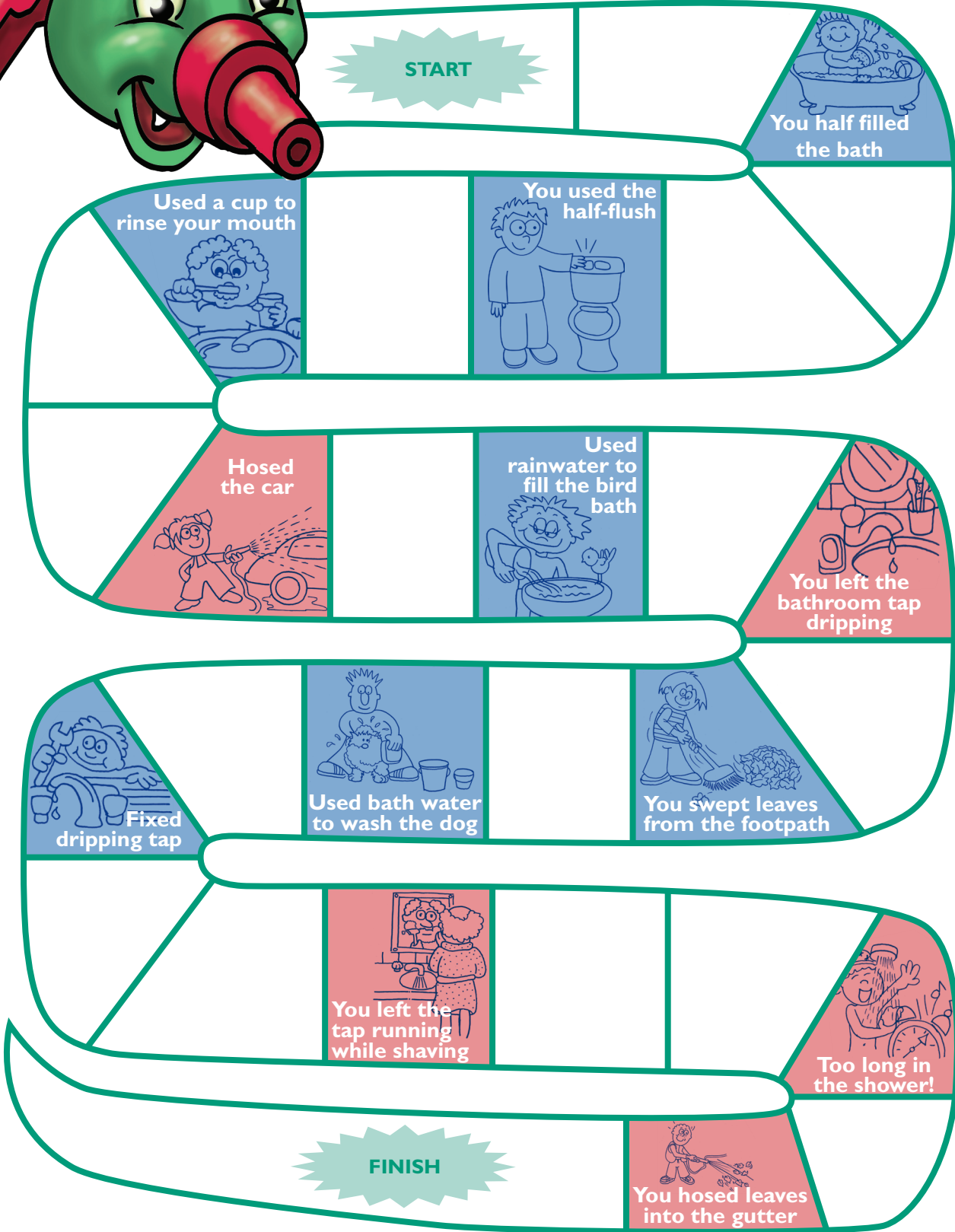


SAMMY'S WATERWISE GAME



How to play

You will need one die and a different coloured button, coin or small toy to use as a marker for each player. Place all markers on the **START** square. The youngest player goes first. Roll the die and move your marker along Sammy.

- If you land on a blue water-saving square, move **ahead** one space.
- If you land on a red water-wasting square, move **back** one space.
- The first person to reach Sammy's tail wins!