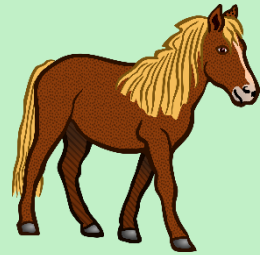
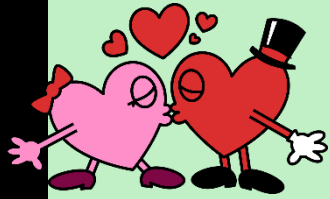
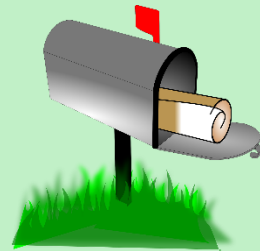
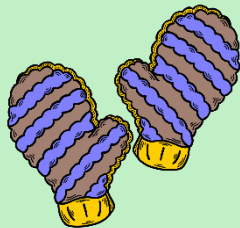


START

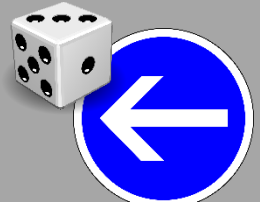
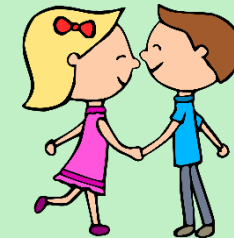
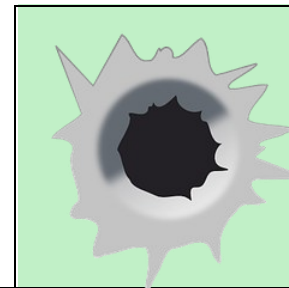


VOKALEN

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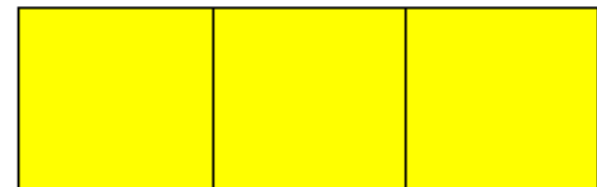
Vokalen snyder 1



