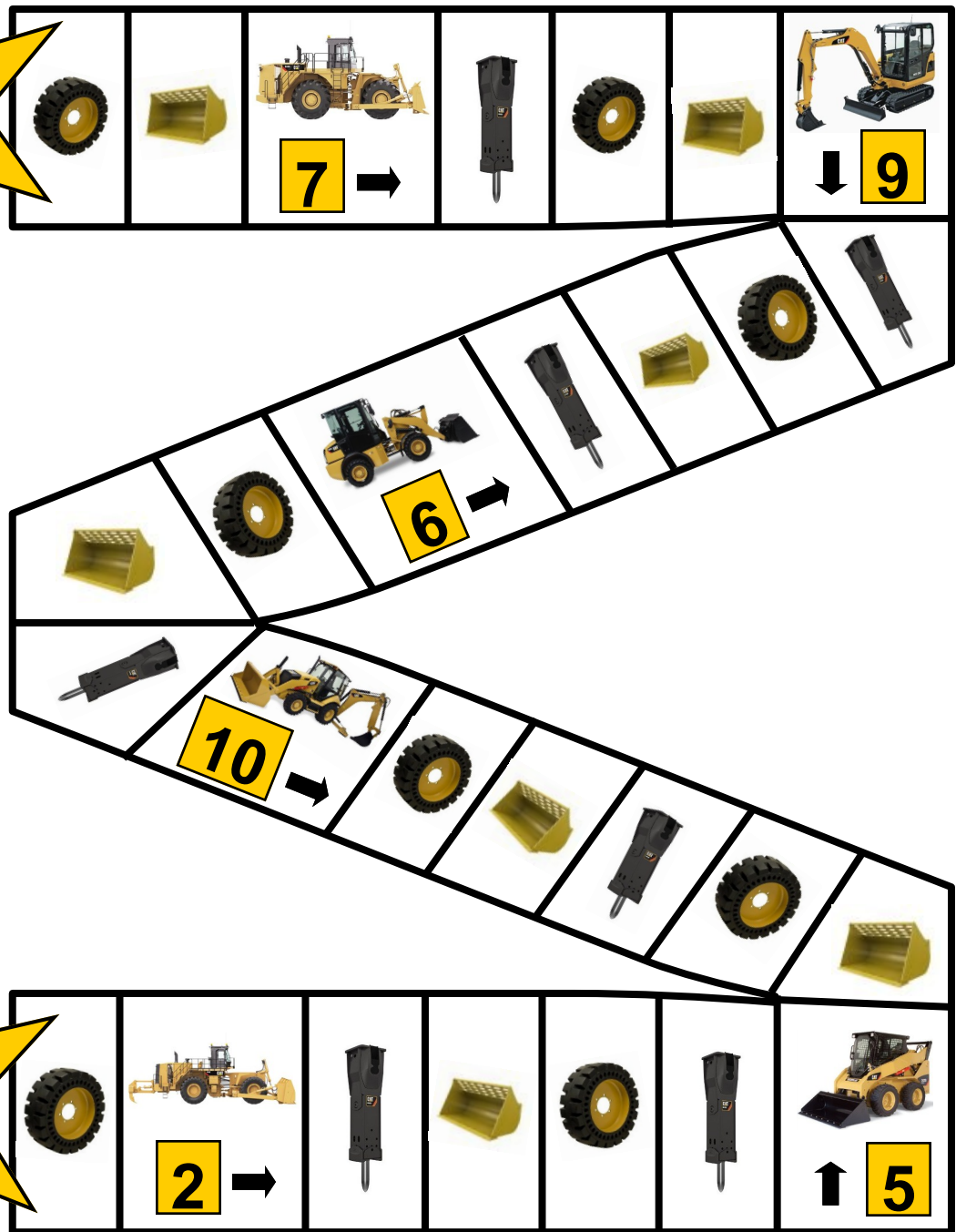
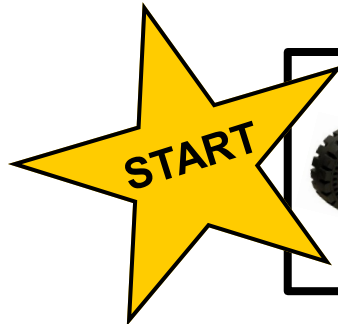


Moving Machines



Directions: Play with a partner. Place game markers on START. Take turns. Toss the number cube. Move that number of spaces. If a player ends on a Cat® machine, the player reads the number, follows the arrow and moves forward or back that many spaces. The first player to reach END wins.

- Materials Needed:**
- Two game markers
 - Number cube (1-6)