



Start



Animal Shelter



Beach

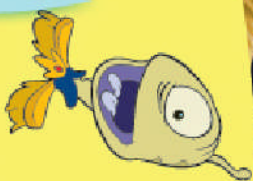


PICTURES

@ART P



TOWN



Lilo & Nani's
House





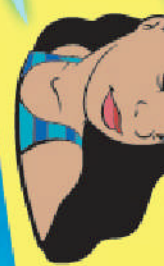
Lilo & Stitch

Lilo & Stitch



To

Down Street



Lilo's Bedroom



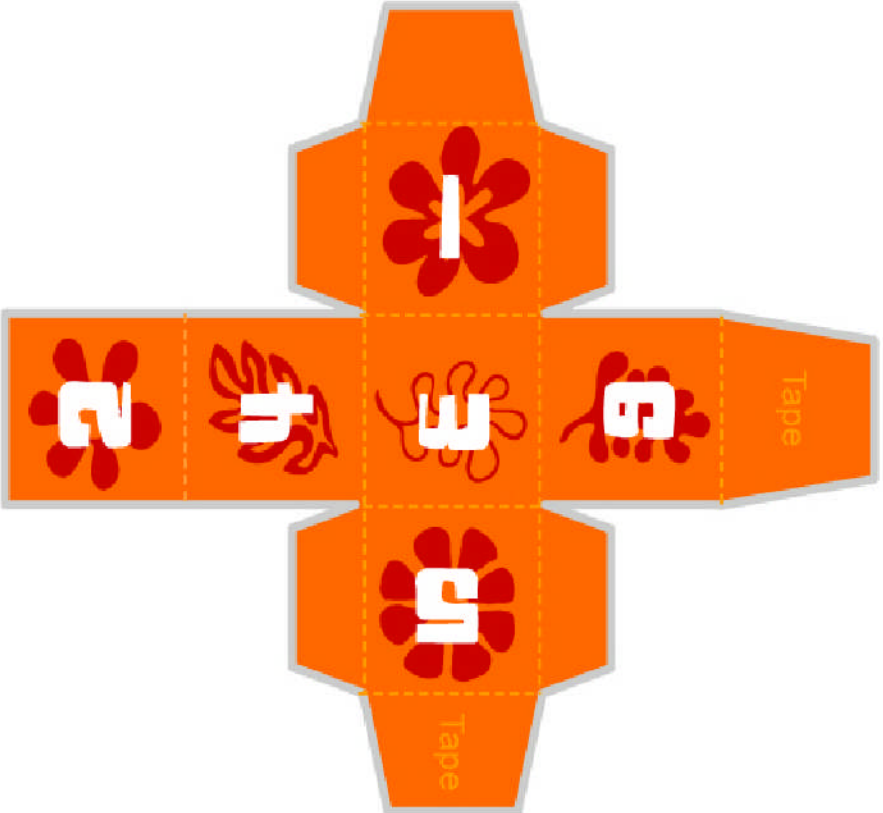
Finish



Stitch

Drissin!
With Lilo & Stitch

Cut ———
 Fold - - - - -



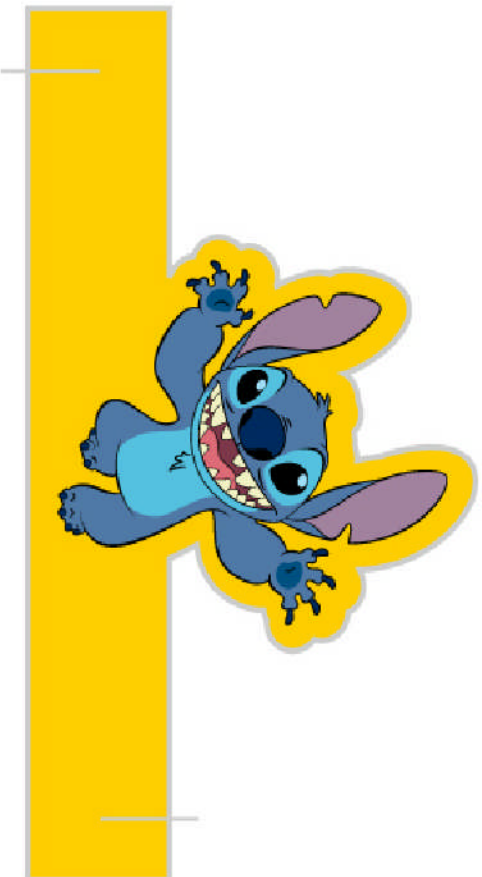
Fold and Tape for 2 sided cards



Animal Shelter	Lilo & Nani's House 	Beach
Town Street 	Lilo's Bedroom 	Luanau

Cut ———
Fold - - - - -

Cut along gray lines and make a half cut on the sides of the color bar where indicated.
Loop around and interlock the tabs in the back. Tape tabs down if you like.



Cruise!

With Lilo & Stitch

Game Rules

Contents Game Board, Die, 4 Play pieces, 6 Cards

Object Be first to reach the Finish.

Set Up

- Assemble the 4 sections of the Game Board and place it in the center of the table.
- Cut out all of the other components. Assemble the four play pieces and the flowered die and tape to hold. Fold cards in half, secure with tape.
- Put the cards on the table with the flower symbol up. Shuffle them around, and without turning them over, place each of the six cards onto one of the spaces with the matching flower symbols.
- Everybody choose a Lilo or Stitch play piece and place it on the Start space on the game path.

Play

Take turns. On your turn, roll the die. Move your play piece down the path the number indicated.

If you land on a space that has an arrow leading to another space, follow the arrow and stop where it leads you. Sometimes arrows help you get ahead, sometimes they make you fall behind.

If you land on a space that has a card on it, turn the card over and go to the space on the path that matches what's shown on it. You might get to advance, but you might have to go back. Once a card is revealed, put it aside. It is out of play.

If you land on a space that is occupied by another player, you may advance to the next unoccupied space.

If you land on a space that has nothing special on it, you're safe! Stay there until your next turn.

Then it's the next player's turn.

Winning If you're the first player to cruise from the animal shelter to the safety of Lilo's bedroom, you're the winner! (It's not necessary to land there by exact count.)

