

# Printing Tip

Print pages 2 and 3 back-to-back so the rules for the game are easy to find and refer to.



SMART BOARDING  
SCHOOL

# chance Lollies

## Objective:

The first player to get rid of all 10 of their counters wins the game!

## Materials Needed:

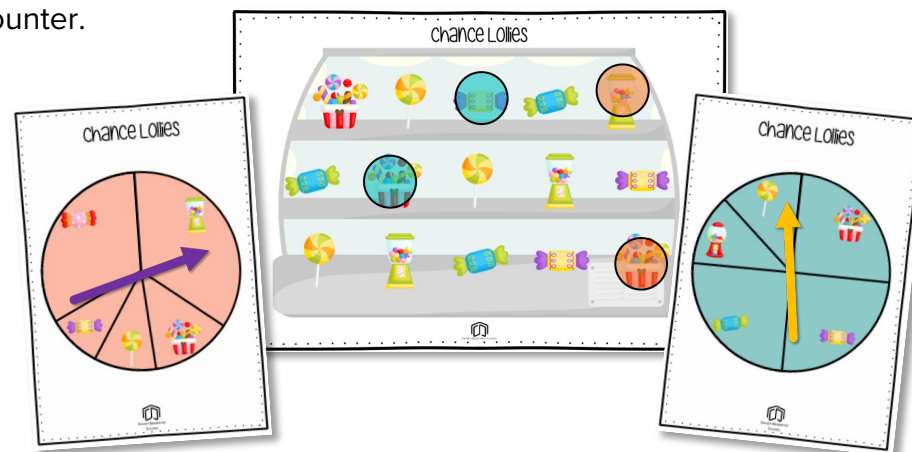
