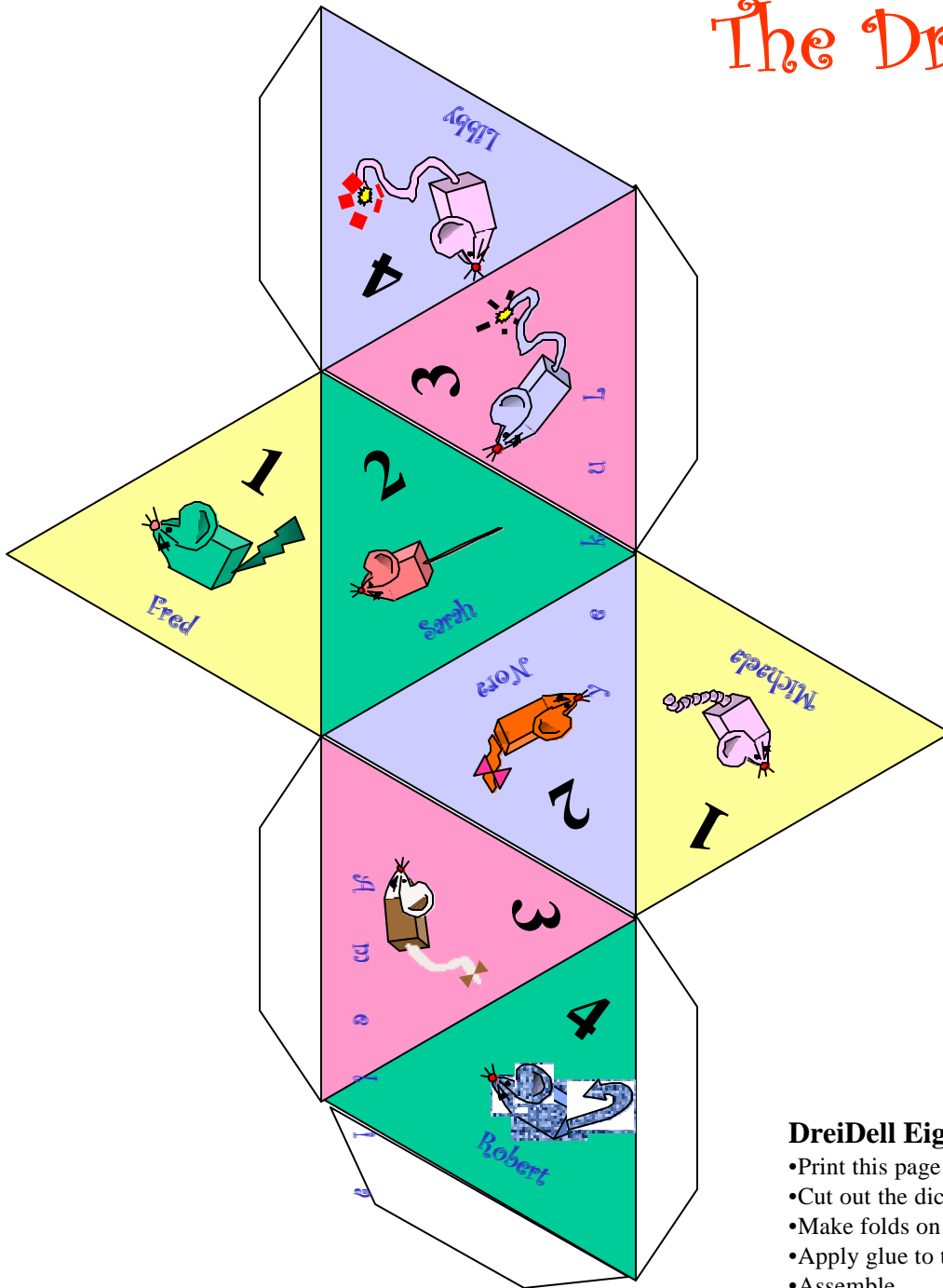


The DreiDell Dash!

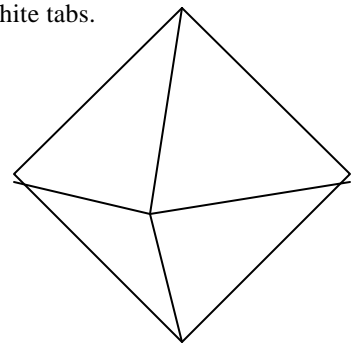


Game Instructions:

- Each player chooses a coin to use as a pawn.
- There are three paths to the winner's circle. The Blue path is the slow, conservative path. The Green path is twice as fast as the blue but has pitfalls (spaces that send you back). The orange path is the fastest but most challenging. In order to move to the next orange circle, the player must guess the number on the roll of their dice prior to the roll.
- Each player starts the game by choosing a path then rolling the dice. In the case of the blue or green path, the player moves the appropriate number of spaces. In case of the orange path, the player moves one space only if they guess the appropriate number. If the player guesses correctly, they receive another turn.
- If a player reaches a level with multiple paths, they can choose to switch paths but must do so before their roll. (If they switch to the green path with a "Back" they do not move back).
- If a player moves to a level occupied by another player the original player goes back to the beginning.
- The winner is the one who reaches the winner's circle first. An exact last roll is not necessary.

