





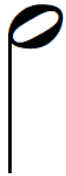
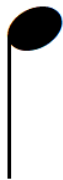





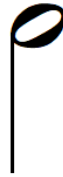



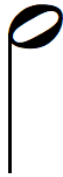
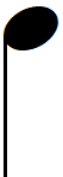





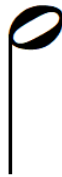






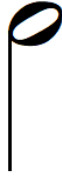
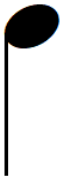



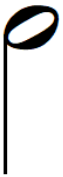



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FLUTES AND LADDERS

Instructions: Cut out the player marker logos above and game cards below and take turns drawing from the card stack. Each player gets to move forward the number of spaces represented by the value of the note (note value key on board). If you land on a ladder, you get to climb it, and if you land on a flute, you have to slide back down it. First one to Klopol's dad wins!

					
Top  Bottom					Top  Bottom
Top  Bottom					Top  Bottom
Top  Bottom					Top  Bottom
Top  Bottom					Top  Bottom
Top  Bottom					

FLUTES AND LADDERS

