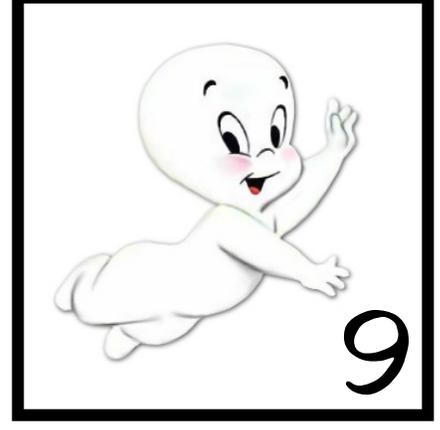
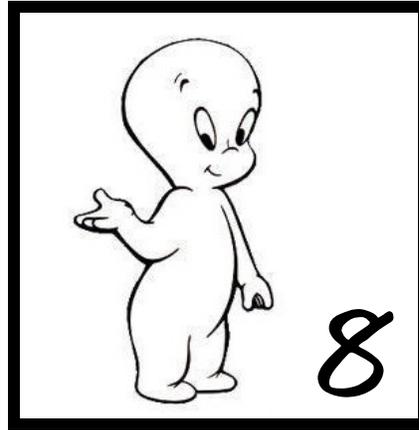
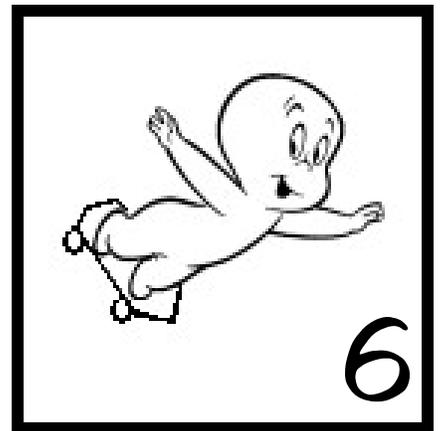
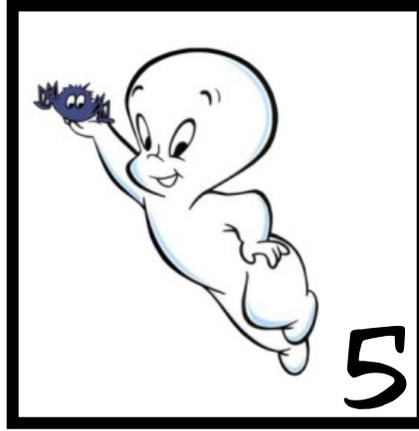


Don't Eat Casper!



How to Play: Place one piece of candy in each square. Send one person out of the room while the group chooses one candy piece to be "CASPER". When the player returns they eat the candies one at a time; but the minute they touch "CASPER" the group yells "DON'T EAT CASPER"! Their turn is then over and the next player leaves the room. Continue until all have had a turn.