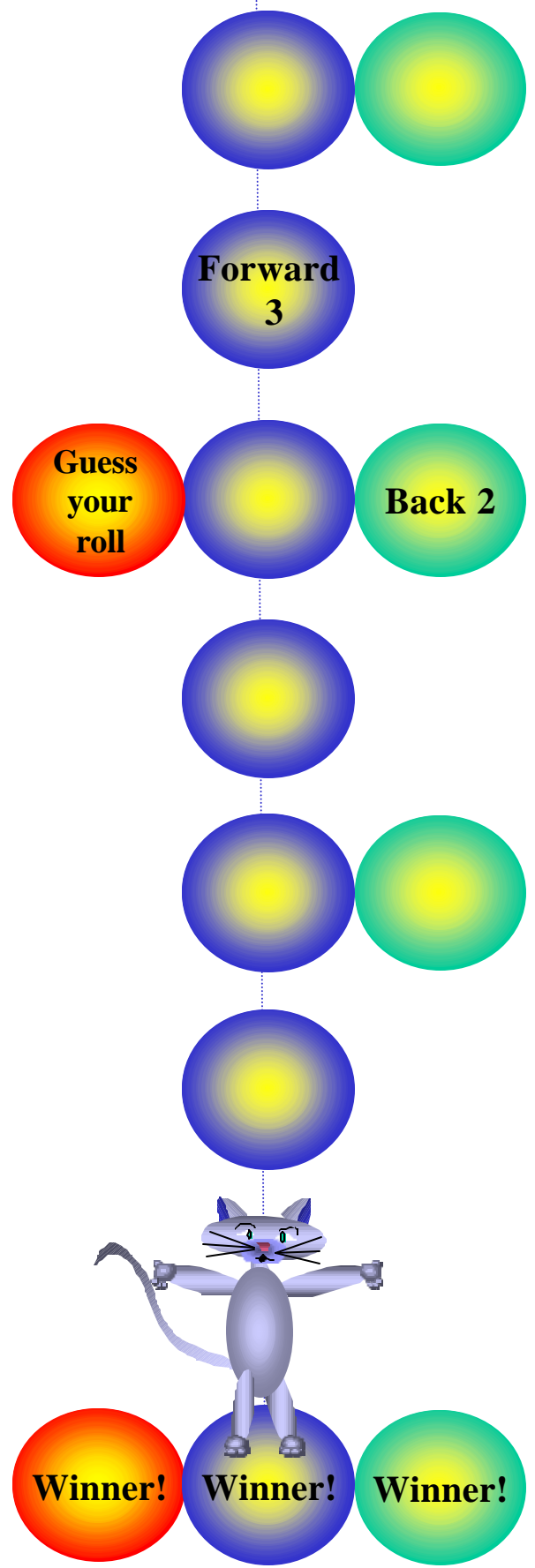
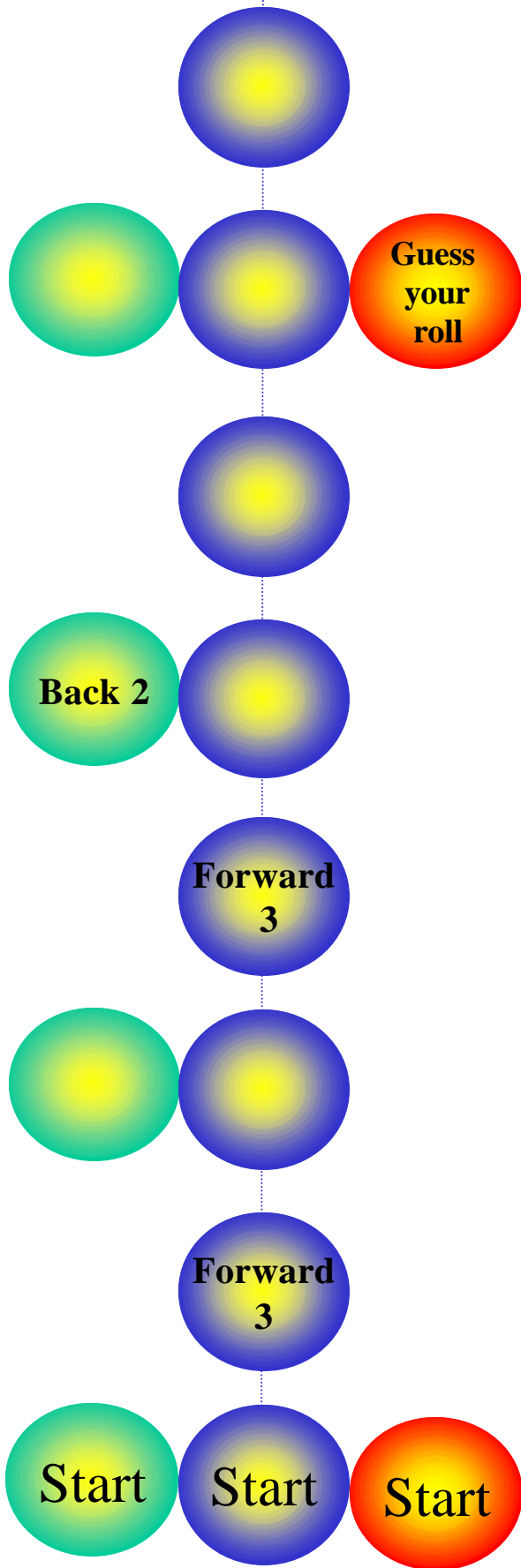
DreiDell Eight-Sided Dice Instructions:

- Print this page
- Cut out the dice.
- Make folds on all black lines.
- Apply glue to the white tabs.
- Assemble.



Game Board Instructions:

- Print two board pages.
- Match the gray arrows at the top of the pages and tape together.



The Dredell Dash!

