

# WACKY FLASHCARD RACES



Dick Dastardly and his old pal Muttley are up to their old tricks again. They will stop at nothing to make sure they win one of their “Wacky Races.” Somehow they have managed to trap the characters of Hanna Barbera into flashcards. It’s up to you to foil their evil plans and set the characters free!

## WHAT DO I NEED TO PLAY?

**DICE**

If you don't have dice you can go to [freeonlineedice.com](http://freeonlineedice.com)

**WATER BOTTLE**



By: Mr. Seifert





BURPEES

BIRDMAN



LUNGES

SPACE GHOST



SIT UPS

GRAPE APE



JUMP ROPE

SNAGGLEPUSS



HELP



Dance for 10 seconds to Free the Jetsons!

Sing any cartoon theme to Free Josie and the Pussycats!



HIGH KNEES

SCOOBY DOO



PLANK WALK

YOGI BEAR



WALL SIT

TOP CAT



RUN IN PLACE

ATOM ANT



FLASHCARD

BEGIN AT THE START!

MR. SEIFERT

FOLLOW THE ARROW TO THE FIRST SET OF CARTOON FLASHCARDS, "TOP CAT" AND "ATOM ANT." ROLL YOUR DICE FOR EACH CHARACTER TO SEE WHAT EXERCISE YOU ARE GOING TO DO. THE CHARACTER WITH THE HIGHEST NUMBER IS THE EXERCISE YOU WILL DO. THEN ADD THE TWO NUMBERS TOGETHER TO SEE HOW MANY TIMES YOU DO THE EXERCISE.

EXAMPLE: "IF YOU ROLL A (4) FOR TOP CAT AND A (6) FOR ATOM ANT THAT MEANS ATOM ANT HAD THE HIGHER NUMBER SO YOUR EXERCISE WOULD BE TO RUN IN PLACE. THEN TAKE THOSE TWO NUMBER AND ADD THEM TOGETHER (4+6=10) THAT MEANS YOU WOULD RUN IN PLACE TEN TIMES. FOLLOW THE ARROW TO THE NEXT SET OF CARTOON FLASHCARDS TO CONTINUE THE GAME. THERE ARE ALSO THREE "HELP" SPOTS WITH BONUS ACTIVITIES TO FREE THE HANNA BARBERA CARTOONS. WHEN YOU MAKE IT AROUND THE BOARD GIVE YOURSELF 10 POINTS AND A PAT ON THE BACK. KEEP YOUR WATER CLOSE BY TO STAY HYDRATED. HAVE FUN SAVING YOUR CARTOON FRIENDS!

CHARACTERS ARE TRADEMARKS OF HANNA BARBERA

Dance for 10 seconds to Free Jabberjaw!

MOUNTAIN CLIMBERS

TOM



SQUAT JUMPS

JERRY

JUMPING JACKS

PAPA SMURF



INCHWORM

SMURFETTE

HELP



START



BICYCLES

DYNAMUTT



PUSH UPS

BLUE FALCON



SQUATS

FRED



CROSS JACKS

WILMA

