Six Sprint - A JessHouse Print-n-Play Free Game - 2004

STARTING LINE				
Player 1	Player 1	Player 1	Player 1	
				LEVEL 1
				ROLL A HAZARD ROLL!
				ROLL A BONUS ROLL
				LEVEL 2
				ROLL A HAZARD ROLL!
				ROLL A BONUS ROLL
				LEVEL 3
				ROLL A HAZARD ROLL!
				ROLL A BONUS ROLL
				LEVEL 4
				ROLL A HAZARD ROLL!
				ROLL A BONUS ROLL
FINISH LINE				

HAZARD ROLLS

1 = FALL BACK ONE SPACE
2 = LOSE A TURN
3 = FALL BACK TWO SPACES
4 = NOTHING HAPPENS (WHEW!!!)
5 = FALL BACK THREE SPACES
6 = START OVER (NO!!!!)

BONUS ROLLS

1 = MOVE AHEAD ONE SPACE
2 = MAKE SOMEONE LOSE A TURN
3 = MOVE AHEAD TWO SPACES
4 = NOTHING HAPPENS (PHOOEY!)
5 = MOVE AHEAD THREE SPACES
6 = RE ROLL AS A HAZARD (DRAT!)

BASIC RULES:

1. You'll need 6 sided dice and a penny for each player.
2. Each player moves as to the number they roll.
3. Player who gets past the finish line wins!

SCORECARD:

Player 1	Player 1	Player 1	Player 1