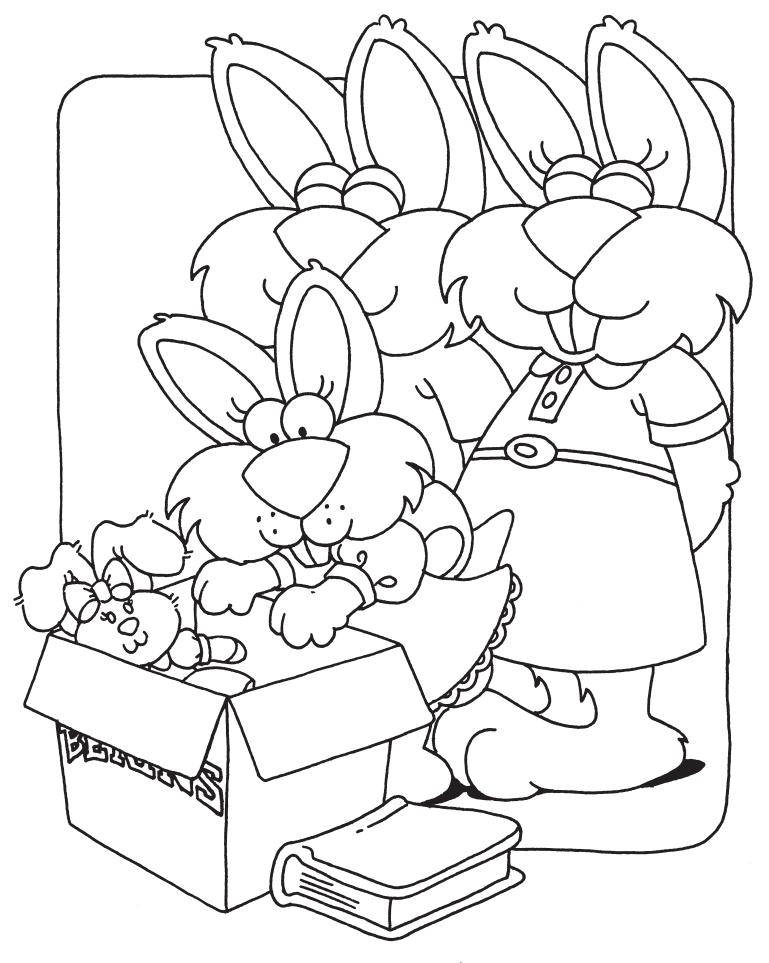
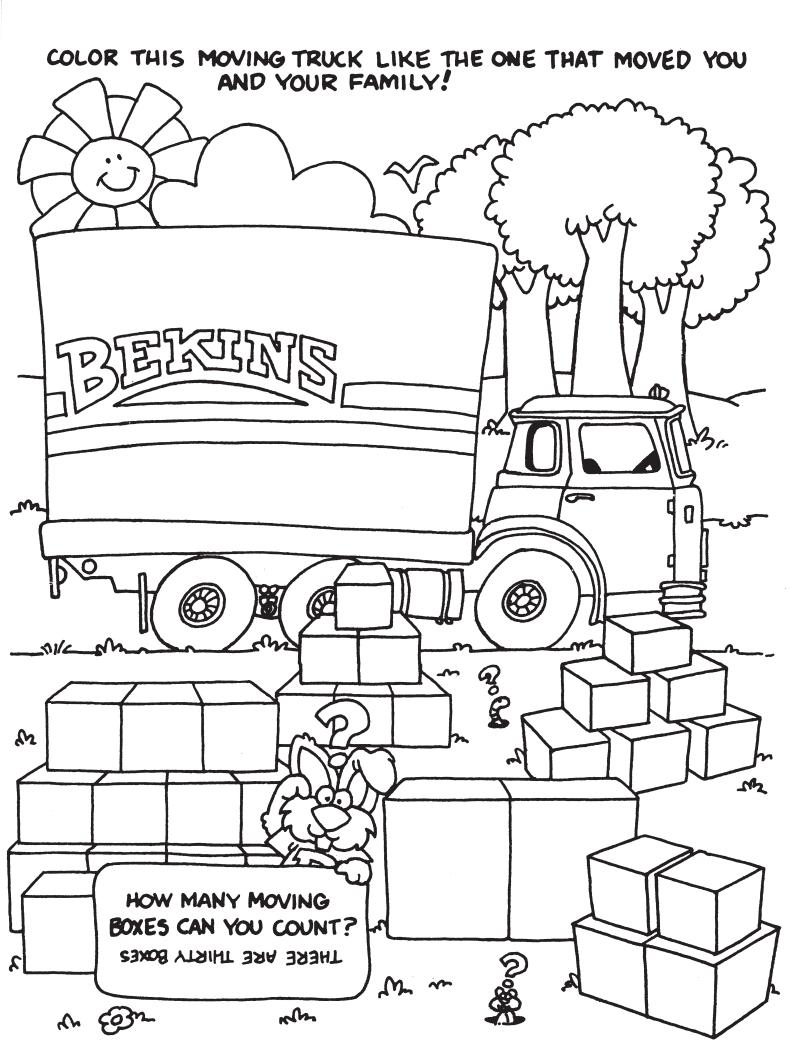