- 1 spinner per player (each spinner is divided into 5 sections with varying sizes, each section showing a different lolly).
- 10 counters per player.
- Game board (place the board with the shelves of lollies in the middle).

## Setup:

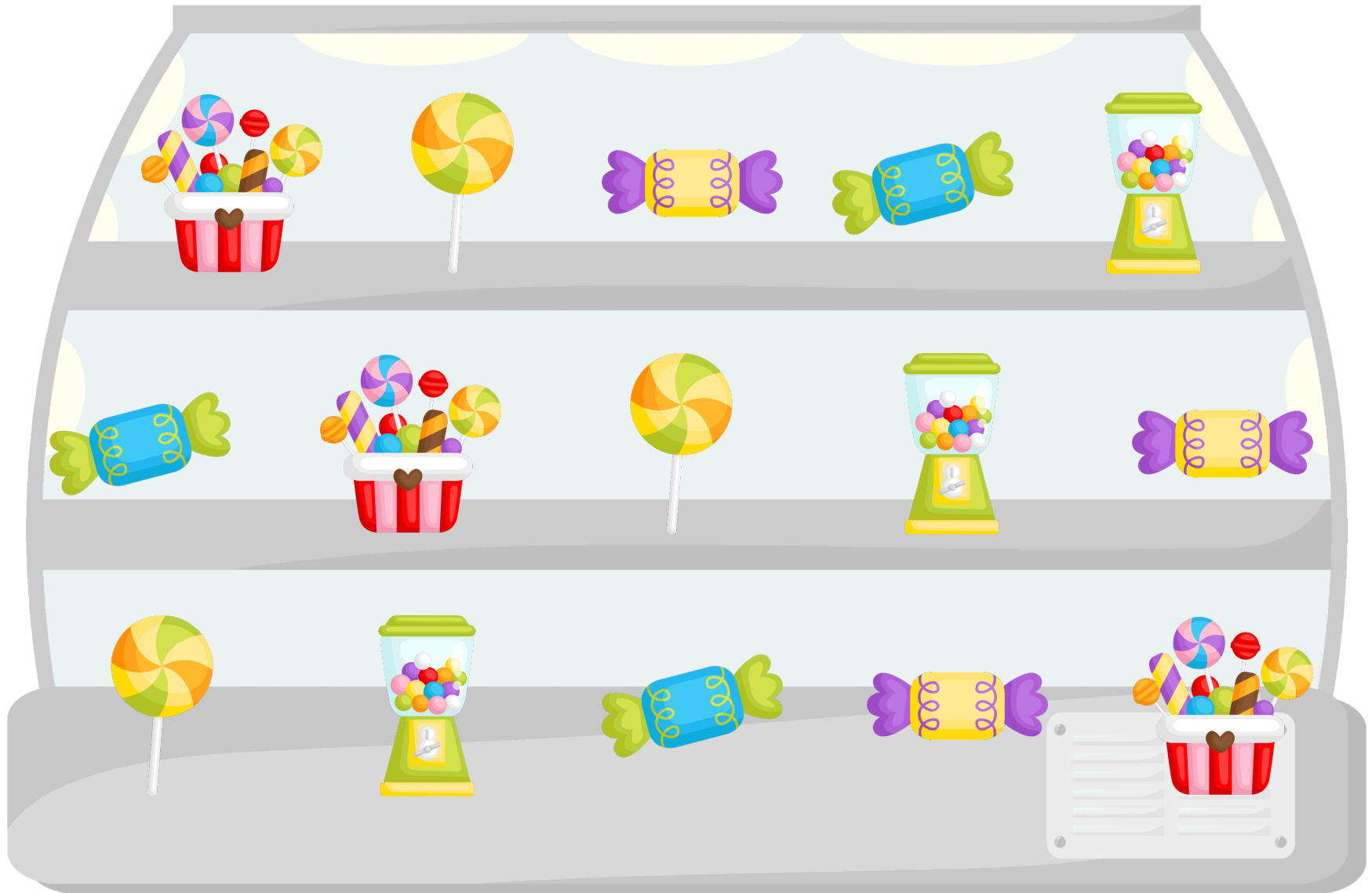
- Choose 1 of the game boards (shelves with lollies) and place it in the centre.
- Each player chooses a spinner and 10 counters.

