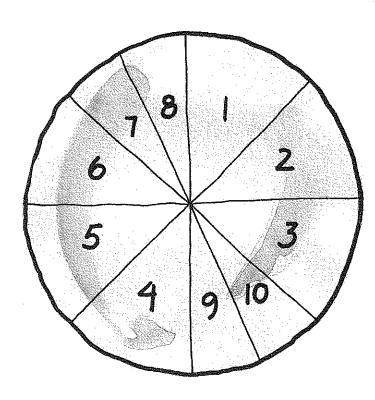


## Double Time

Your doubles spinner will have you zipping along the path in double time.

#### **Materials**

- Blank spinner to put on top of the doubles wheel on this page
- Double Time Gameboard, page 33
- One game marker for each player



### Playing the Game

- Take turns spinning the spinner. Double the number the spinner lands on.
- 2 If you land on a slide-down space, follow the slide. If you land on a go-back space, you must go back the number of spaces it says. Going up ladders does not count as a space.
- If another player lands on the space where your marker is, you must go back three (3) spaces. When you go back, if you land on the same square as another player, he or she must go back three (3) spaces.
- 4 If you spin more than you need to get to The End, move up to The End and then move backwards until you use up your spin. The winner must land on The End by exact count.

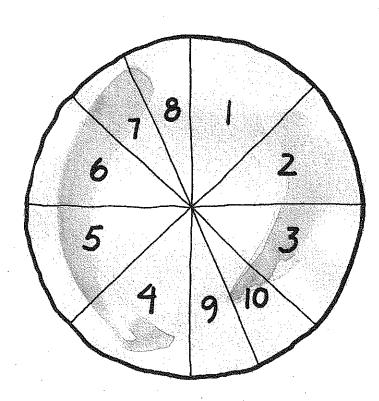


# Double Time

Your doubles spinner will have you zipping along the path in double time.

#### **Materials**

- ▶ Blank spinner to put on top of the doubles wheel on this page
- Double Time Gameboard. page 33
- ▶ One game marker for each player



### Playing the Game

- 1 Take turns spinning the spinner. Double the number the spinner lands on.
- 2 If you land on a slide-down space, follow the slide. If you land on a go-back space, you must go back the number of spaces it says. Going up ladders does not count as a space.
- 3 If another player lands on the space where your marker is, you must go back three (3) spaces. When you go back, if you land on the same square as another player, he or she must go back three (3) spaces.
- 4 If you spin more than you need to get to The End, move up to The End and then move backwards until you use up your spin. The winner must land on The End by exact count.



## Double Time Gameboard

