

# SAFETY FIRST

GAME FOR TWO,  
THREE, OR FOUR

## Directions to reach school safely

Remove this double page and cut out the cards below, turning them face down. Each player uses a coin or button on the board. Starting at "Home" the first player draws a card. A green card means the player obeyed safety rules, and moves forward on the footprints, the number of spaces marked on the card. A red card means the player broke the rules, and must move backward the number of spaces marked. Each player needs a green card to get started, and must wait by turn until he draws one. A player does not go backward any farther than "Home." If a player lands on a red square, he misses one turn. If he lands on a green circle, he moves 5 spaces ahead. The first player to reach the schoolhouse wins. Players must draw a card with the exact number needed for the final move. When all the cards are turned up, use them again.

FORWARD 1	FORWARD 1
FORWARD 2	FORWARD 2
FORWARD 3	FORWARD 3
FORWARD 4	FORWARD 4
FORWARD 5	FORWARD 5
FORWARD 6	FORWARD 6
MOVE BACK 1 <i>OUCH!</i>	MOVE BACK 5 <i>OUCH!</i>
MOVE BACK 2 <i>TOO BAD!</i>	MOVE BACK 5 <i>POOR YOU</i>
MOVE BACK 3 <i>POOR YOU</i>	MOVE BACK 6 <i>TOO BAD!</i>
MOVE BACK 4 <i>TOUGH LUCK</i>	MOVE BACK 6 <i>TOUGH LUCK</i>

