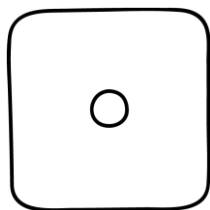
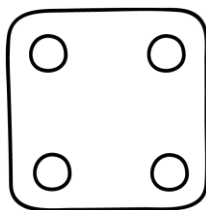


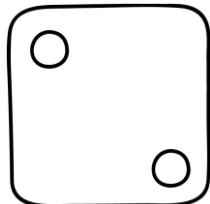
# ROLL, COMPLETE, & COLOR



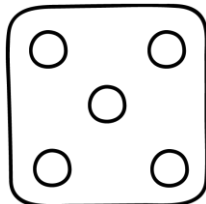
**a**



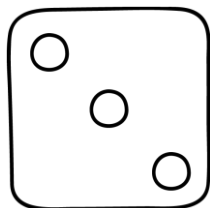
**o**



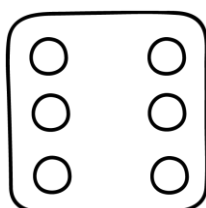
**e**



**u**

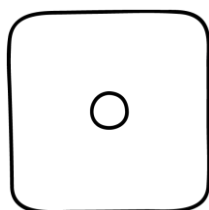


**i**

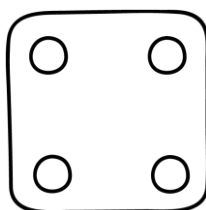


**skip turn!**

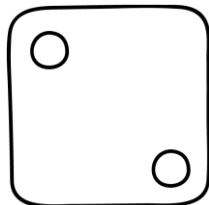
# ROLL, COMPLETE, & COLOR



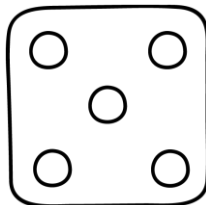
**a**



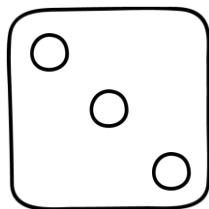
**o**



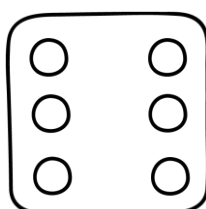
**e**



**u**







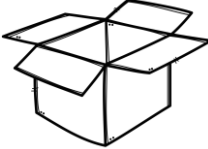
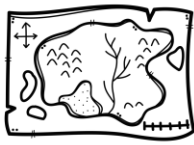
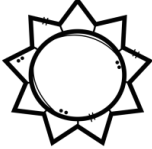

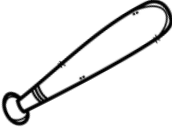

**i**



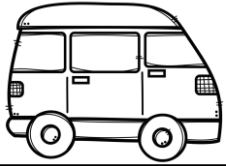









**skip turn!**

# ROLL, COMPLETE, & COLOR

## PLAYER 1

c		t	
m		d	
n		t	
c		p	
b		x	
m		p	
s		n	
l		g	
b		t	
p		g	

## PLAYER 2

v		n	
d		g	
r		g	
p		n	
h		t	
l		p	
h		n	
f		n	
t		b	
r		n	

# ROLL, COMPLETE, & COLOR

## PLAYER 1

c		t	
m		d	
n		t	
c		p	
b		x	
m		p	
s		n	
l		g	
b		t	
p		g	

## PLAYER 2

v		n	
d		g	
r		g	
p		n	
h		t	
l		p	
h		n	
f		n	
t		b	
r		n	