BEKINS BUNNY IS EXCITED. YOU SEE, HE AND HIS FAMILY ARE MOVING TODAY. THERE WILL BE NEW FRIENDS TO MEET - NEW

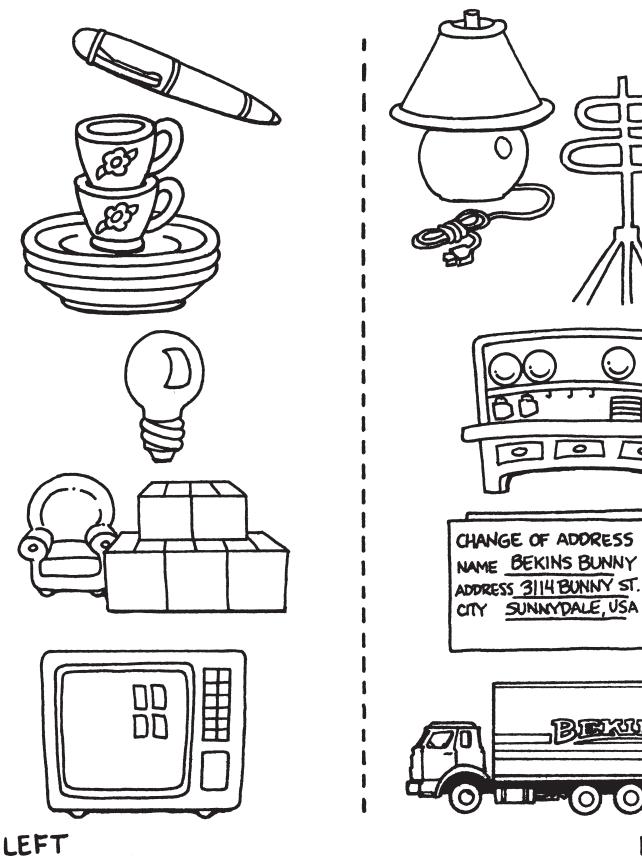


PLACES TO SEE AND A NEW HOME TOO! A REALLY BIG ADVEN-TURE FOR EVERYONE.



MATCH DUPS

EVERYTHING ON THE LEFT SIDE GOES WITH SOMETHING ON THE RIGHT SIDE. DRAW A LINE CONNECTING THEM.



