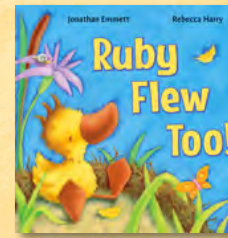


Ruby Flew Too!

by Jonathan Emmett & Rebecca Harry

Follow Ruby's story in this board game. All you need is a dice and a counter for each player (you can use coins). The youngest player starts and then play continues clockwise.



Find out more about this book at hatchlingbooks.co.uk



Ruby hatches slowly, in her own time.



ROLL 1, 2 OR 3 TO START

Ruby is not hungry.



MISS A GO

Ruby's starts eating!



ROLL AGAIN

Ruby gets left behind.



Ruby learns to swim!



PADDLE FORWARD 2

Ruby is growing her flight feathers.



MISS A GO

Ruby flies far and wide.



SOAR FORWARD 3

Ruby soars high among the clouds.



ROLL AGAIN

Ruby comes home!



FINISH