



ROLL
A
GINGERBREAD
MAN

HOW TO PLAY

- Each player starts with a plain gingerbread man.
- Take turns in rolling a die.
- First one to finish decorating their gingerbread man wins.

NOTE

you can start decorating per accessory

YOUR GINGERBREAD MAN IS FINISHED WHEN HE HAS:

A FACE

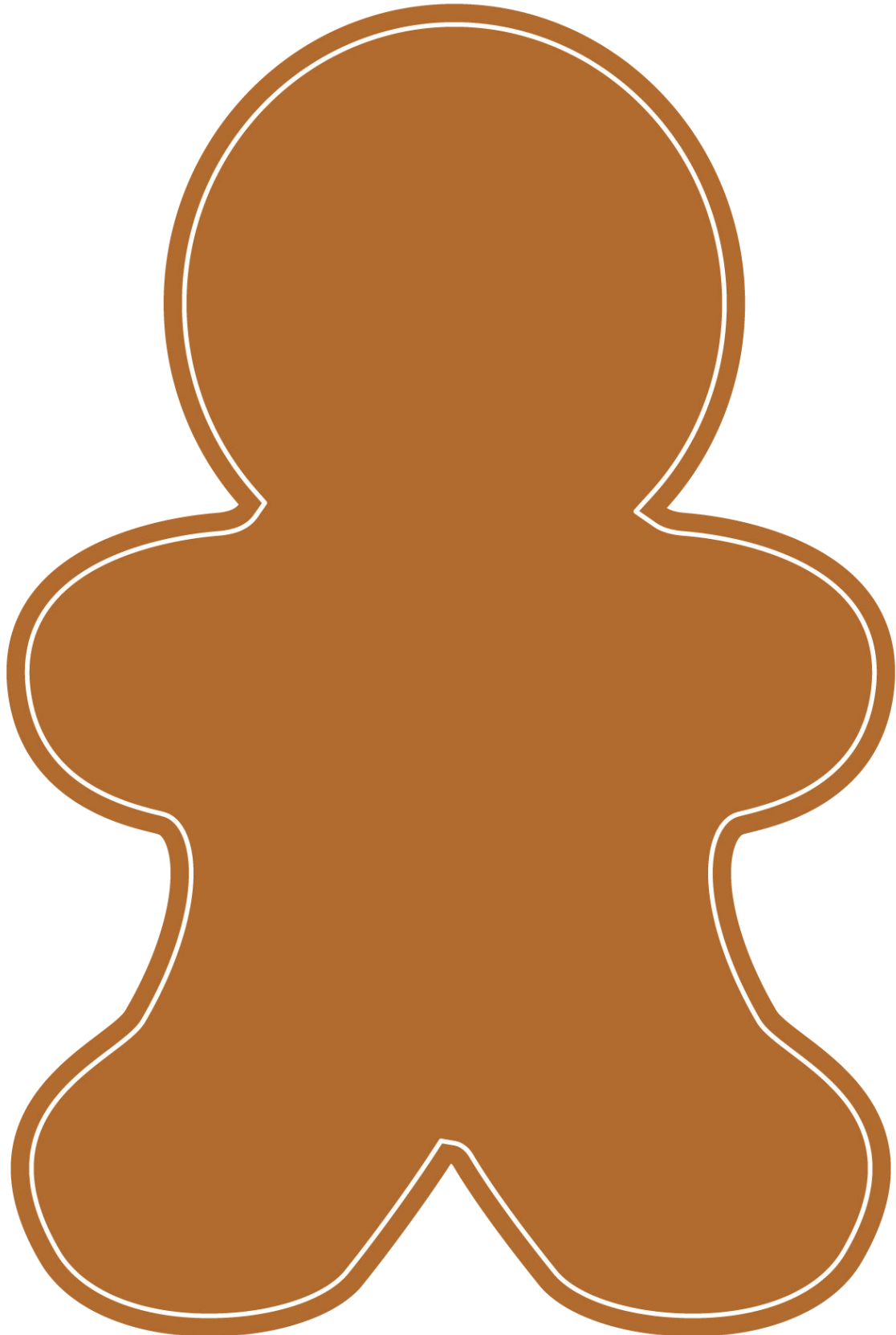
A HAT

A SCARF OR BOWTIE

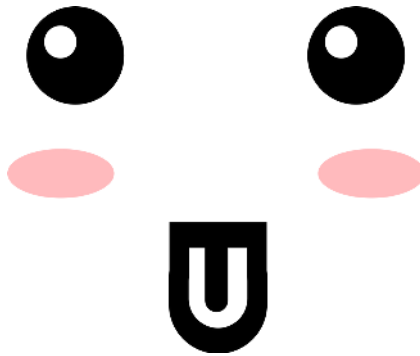
BUTTONS



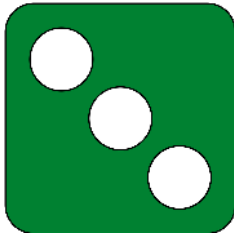
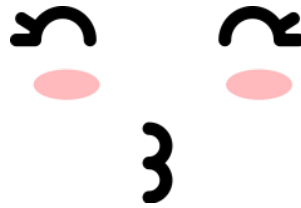
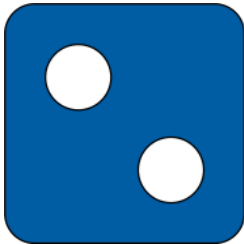
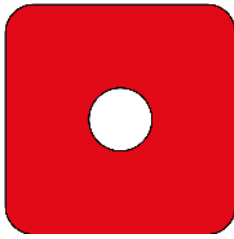
Roll a Gingerbread Man



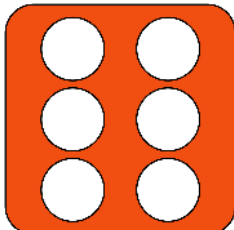