## How to Play:

1. Players take turns spinning their spinner.
2. After spinning, look at the lolly shown on the spinner.
  - **If the lolly appears on the board:** Place one counter on top of the matching lolly on the board. That lolly is now taken, and no more counter can be placed on top even if it is spun again.
  - **If the lolly does not appear on the board:** You cannot place a counter, and your turn ends.
3. The next player spins their spinner and repeats the steps.
4. The player to place all 10 of their counters on the shelf first is the winner.
5. Players must be strategic and aware that not all lollies on their spinners will be on the board, meaning some spins will have an impossible chance to place a counter.



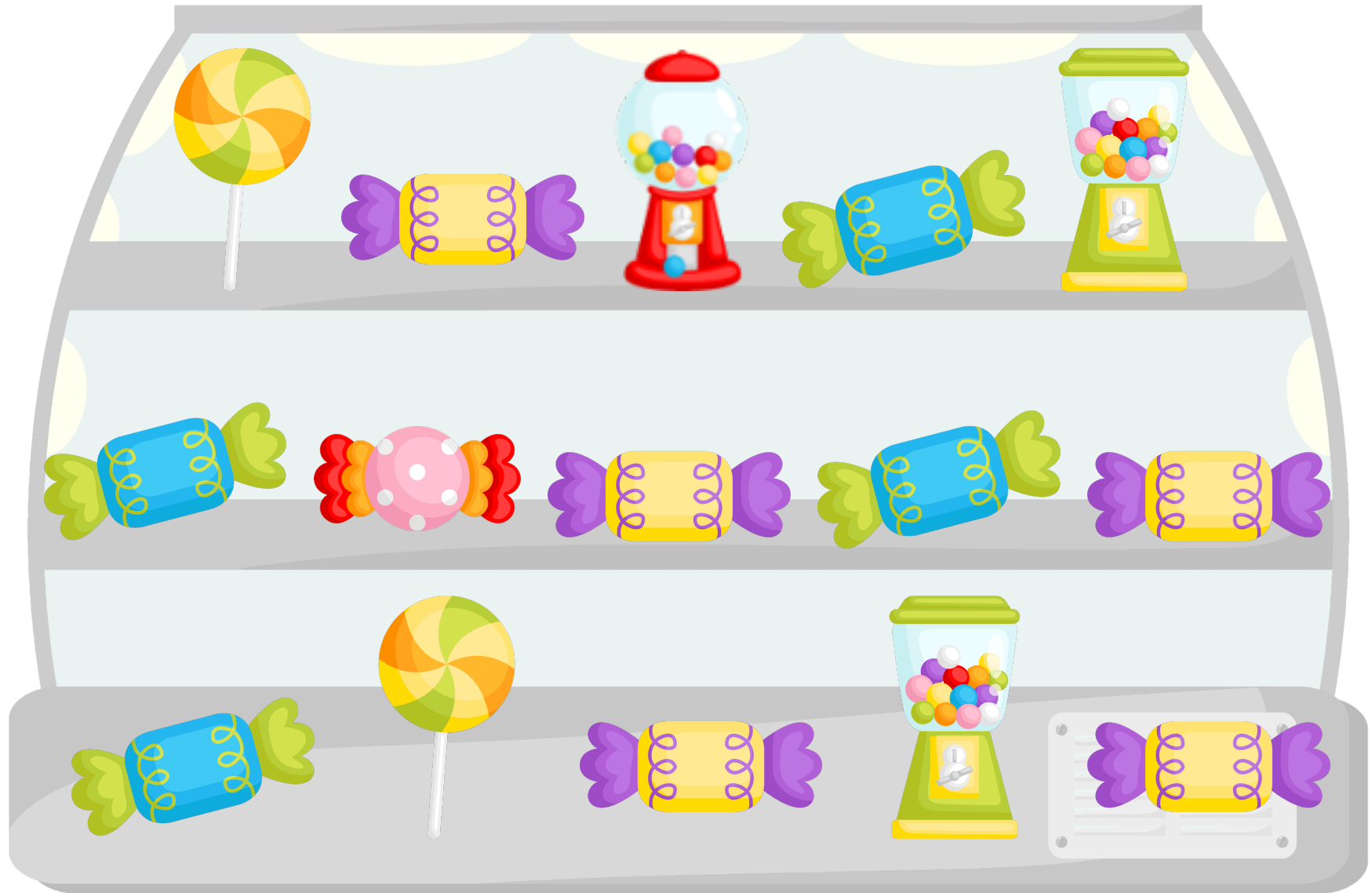
# chance Lollies



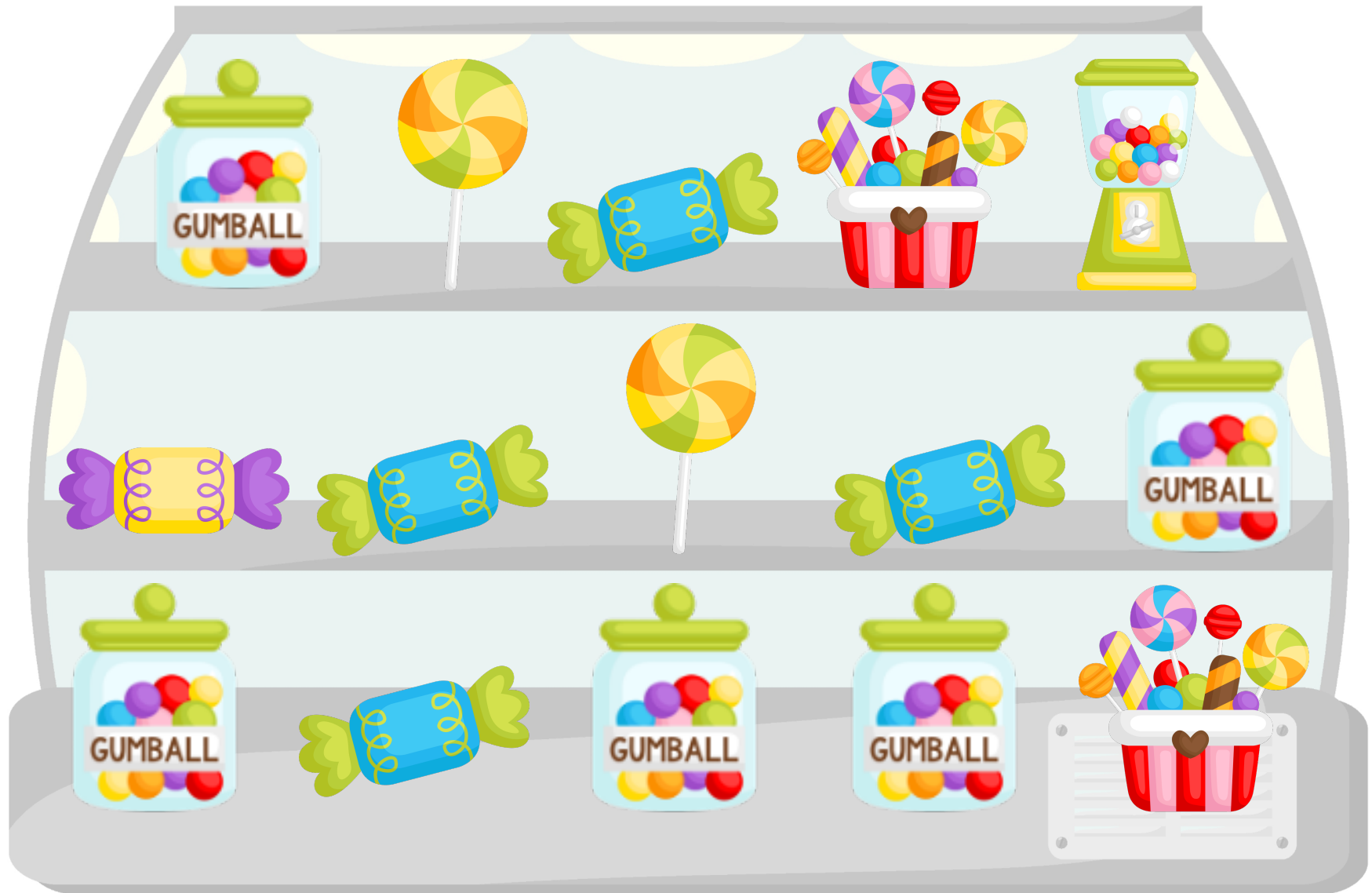
