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# THE GINGERBREAD MAN

## Instructions

2-4 Players

## You will need...

- The Gingerbread Man board game
- The Gingerbread Man counters
- Dice



## Set up

Set up the board game by placing the Gingerbread Man counters at the start. The aim of the game is to end up at the finish.

## How to play

1. Each player rolls the dice and whoever rolls the highest number starts the game.
2. The first player starts by rolling the dice and moving the counter as many spaces forward as shown on the dice.
3. If you land on any of the images on the mat, (The old woman, old man, cat, mud splat, cow, horse, boy, fox and the 'run, run as fast as you can' image) then please see the 'what means what?' section of the instructions.
4. When you reach the fox you must stop and roll the dice to see whether you cross the river or not. If you roll the numbers 1,2 or 3 then you move back 4 spaces. If you roll 4,5 or 6 then you cross the river and finish.

# What Means what?



Move back one space.



Move back one space.



Move back two spaces.



Miss your next turn.



Move back two spaces.

run, run  
as fast as  
you can

Move forward two spaces.



Move back two spaces.



Move back two spaces.



Roll the dice, if you roll 1, 2 or 3 then move back 4 spaces.  
If you roll 4, 5 or 6 then cross the river and finish.