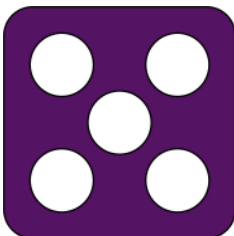
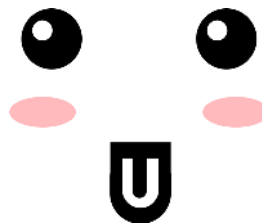
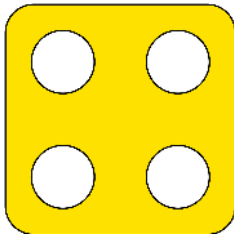
face



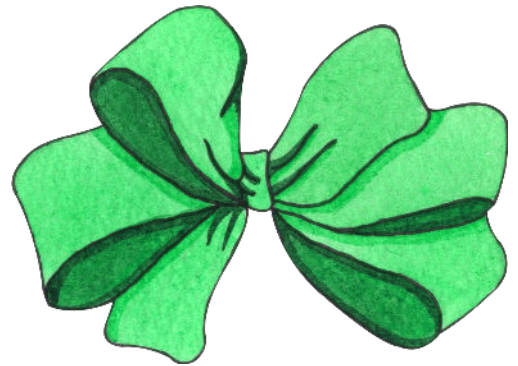
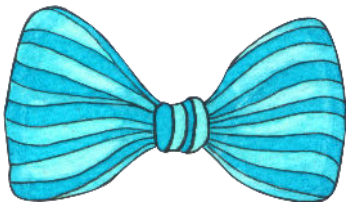
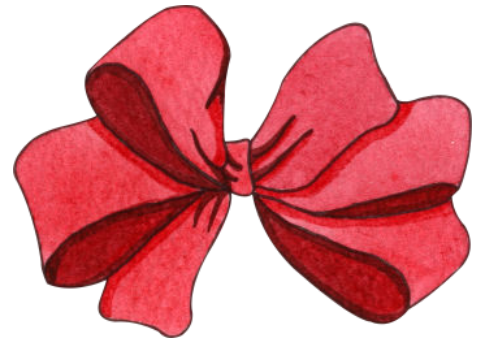
face



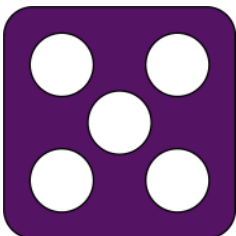
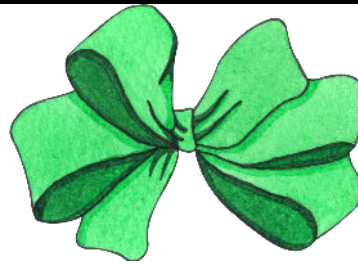
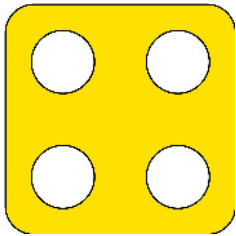
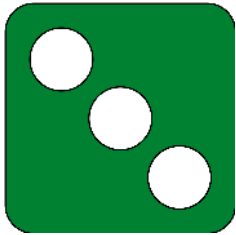
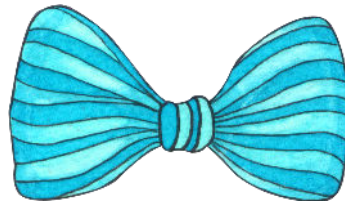
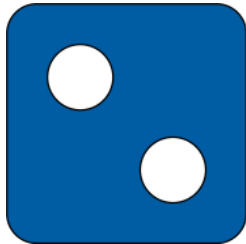
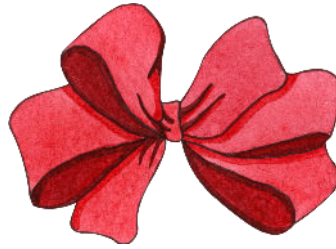
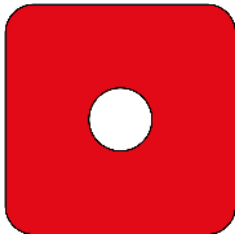
lose a turn



