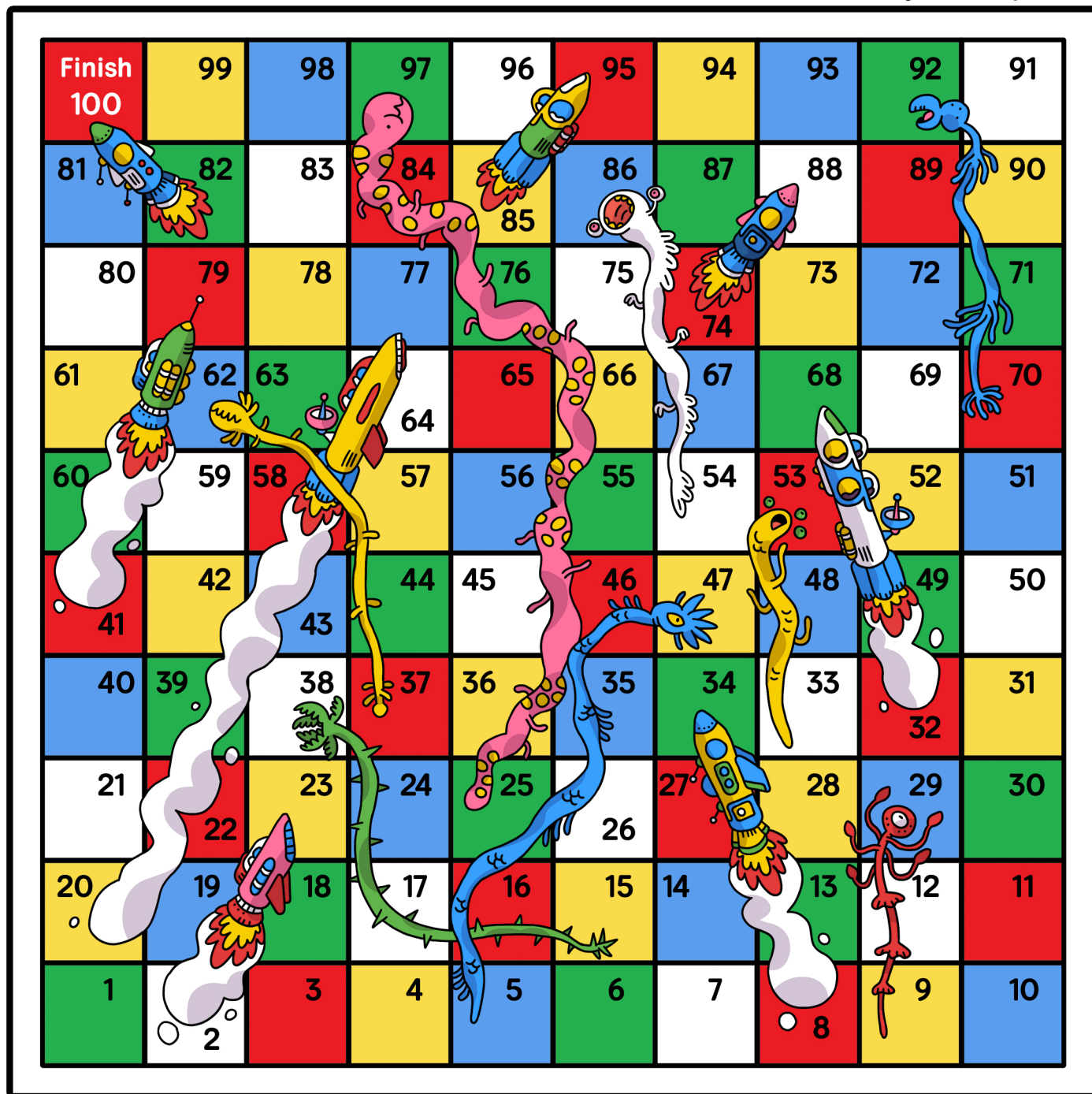
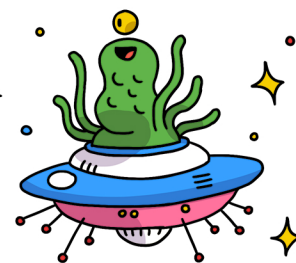


CLASS PLAYGROUND

# Aliens and Spaceships



## How to play:

Each player puts their token next to the game board near the “1” square.

Roll a single die on your turn. Move your token forward the number of spaces shown on the die.

If your token lands at the bottom of a rocket smoke trail, you can move up to the top of the rocket.

If your token lands on the head of an alien, you must slide down to the bottom of the alien.

The first player to get to the “Finish” wins.