

DOG MAN & FRIENDS

SUPA FLASH CARD MEMORY GAME

In *Dog Man: For Whom the Ball Rolls*, Li'l Petey and 80-HD use flash cards to teach Dog Man to focus on his friends instead of things like red balls!

This two-player game works like the classic game of Memory by having players find pairs of matching cards, but there's a catch. Whatever you do, don't get distracted by the red ball! If you find two red ball matches, it's game over for you—and the other player wins! Ready to give it a try?

HERE'S HOW TO PLAY:

1. Cut out all of the flash cards below and on the following page.
2. Mix up the cards and place them facedown in three or four rows.
3. Turn over any two cards. If the cards match, keep them. If they don't match, put them back facedown. And remember: if you turn over two red balls, you're out—and the other player automatically wins.
4. The player with the most matches wins.



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SUPA FLASH CARD MEMORY GAME



MOLLY



MOLLY



RED BALL



RED BALL



PETEY



PETEY



LI'L PETEY



LI'L PETEY



COMMANDER
CUPCAKE



COMMANDER
CUPCAKE



ZUZU



ZUZU



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