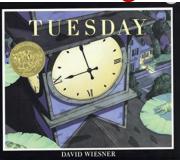
## Reading



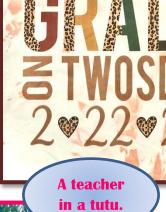






















TALL TOWERS w/Linking Cubes





Tinker Twosday

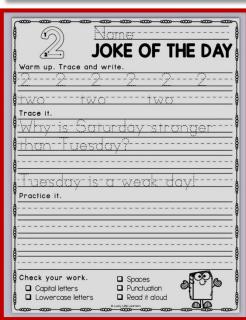


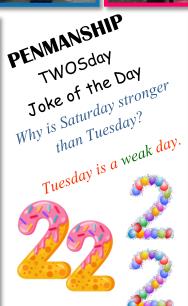






IMAGINE PLAN CREATE TEST



















## DOUBLE IT UP

Roll a die. Double the number.

Take turns. The player with the most squares colored when

the board is full wins.