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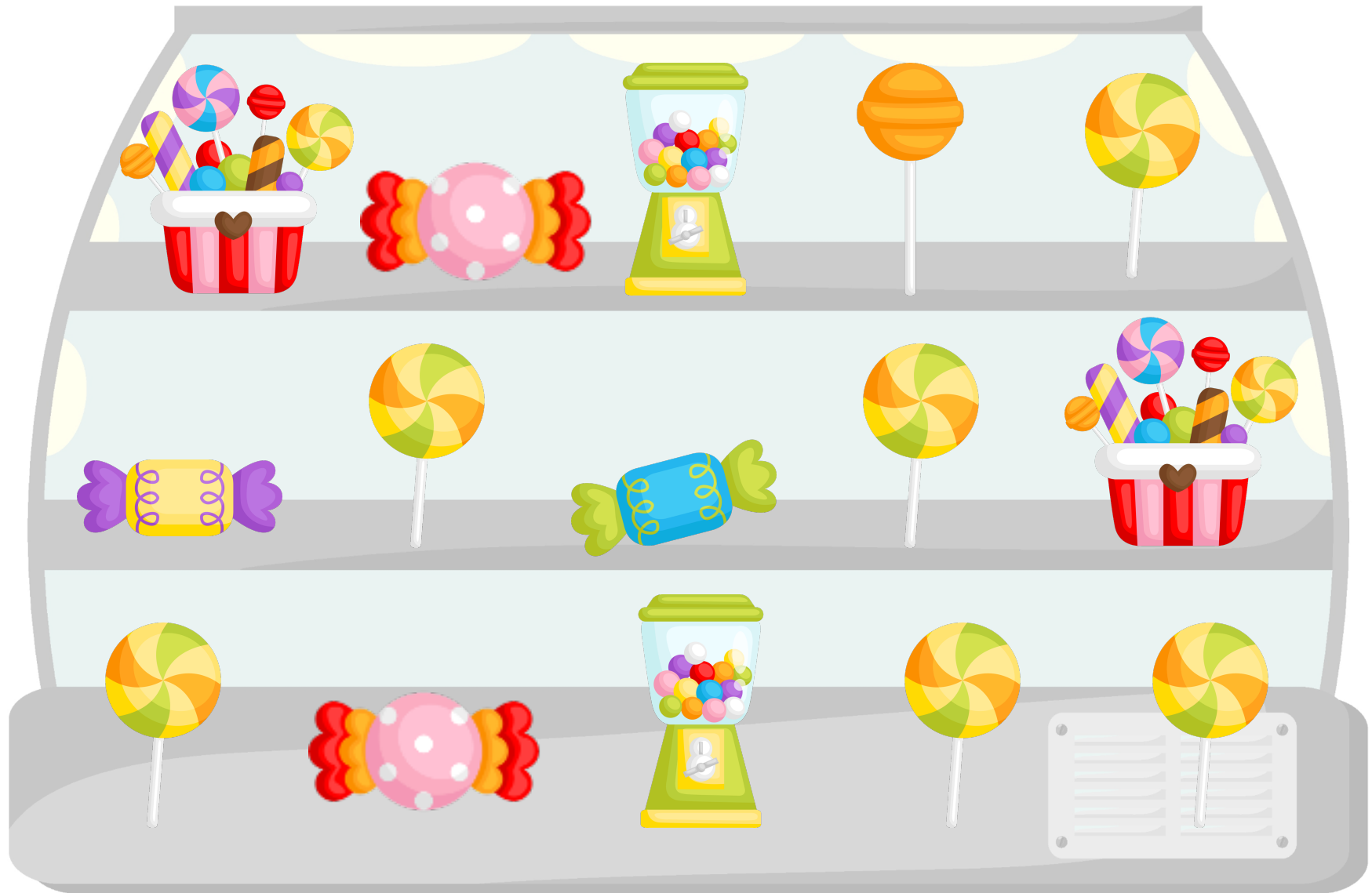
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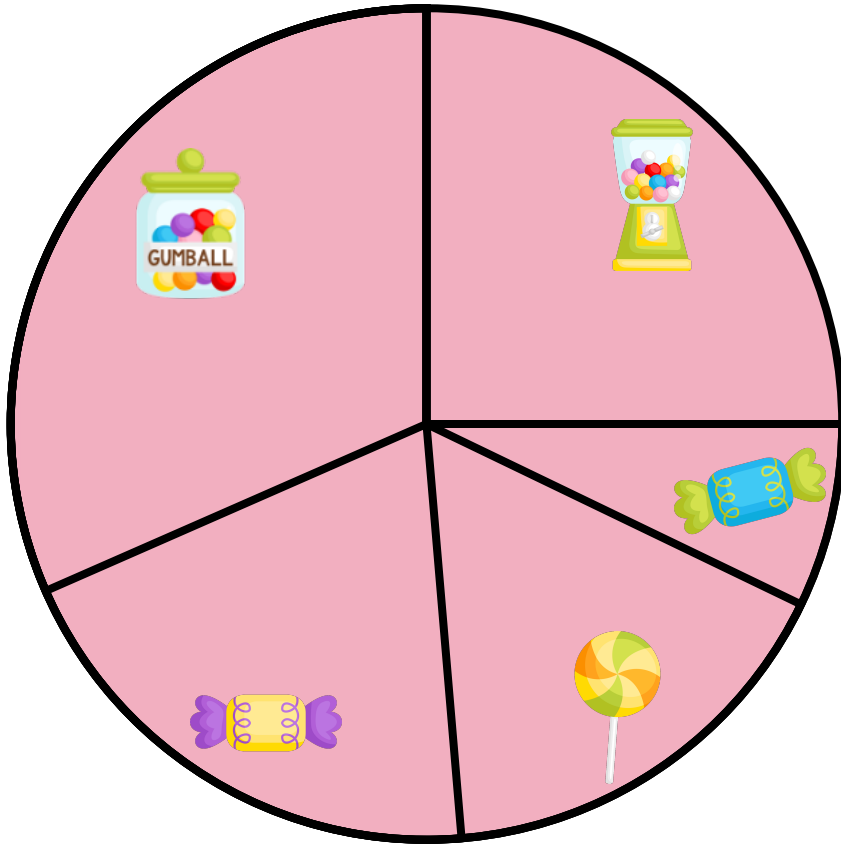
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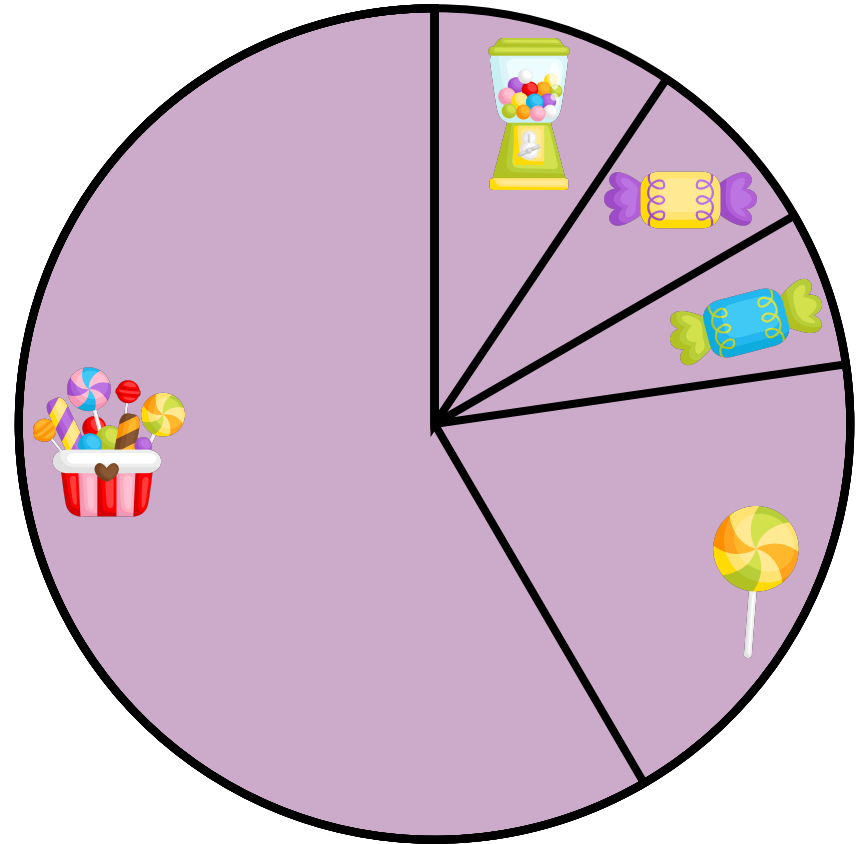


