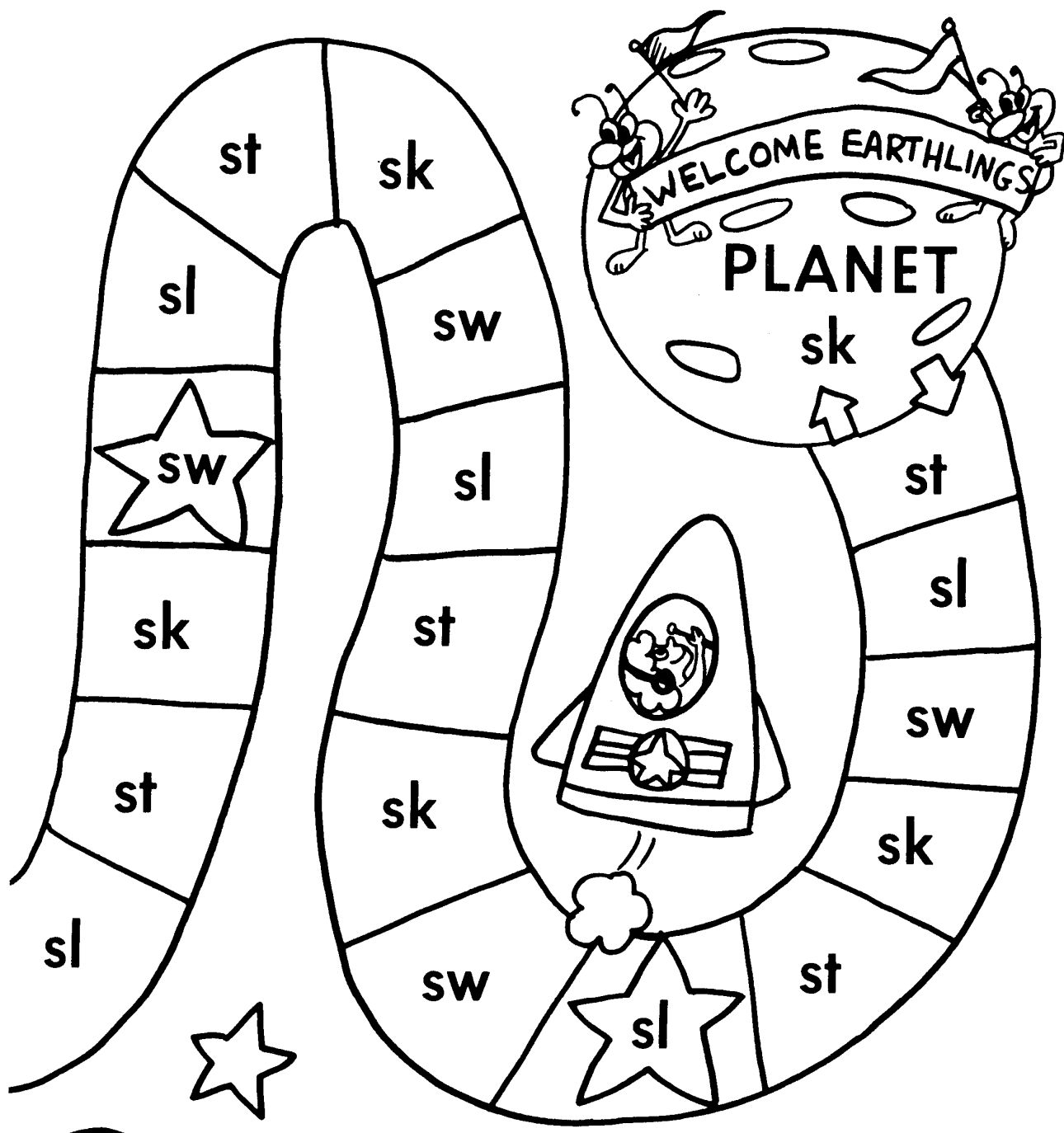
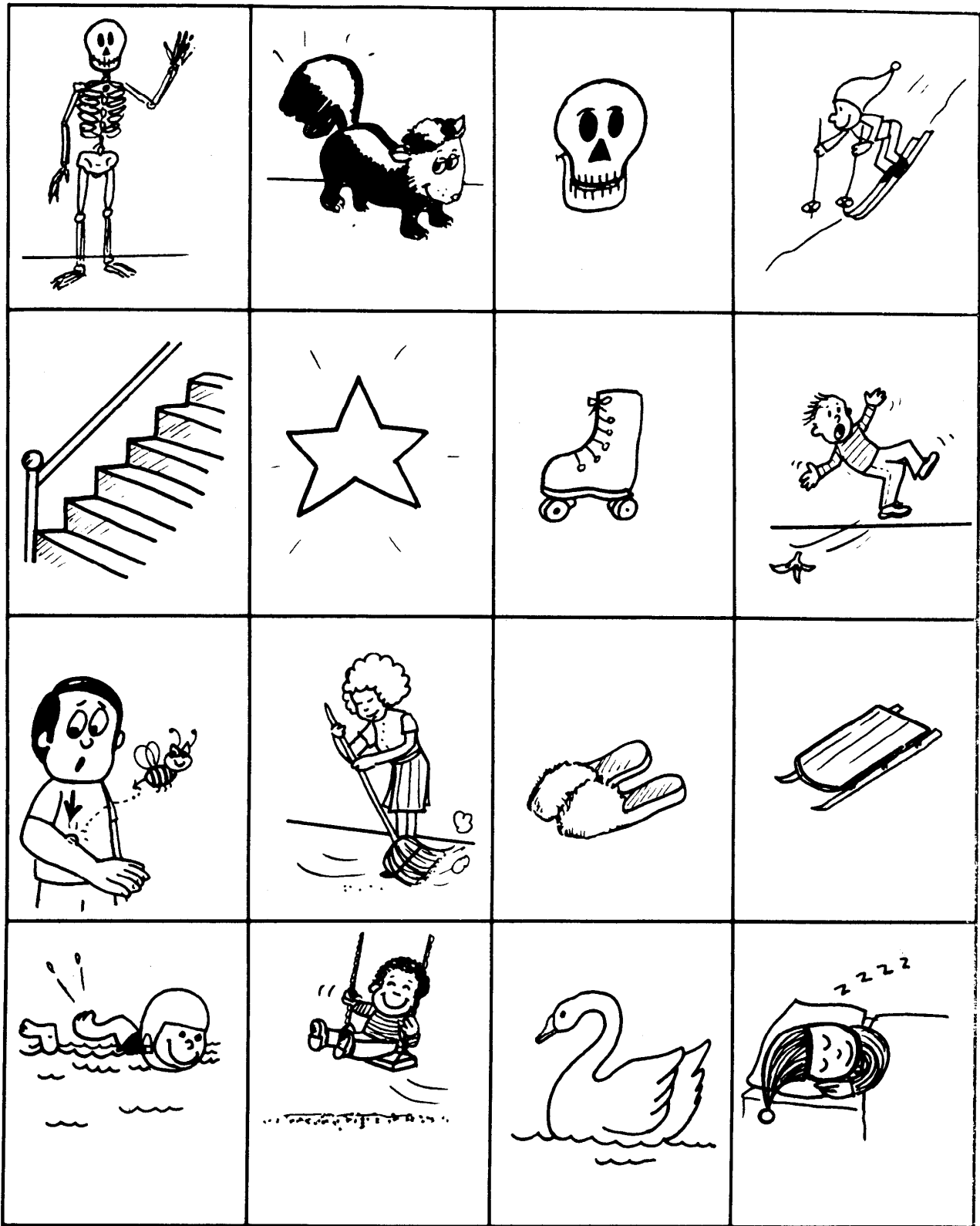


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# RACE!

Review the cards with the student before beginning the game (e.g. slip, sting, sweep, sleep). Cut the cards apart. Scramble them. Turn them face down. A player takes a card and moves his marker to the nearest square starting with the same sound. DO NOT SPELL. Sound the letter blend. Put used cards at the bottom of the pile. The first player to travel to the distant planet and back safely is the winner. Starred spaces mean the player gets one extra turn.



SPACE RACE