

Kermode's Path



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Help the Kermode Bear Find His Way Back to His Mother Bear

Roll the dice and add the numbers. If you are wrong, move backward two squares. If you are correct, you may move your gummy bear or gamepiece ahead as many spaces as your correct answer. If you can also multiply the two numbers on the dice, you can move your bear ahead an additional two squares.

