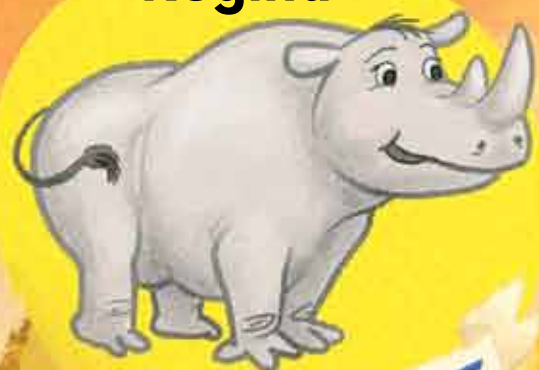




RHINOS

Regina



START



Chase a springbok.
Go forward one space.

See an elephant.
Trumpet like an elephant.



Munch on grass.
Go back one space.

Munch on grass.
Go back one space.

Stop to smell the flowers.
Lose one turn.

See a lion.
Roar like a lion.

Give an egret a ride.
Go forward one space.

Watch a giraffe.
Go back one space.

Watch a zebra.
Go back one space.

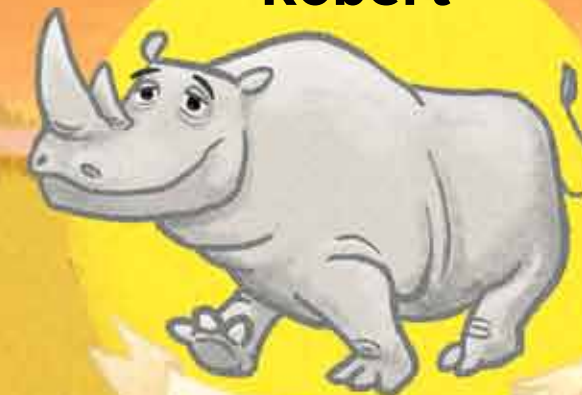
Stop to wallow in mud.
Lose one turn.

END

How to Play

1. You will need a coin and two game markers. (Buttons work well.)
2. Decide who will be Regina and who will be Robert. Place a marker on each rhino.
3. Take turns flipping the coin. Heads move two spaces; tails move one space.
4. If you land on a space with instructions, do what it says.
5. The first rhino to reach the watering hole wins.

Robert



START