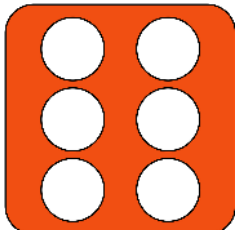
bow



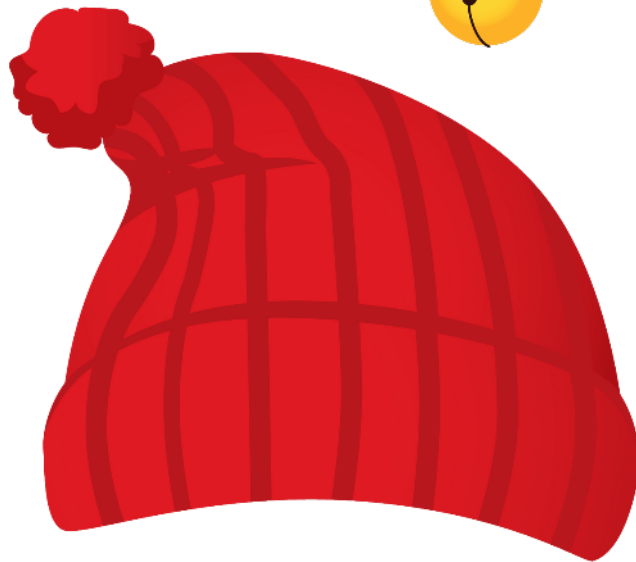
bow



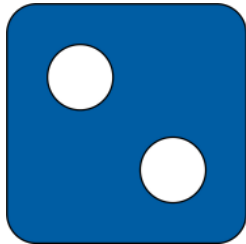
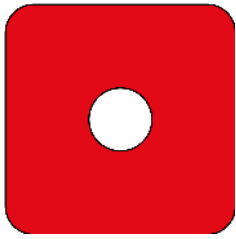
lose a turn



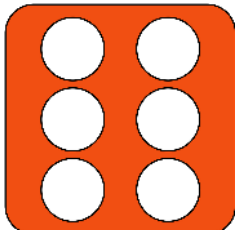
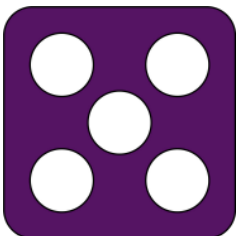
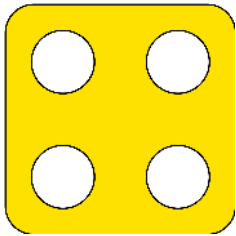
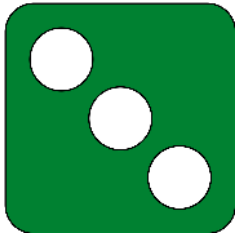
hat



Hats



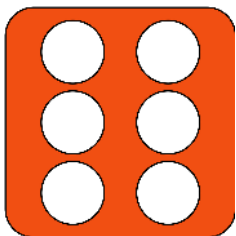
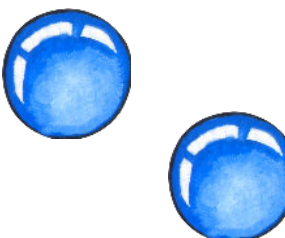
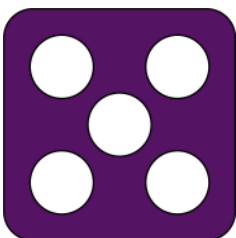
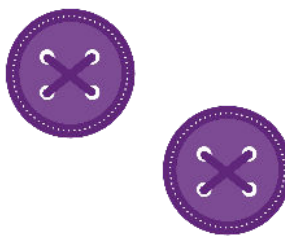
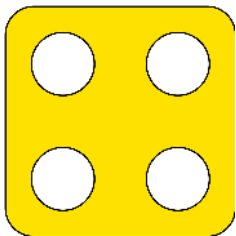
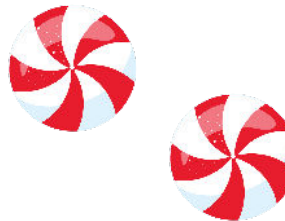
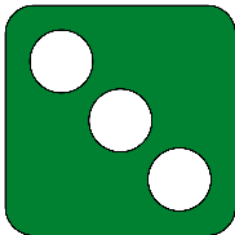
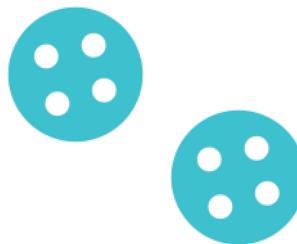
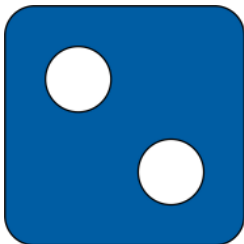
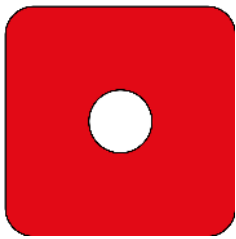
lose a turn



