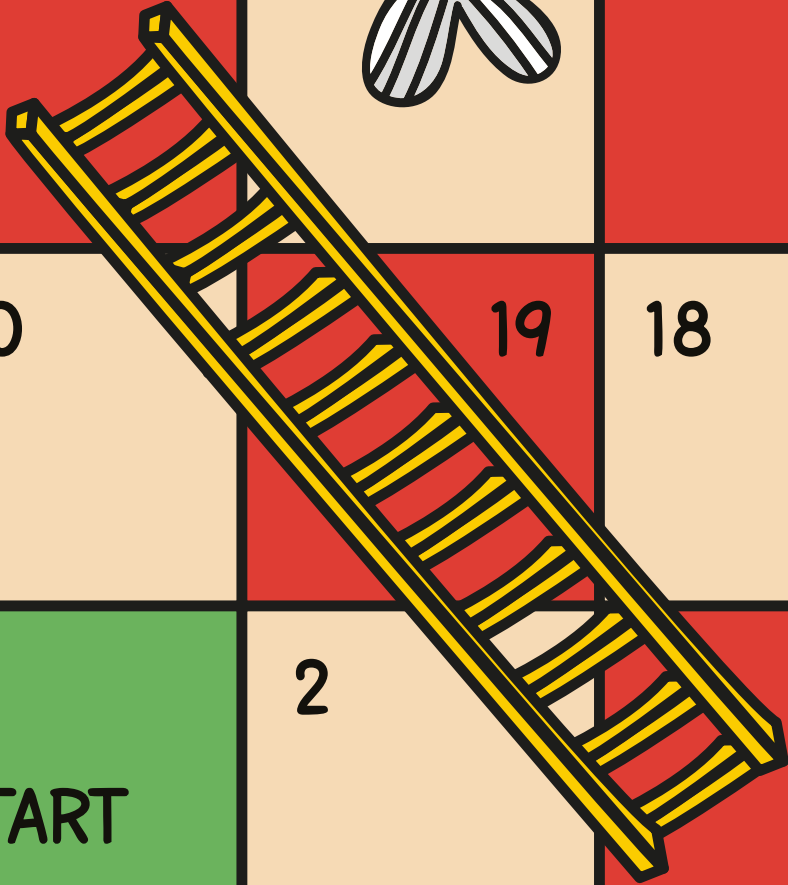
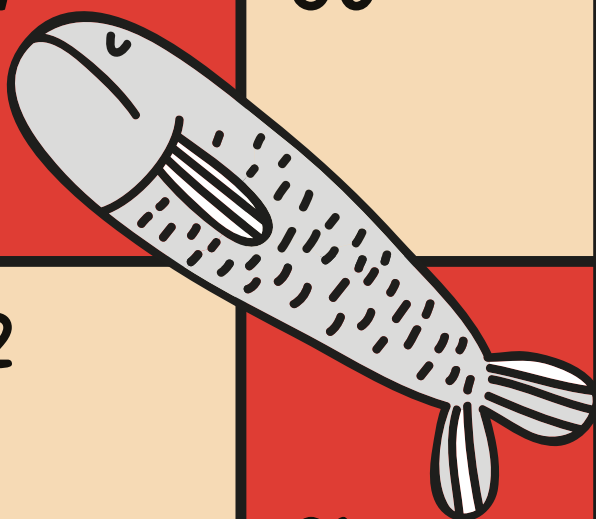
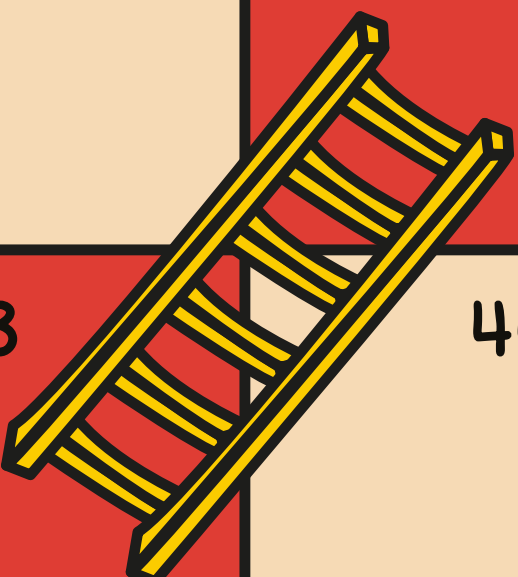
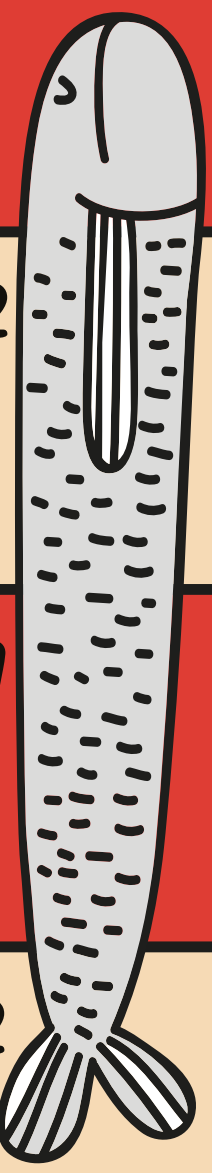
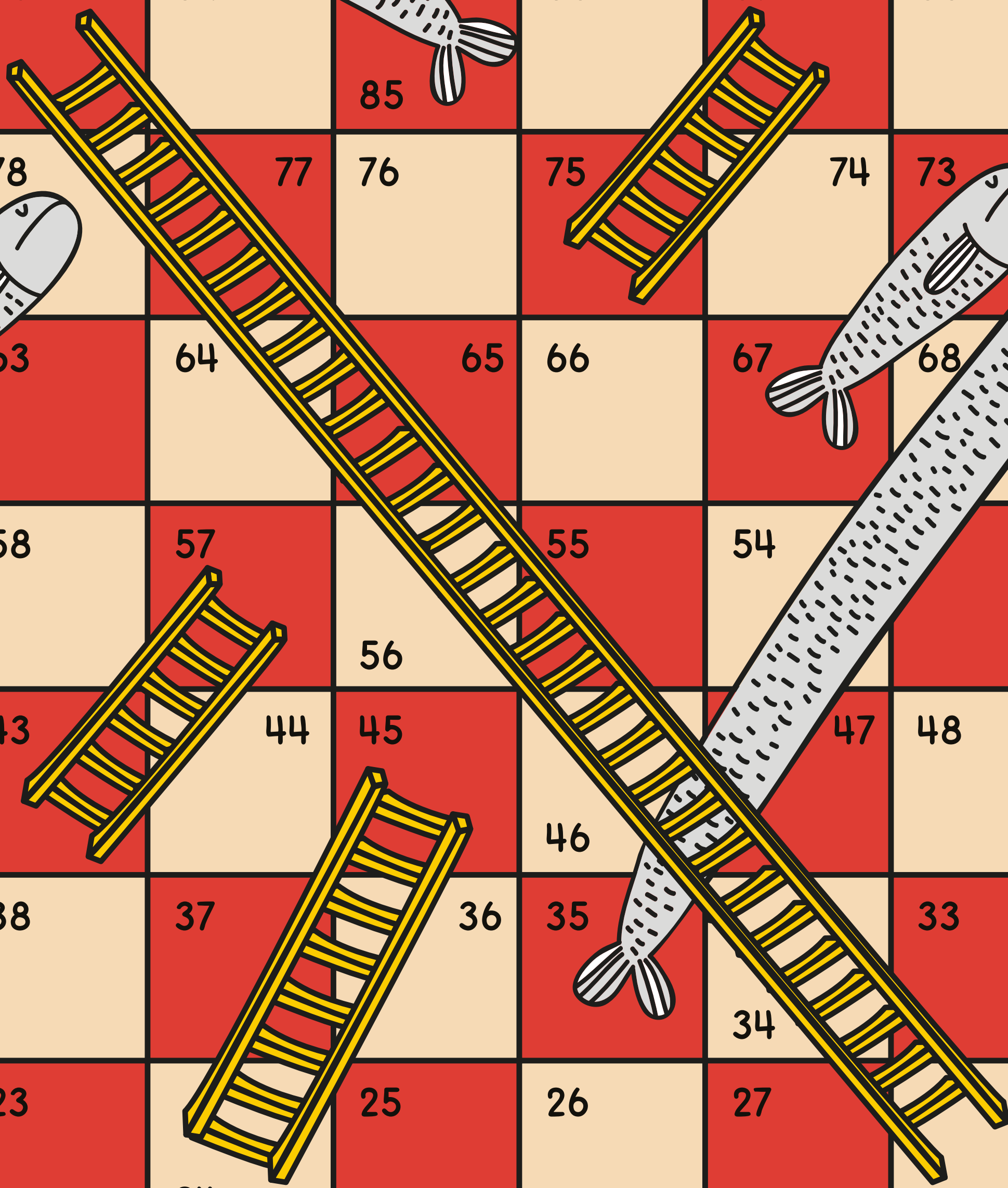
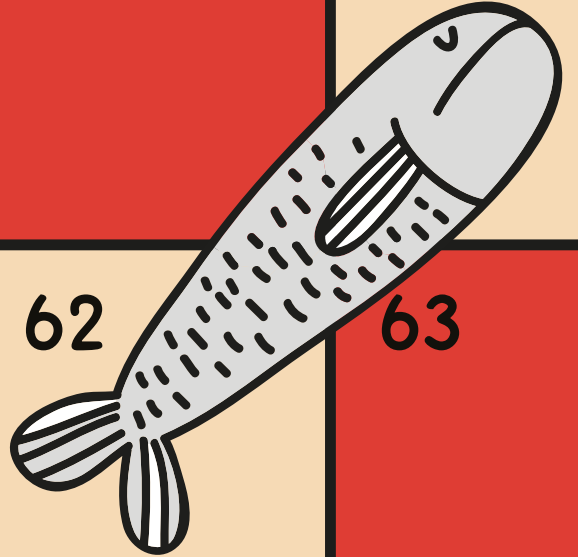
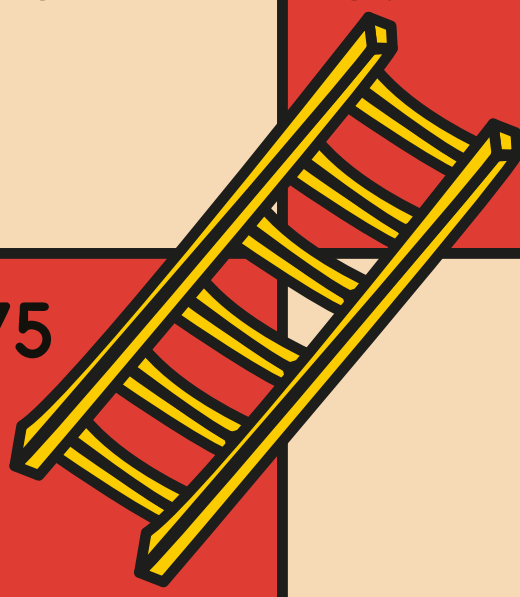
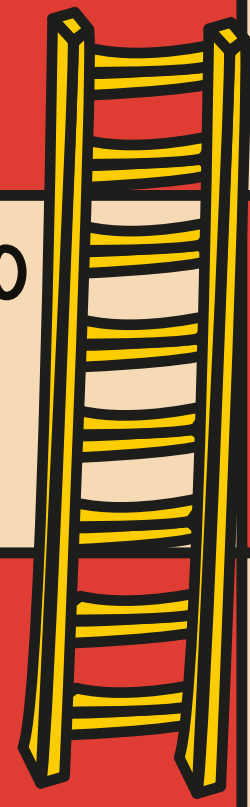
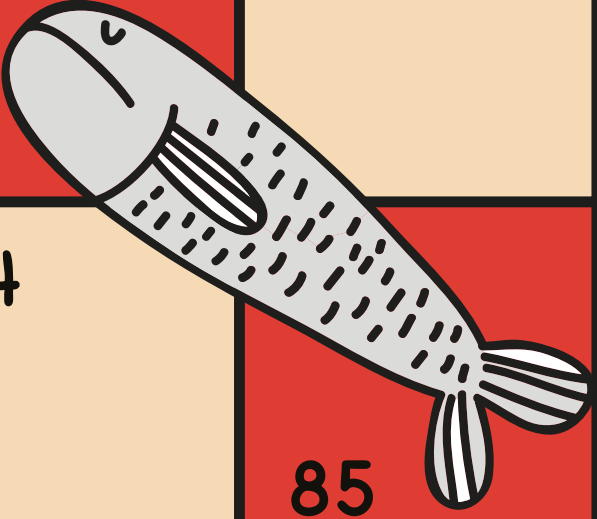


100 FINISH	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1 START	2	3	4	5	6	7	8	9	10







SIMPSONS

LONG LIVE FISH & CHIPS

FISH AND CHIP-LADDERS

How to play:

Each player starts with a token on the starting square (number "1" square in the bottom left corner) and takes turns to roll a single die to move the token by the number of squares indicated by the die roll.

If your token lands on the lower-numbered end of a "chip-ladder", you must move the token up to the ladder's higher-numbered square.

If you land on the higher-numbered square of a "fish", your token must move down to the snake's lower-numbered square.

If you roll a 6, you can roll the dice again after you've moved for another turn. Otherwise, play passes to the next player in turn.

The player who gets their token to the finish square first is the winner.

You will need:

A 6 sided dice

