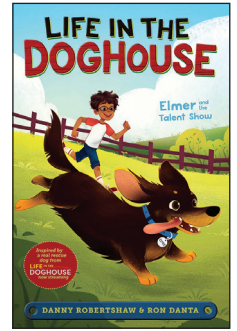
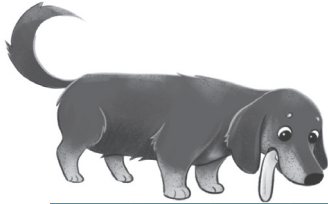


Maze

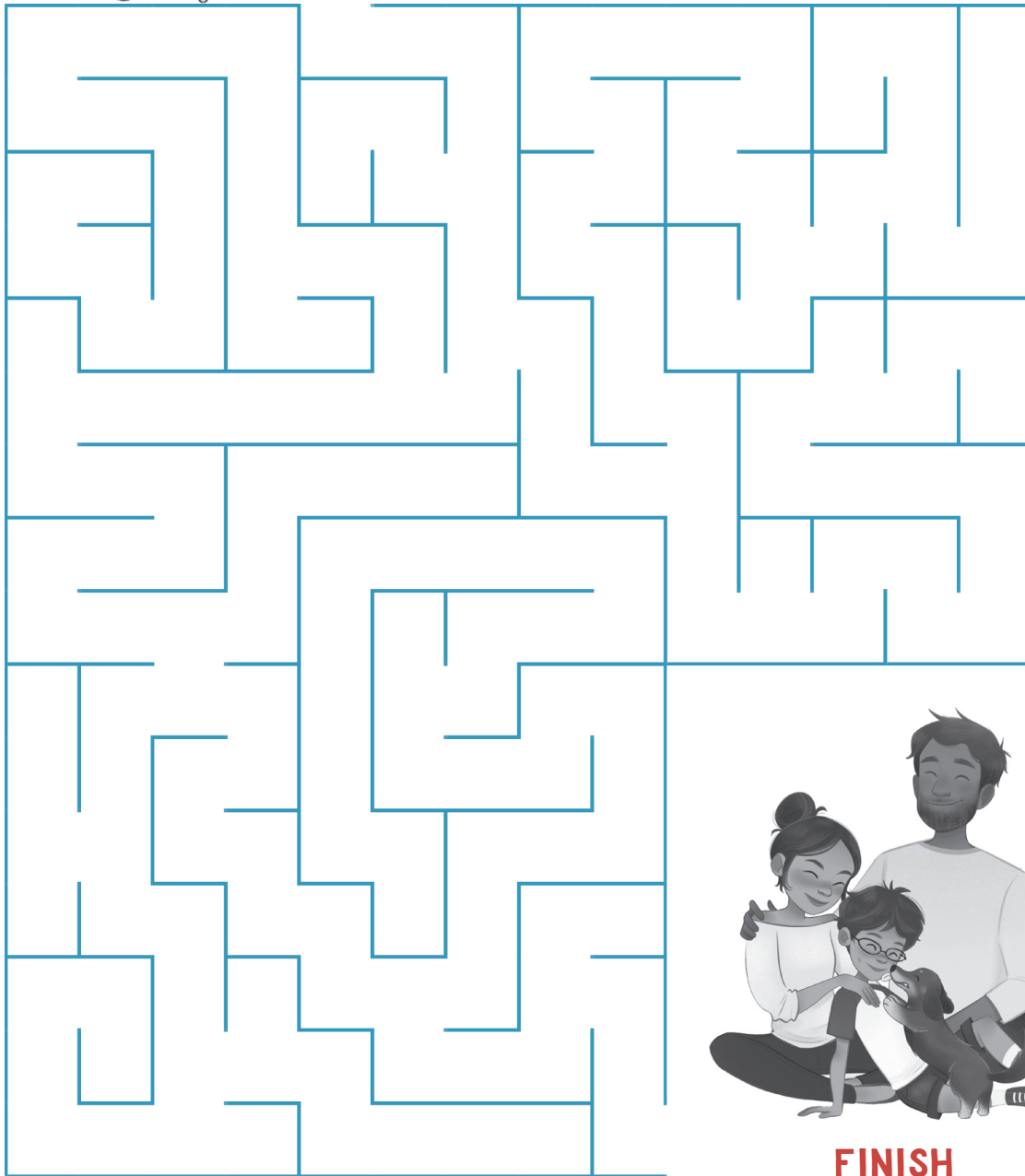
Elmer, a sweet dachshund with many medical issues, loves living at Danny & Ron's Rescue, but he can't wait to be adopted. Help Elmer find his way to Benny and his parents—Elmer's new forever family!



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START



FINISH

LIFE IN THE DOGHOUSE: Elmer and the Talent Show

by **Danny Robertshaw and Ron Danta**

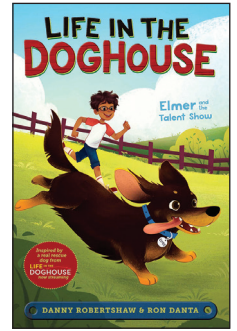
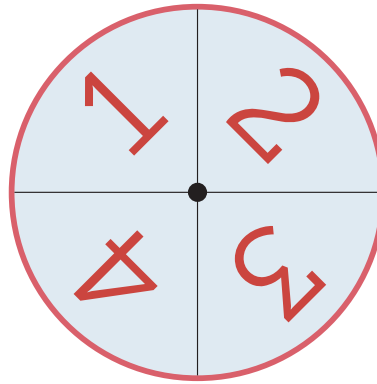
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Game

Elmer and his friend Coda are competing in the Canine Talent Show! Play the game and see who wins!