buttons

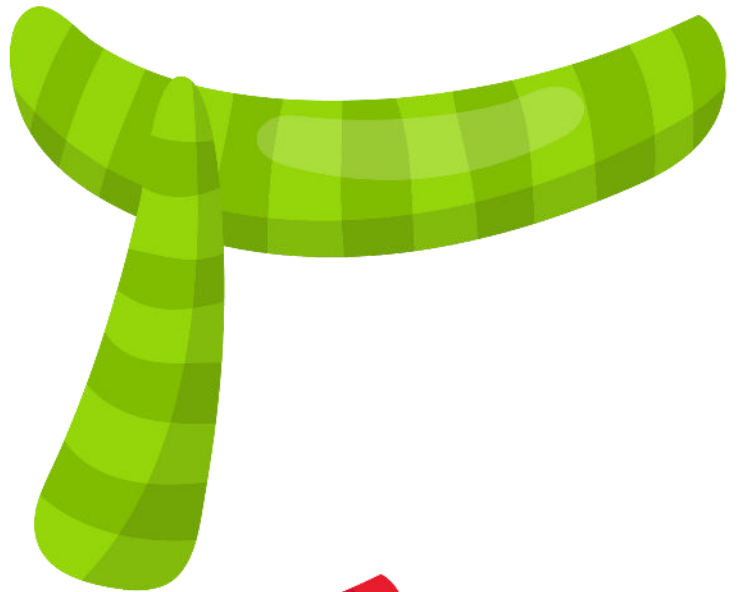
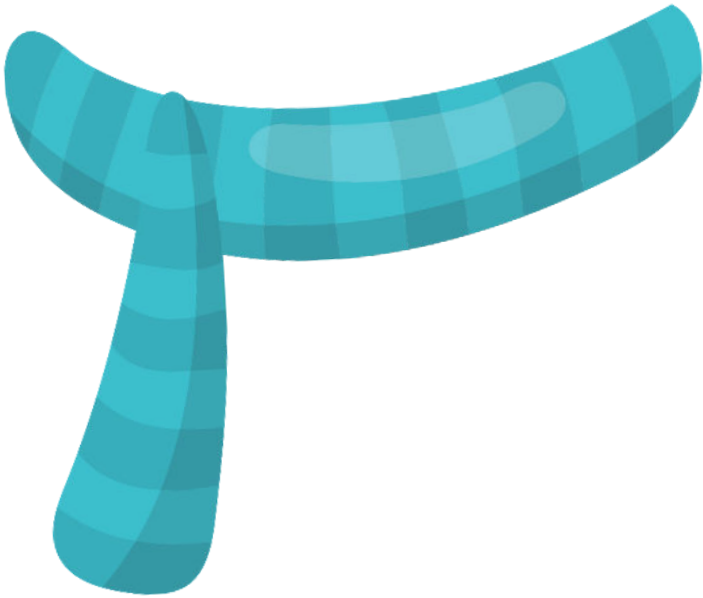


buttons

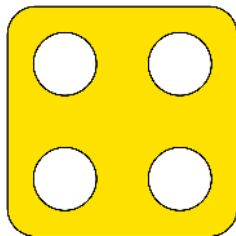
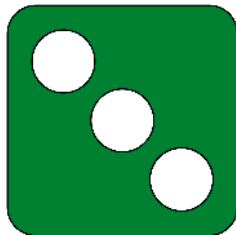
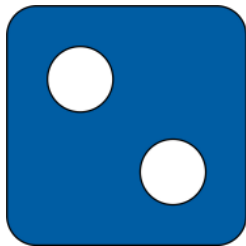
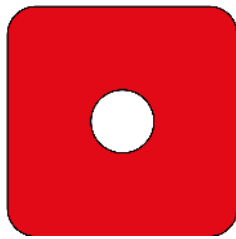


lose a turn

scarf



Scarf



lose a turn

