

<b>START</b>	Pippi moves into Villa Villekula.	Pippi, Tommy and Annika go on a thingfinding hunt.	Pippi stands up to bullies.
	<b>Take 2 coins</b>	<b>Take 1 coin</b>	<b>Take another turn</b>
Pippi buys candy for her friends.	Policemen come to take Pippi to a children's home.	Pippi goes to bed.	Pippi plays tag.
<b>Lose 2 coins</b>	<b>Go back to start</b>	<b>Lose your next turn</b>	<b>Take another turn</b>
Pippi carries her horse down her front steps.	Pippi makes pancakes for breakfast.	Pippi is rude to the teacher.	Pippi, Tommy and Annika climb a tree and Annika is scared.
<b>Take 2 coins</b>	<b>Lose 2 coins</b>	<b>Lose your next turn</b>	<b>Lose 2 coins</b>
Pippi breaks a dish at Tommy and Annika's house.	Pippi cleans the kitchen floor.	Pippi helps her neighbor.	Pippi eats food that makes her sick.
<b>Lose 2 coins</b>	<b>Take another turn</b>	<b>Take another turn</b>	<b>Lose your next turn</b>
Pippi, Tommy and Annika get lost in the forest.	Mr. Nilsson runs away.	The children find Mr. Nilsson!	A bull tosses Tommy and he hurts his arm.
<b>Lose 1 coin</b>	<b>Go back 5 squares</b>	<b>Take 3 coins</b>	<b>Lose your next turn</b>
The children go to the circus.	Pippi lifts Mighty Adolf.	Robbers try to steal Pippi's gold.	Pippi misbehaves at Mrs. Settergren's tea party.
<b>Lose 2 coins</b>	<b>Take 2 coins</b>	<b>Lose 3 coins</b>	<b>Lose your next turn</b>
Pippi saves children from the burning skyscraper.	Tommy and Annika think they see a ghost.	Pippi's father comes for a visit.	It's the end of the party! Good-bye!
<b>Take 4 coins</b>	<b>Lose your next turn</b>	<b>Take 2 coins</b>	<b>Take 5 coins</b>