GAME Nº 5

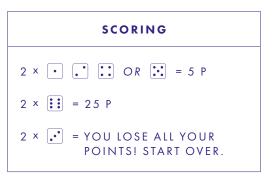
FIFTY

This is a great chance-based dice game to play with little ones: nobody has to make any decisions, the dice control everything, and there are very few rules to keep track of.

DICE	•.	2
PLAYERS	2	2+
AGE	22	4+

HOW TO PLAY

Players take turns rolling two dice. If you roll a double, you either get or lose points, and you pass the dice to the next player. If you don't, nothing happens and you pass the dice to the next player.



First player to 50 points is crowned the winner, to reign victorious evermore.