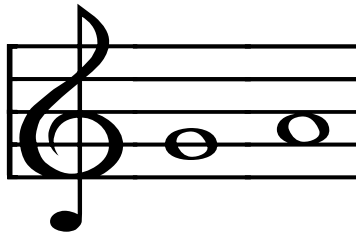


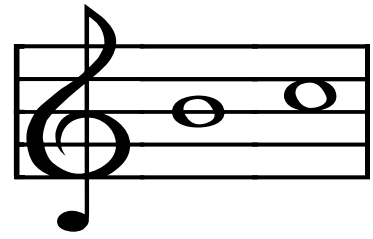
Move from Start or
move forward

DRAW AGAIN.



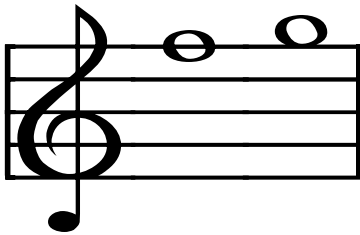
Move from Start or
move forward

DRAW AGAIN.



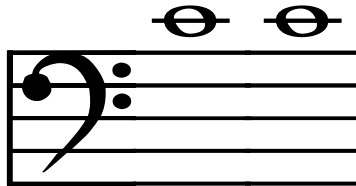
Move from Start or
move forward

DRAW AGAIN.

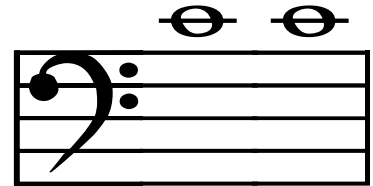


Move from Start or
move forward

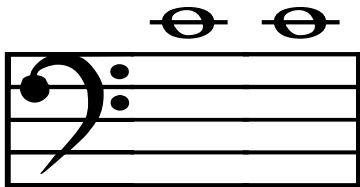
DRAW AGAIN.



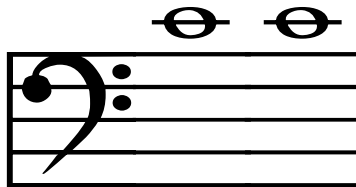
Move from Start or
move forward



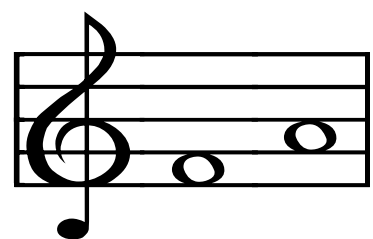
Move from Start or
move forward



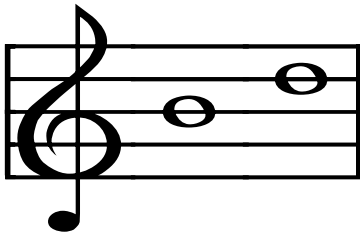
Move from Start or
move forward.



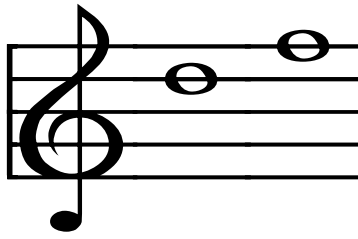
Move from Start or
move forward.



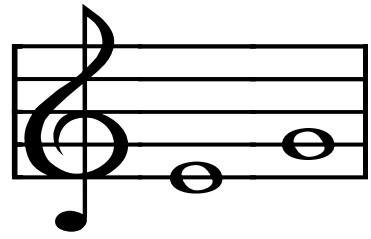
Move from Start or
move forward.



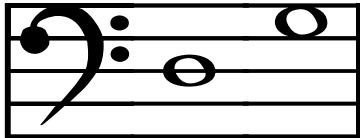
Move ***forward*** the number that matches the interval!



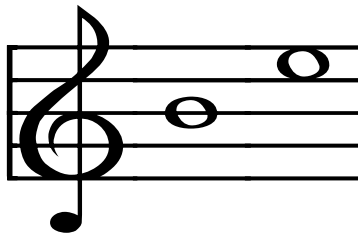
Move ***forward*** the number that matches the interval!