Spinner



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START

If you land exactly on a space with directions, follow the prompt. You must land exactly on the "Winner!" space to end the game.

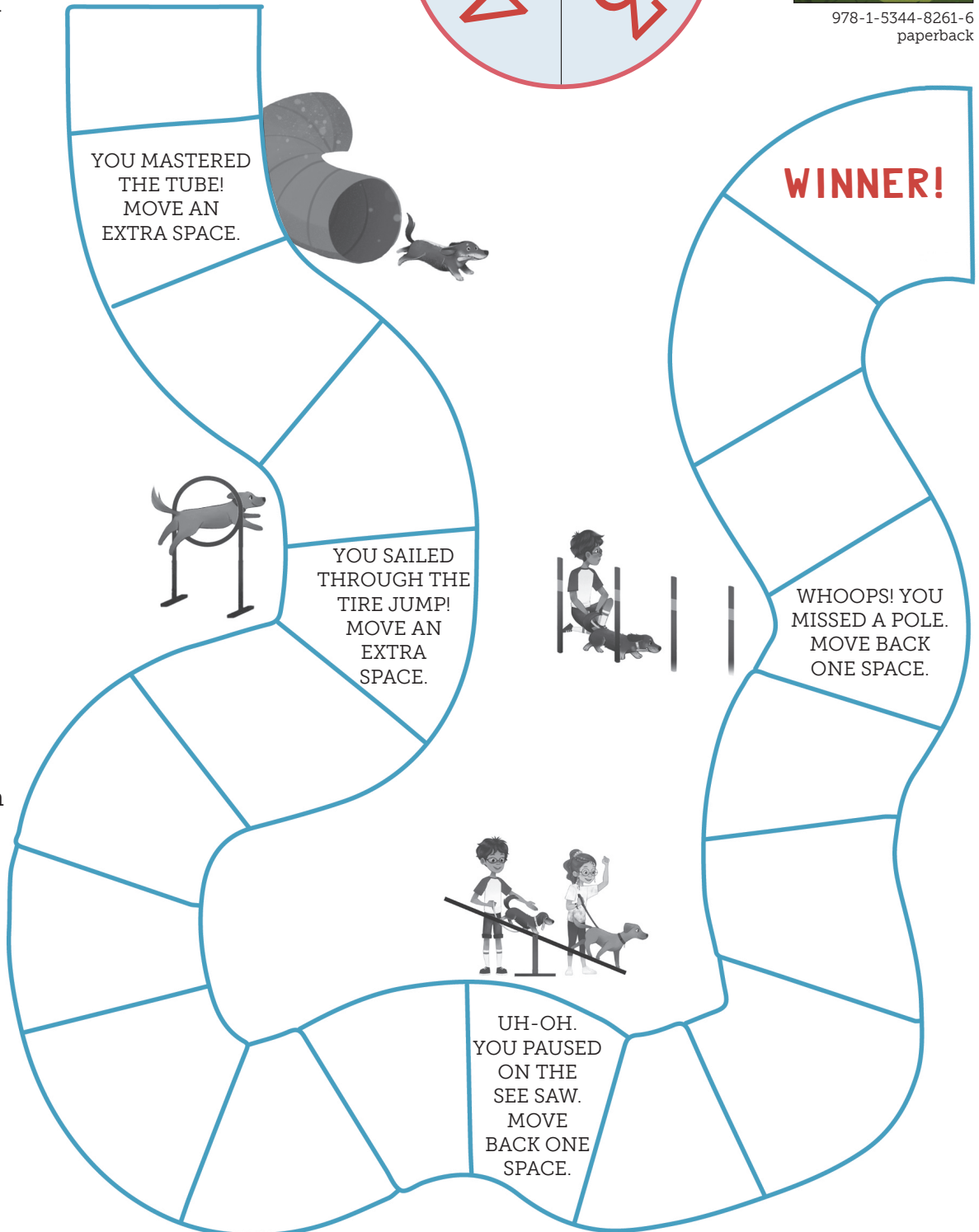
Cut out your Coda and Elmer playing pieces.



CODA



ELMER



YOU MASTERED THE TUBE!
MOVE AN EXTRA SPACE.

YOU SAILED THROUGH THE TIRE JUMP!
MOVE AN EXTRA SPACE.

UH-OH. YOU PAUSED ON THE SEE SAW.
MOVE BACK ONE SPACE.

WINNER!

WHOOPS! YOU MISSED A POLE.
MOVE BACK ONE SPACE.

Use the spinner to know how many spaces to move on the game board. Put a paperclip at the center of the circle and use the point of a pencil to hold it in place. With your other hand, flick the paperclip. Move ahead the number of spaces indicated.

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