

























A DAY IN THE LIFE OF HUMPHREY: The job of a classroom hamster has its ups and downs - just ask Humphrey! All you need to play this game is a single die (half of a pair of dice) and a different token for each player (various buttons; paper shapes; coins). The game can be played by any number of players. The first player to reach square 80 wins the game.

Rule 1: Each player rolls the die. The one with the lowest number goes first. Repeat to see who goes second, third, fourth, etc.

The player with the lowest number goes to square one and begins the journey through Humphrey's day!

Rule 2: To finish, you must throw the exact number needed to land on 80. If you throw too high a number, you must wait for another turn. **And now - let's play!**

 1 Welcome to Room 26! Throw the dice and begin the day.	2	3  Say HI-HI-HI to fellow students. Take another turn!	4	5	6  Oh-oh. Missed two spelling words on test. Lose 2 turns!	7  A.J. gave me a treat. Advance to 11	8
16	15  Golden-Miranda said she loves me! Advance to 18	14	13	12	11	10	9  Dozed off during math class. Go back to 5 and miss a turn!
17	18	19	20  Made Gail giggle too hard and she got in trouble. Miss a turn.	21	22	23  Chatted with Og during lunch break. Advance to 28	24
32	31  Got lots of exercise on my wheel. Take another turn!	30	29	28	27	26	25
33	34	35  Laughed at Kirk's joke. Take another turn!	36	37  Dozed off during Science Class. Miss a turn.	38	39  Too much squeaking during silent reading. Go back to 29 and miss a turn.	40
48  Mrs. Brisbane said I'm going home with Garth for the weekend. Advance to 50!	47	46	45	44	43  Mr. Morales came to class and gave me a treat. Take another turn!	42	41
49	50	51  Oops - I almost got caught out of my cage by Aldo! Go back to 41 and miss a turn	52	53  I forgot to tell Og I was going to the library & was unsqueakably worried! Miss 2 turns	54	55	56  Got a yummy carrot stick from Aldo. Take another turn!
64	63	62  Told Og a funny story. Have another turn!	61	60	59	58	57  Wrote a GREAT-GREAT-GREAT poem in my notebook. Take another turn!
65	66  Managed to sleep a little tonight. Maybe I'll stay awake tomorrow! Take another turn	67	68  Told Og he's my BEST-BEST-BEST friend. Advance to 75	69	70  Oh, no - I overslept - eek! Go back to 60	71	72
80  Whee! I finally got all my spelling words right. You won the game!	79	78	77	76	75	74  Mrs. Brisbane arrived and said she missed us last night. Advance to 77	73