RIGHT

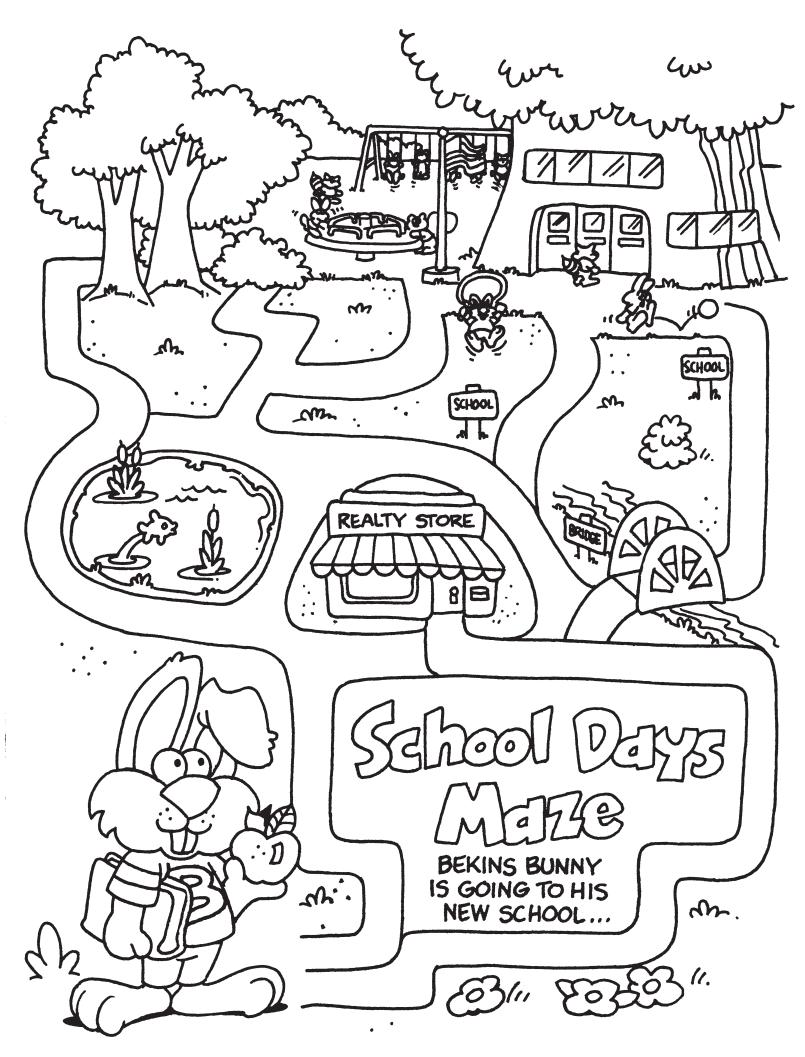
COUNTIESS GAME OF

AFTER MOVING, BEKINS BUNNY AND HIS SISTER ARE GOING TO UN-PACK THEIR THINGS. COLOR AND PLAY THIS GAME.



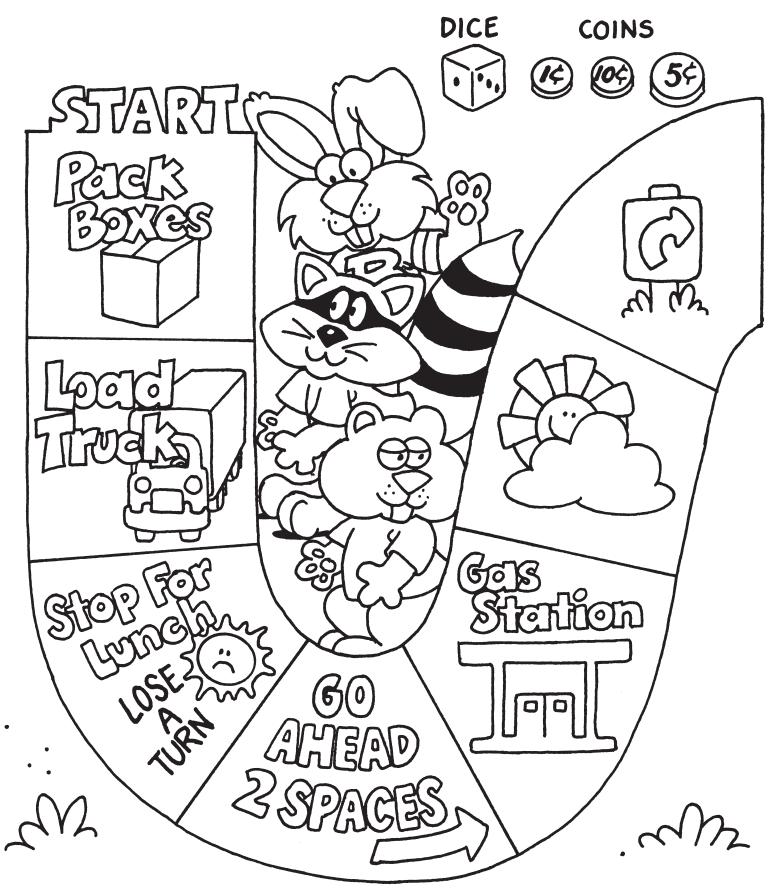
RULES: LAY GAME ON TABLE OR FLOOR, EACH PLAYER GETS 10 PENNIES TO TOSS. STAND OR SIT WHILE TOSSING COINS AT THE TARGETS. EACH PLAYER TOSSES ALL THEIR PENNIES AND THEN ADDS ALL POINTS SCORED. THE MOST POINTS WINS GAME. COIN MUST BE OVER DOTTED LINE TO SCORE POINTS. GOOD LUCK!







PLAY THIS MOVING GAME WITH A FRIEND. COLOR AND YOU ARE READY TO PLAY. FIRST, YOU WILL NEED A DICE AND ONE OR MORE COINS TO USE AS YOUR PLAYING PIECES.



GAME RULES: ROLL THE DICE & MOVE YOUR PLAYING PIECE THE NUMBER OF SPACES AS SHOWN ON DICE. DO WHAT THE SPACES SAY. TAKE TURNS UNTIL SOMEONE REACHES BEKINS BUNNY'S NEW HOME.



