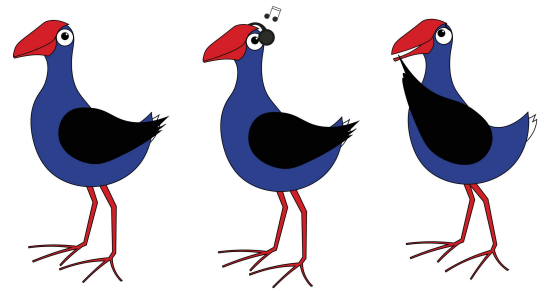













# That's Not Fair!: Pūkeko Racing

1. Place a counter on each pūkeko.
2. Throw two dice and add them together.
3. Move the pūkeko with that number one space closer to the bridge.
4. The winning pūkeko is the first pūkeko to the bridge.



			2
			3
			4
			5
			6
			7
			8
			9
			10
			11
			12