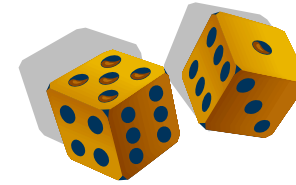


# Free the Animals Game

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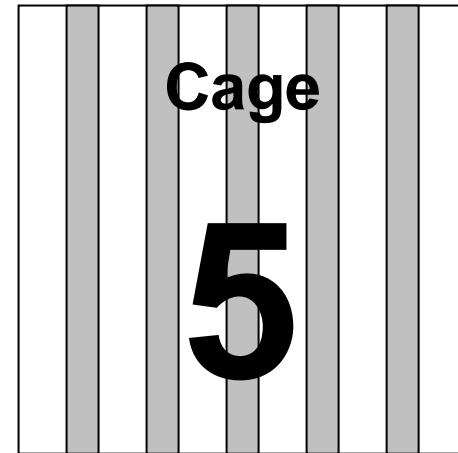
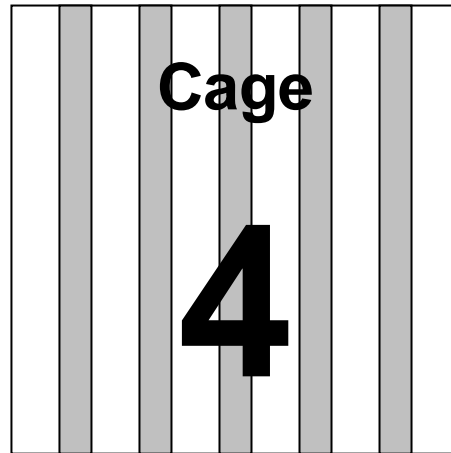
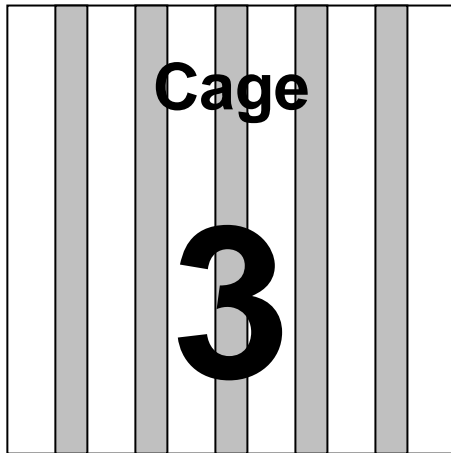
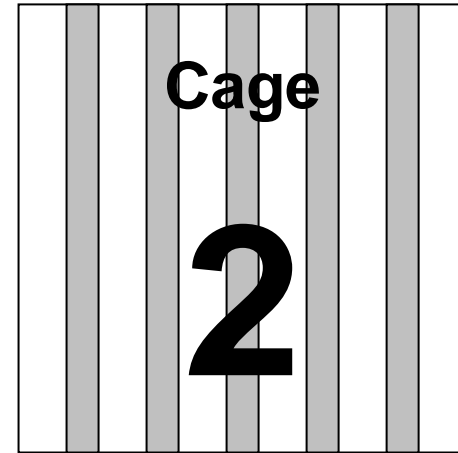
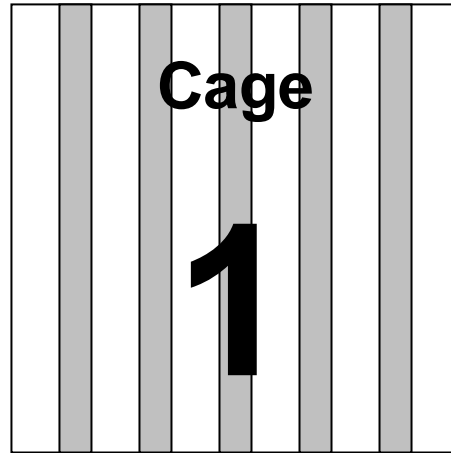
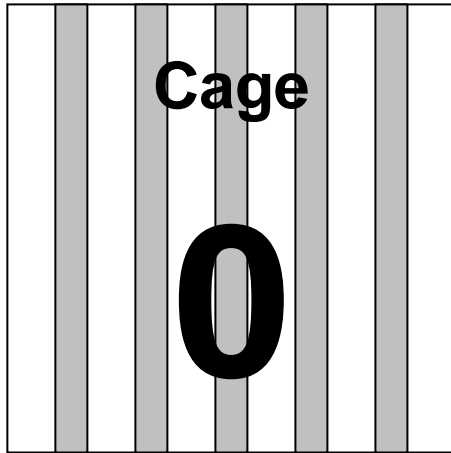
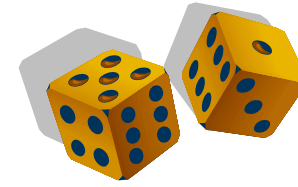
## MATERIALS for each player:

- Free the Animals Game Mat
- 2 dice
- 6 markers (animals)
- Free the Animals Recording Sheet (optional)

## DIRECTIONS:

- Players place their markers (animals) in any of the 6 cages. They may have more than one animal in any cage.
- Players use the Recording Sheet to record how many animals they placed in each cage.
- Player A rolls two dice and finds the difference of the numbers. Player A frees one animal from that number cage, if there is an animal in the cage. (For example, if Player A tosses a 6 and a 2, the difference is 4. Player A would free one animal from Cage #4, if there is an animal in that cage.)
- Player B rolls two dice and finds the difference of the numbers. Player B frees one animal from that number cage, if there is an animal in the cage.
- Play continues until one player frees all of his/her animals. This player is the winner.
- Players check the winner on the Recording Sheet.

# Free the Animals Game



# Free the Animals Game - 2