slå og ryk tilbage

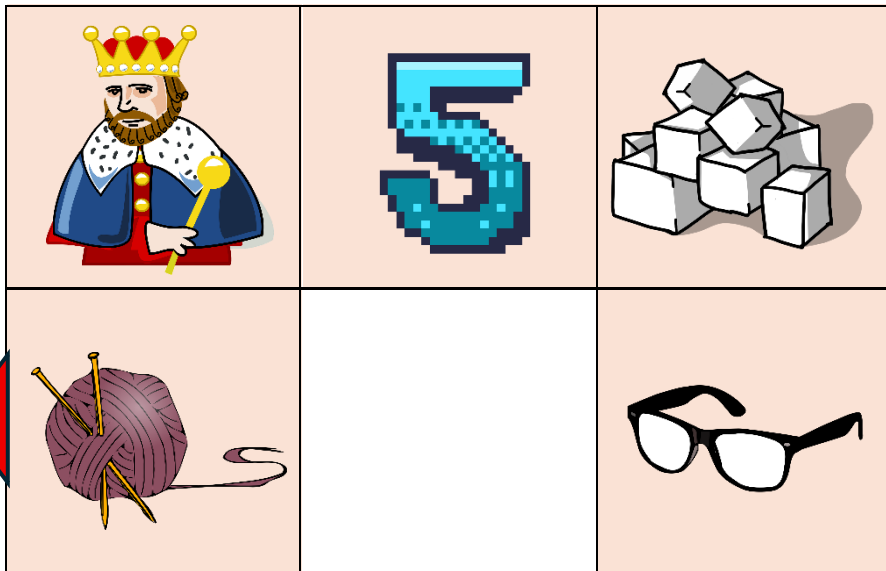


slå og ryk efter
det blå felt



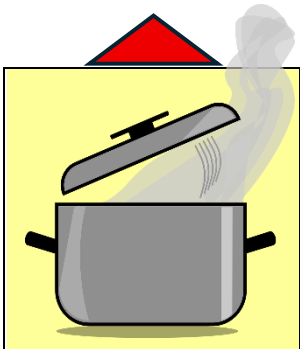
SNYDER 1

Vokalen snyder 1

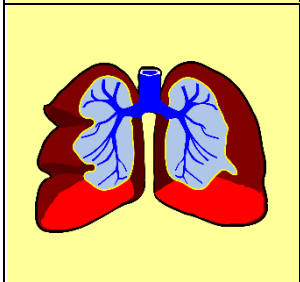


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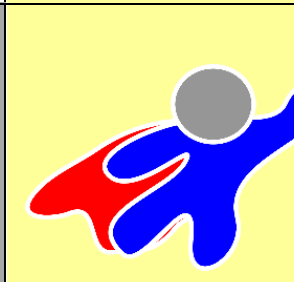
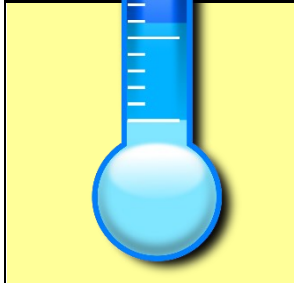




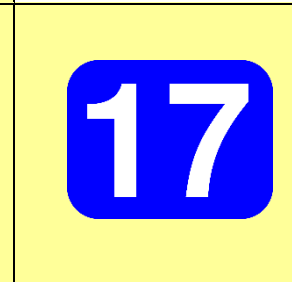
slå og ryk frem



vent en omgang



Vokalen snyder 1

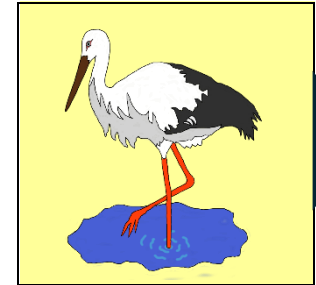


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o som å



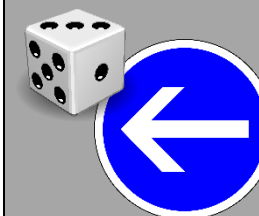
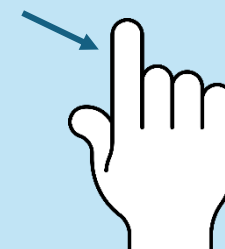
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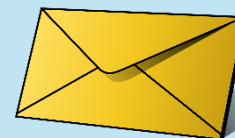
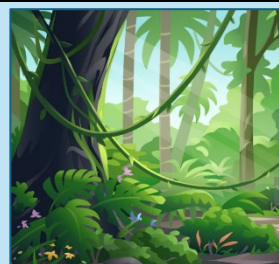
12



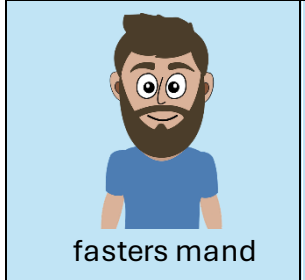
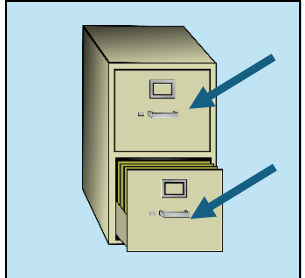
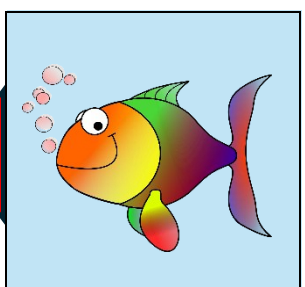
slå og ryk tilbage

Sæt en brik på hver af de 3 farvede felter og en på start. Slå med en terning, se hvilken drillevokal du skal ramme. Ryk din brik frem til første gang du lander, på et felt med den. Hver gang din brik passerer start, fjerner du en af dine brikker på det farvede felt. Den der først har tømt sit farvede felt, har vundet.

Vokalen snyder 1



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fasters mand