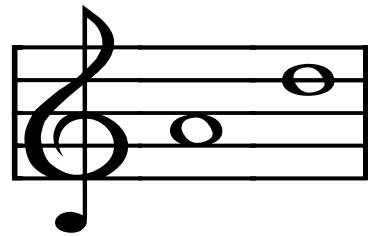
Move ***forward*** the number that matches the interval!



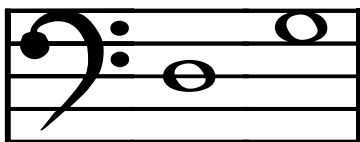
Move ***backwards*** the number that matches the interval!



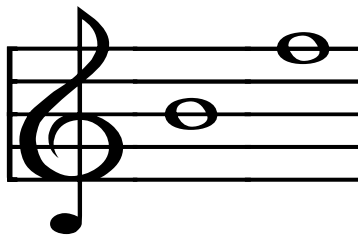
Move ***backwards*** the number that matches the interval!



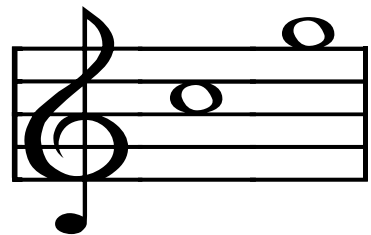
Move ***backwards*** the number that matches the interval!



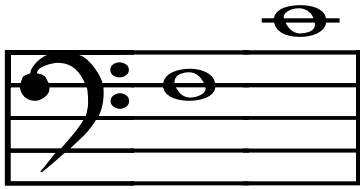
Move ***backwards*** the number that matches the interval!



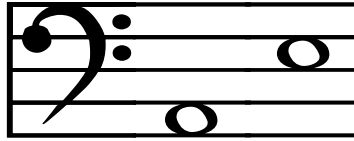
Move ***forward*** the number that matches the interval!



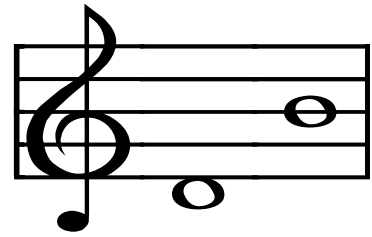
Move ***forward*** the number that matches the interval!



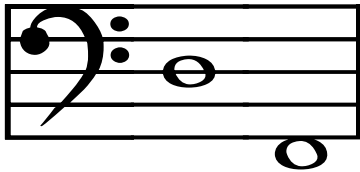
Move *forward* the number that matches the interval!



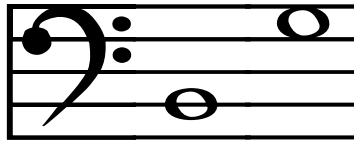
Move *forward* the number that matches the interval!



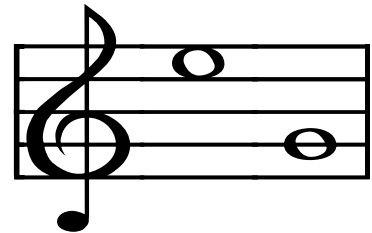
Move *forward* the number that matches the interval or change places with an opponent!



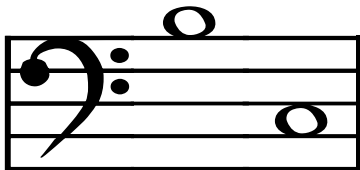
Move *forward* the number that matches the interval or change places with an opponent!



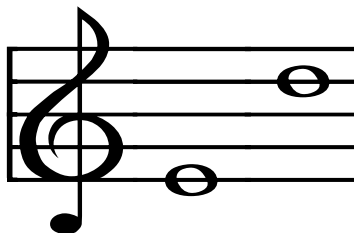
Move *forward* the number that matches the interval or change places with an opponent!



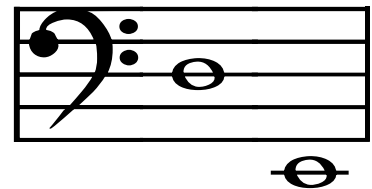
Move *forward* the number that matches the interval or change places with an opponent!



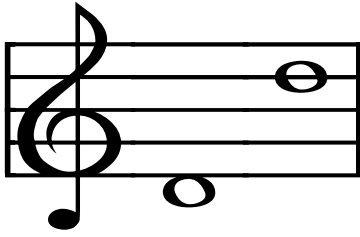
Move *forward* the number that matches the interval or *split* between two pawns.



