



Storm Dodger

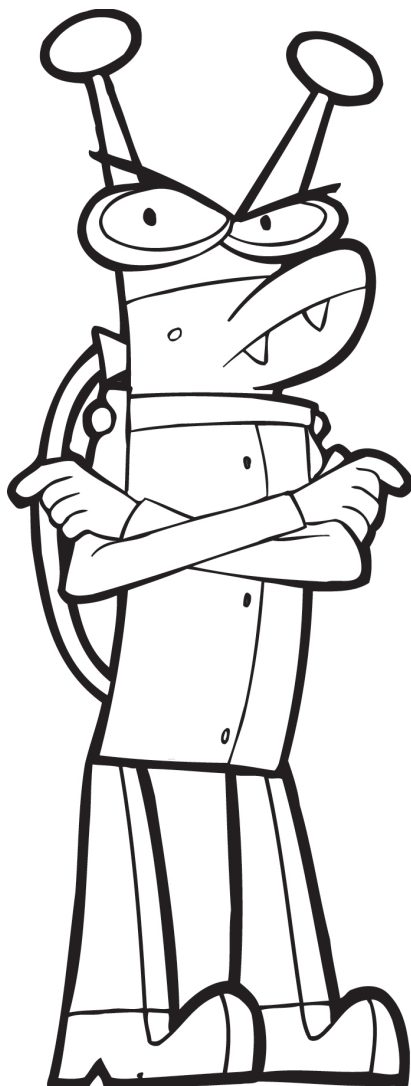
Game Rules

Setup: Put player pieces on START.

To Win: First player to reach Frigid Fields wins!

To Play:

- Roll the die to find the storm path's direction. The number on the die tells you which mountain to point the Storm Strip toward. Put the storm (the paper clip) in the first space on the strip.
- Decide who goes first. Player who goes first moves the storm to the next space on the strip every time (s)he takes a turn.
- Take turns rolling the die and moving.



NUMBER ON DIE	You Move
1 or 4	1
2 or 5	2
3 or 6	3

- Each time a 6 is rolled, the storm's path changes! Roll the die again to determine which mountain to point the Storm Strip toward.
- If a player is on, or moves onto, the same space as the storm, (s)he loses a turn.
- If the storm gets to the last space on the strip before anyone reaches Frigid Fields, the game starts over.