

Two Away!

How to Play:

Roll the die.

Take 2 away from the number you rolled.

Find the difference on the board and cover it. If you roll a 0 or a 1, you miss a turn.

The first person to have three in a row in their colour wins!



You will need:

- Counters in 2 colours
- 0-9 die

7	2	0	4	3
0	1	4	2	4
6	7	0	5	6
3	5	4	2	5
1	6	1	7	3