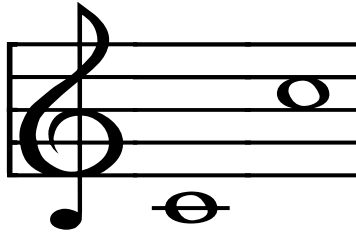
Move *forward* the number that matches the interval or *split* between two pawns.



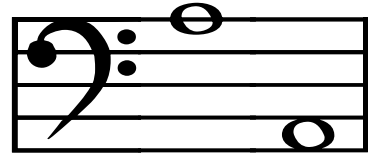
Move *forward* the number that matches the interval or *split* between two pawns.



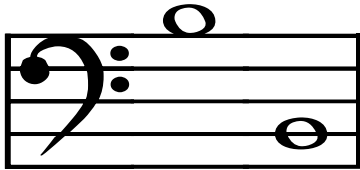
Move ***forward*** or
move backward 1.



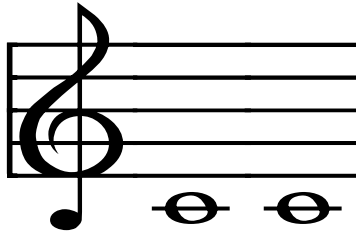
Move ***forward*** or
move backward 1.



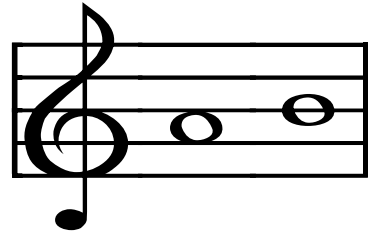
Move ***forward*** or move
backward 1.



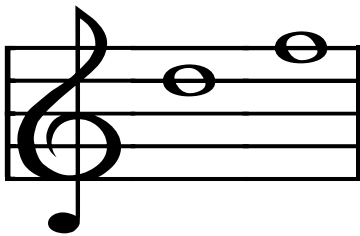
Move ***forward*** or
move backward 1.



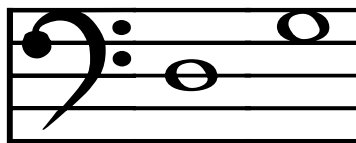
Move from Start or
move forward.



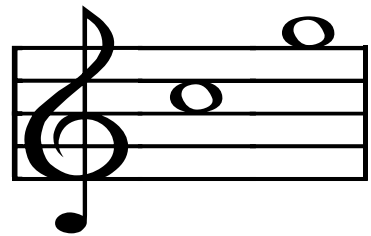
Move from Start or
move forward.
Draw Again.



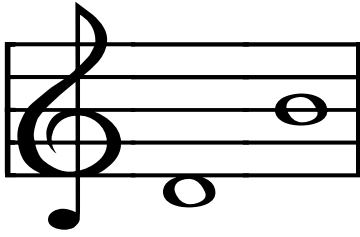
Move ***forward*** the
number that matches
the interval!



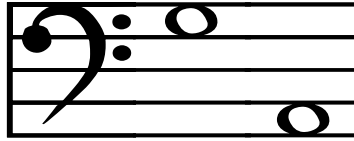
Move ***backwards*** the
number that matches
the interval!



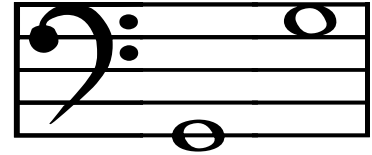
Move ***forward*** the
number that matches
the interval!



Move **forward** the number that matches the interval or change places with an opponent!



Move **forward** the number that matches the interval or **split** between two pawns.



Move **forward** or move backward 1.

Move from Start and switch places with an opponent, whom you bump back to Start!



Move from Start and switch places with an opponent, whom you bump back to Start!



Move from Start and switch places with an opponent, whom you bump back to Start!



Move from Start and switch places with an opponent, whom you bump back to Start!



Move from Start and switch places with an opponent, whom you bump back to Start!





Intervals



Intervals



Intervals



Intervals



Intervals



Intervals



Intervals



Intervals



Intervals