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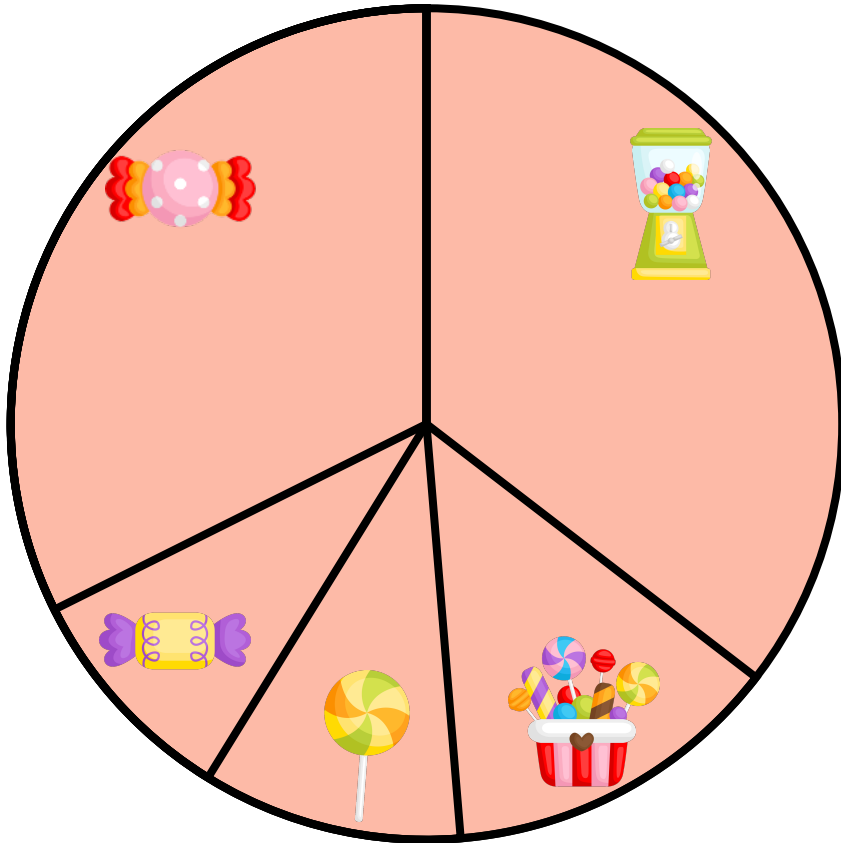
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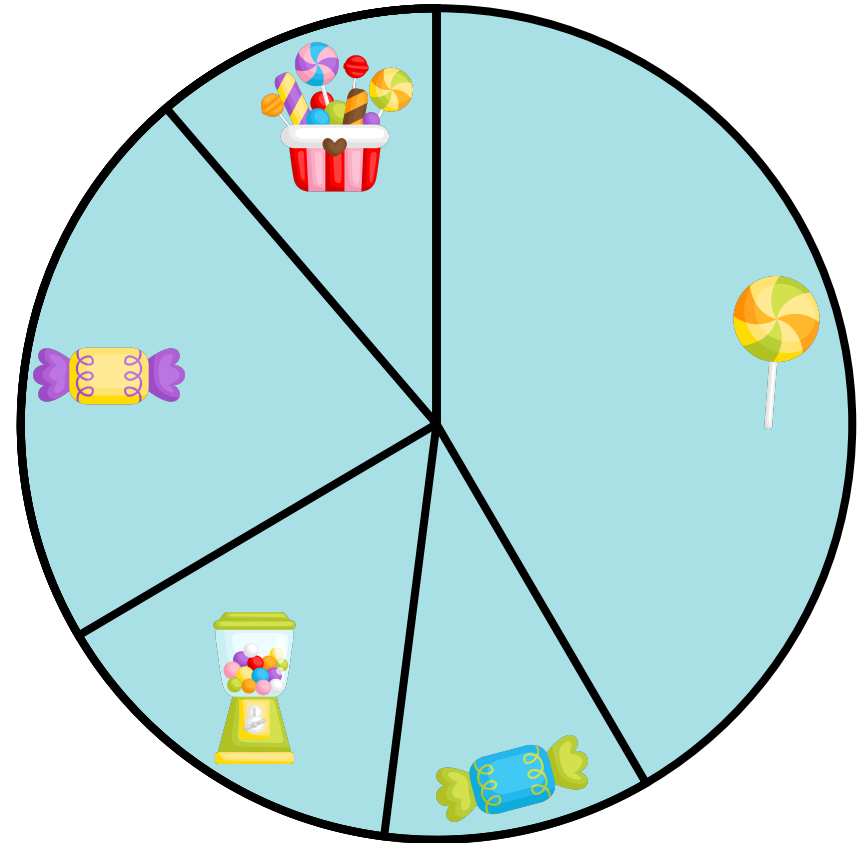
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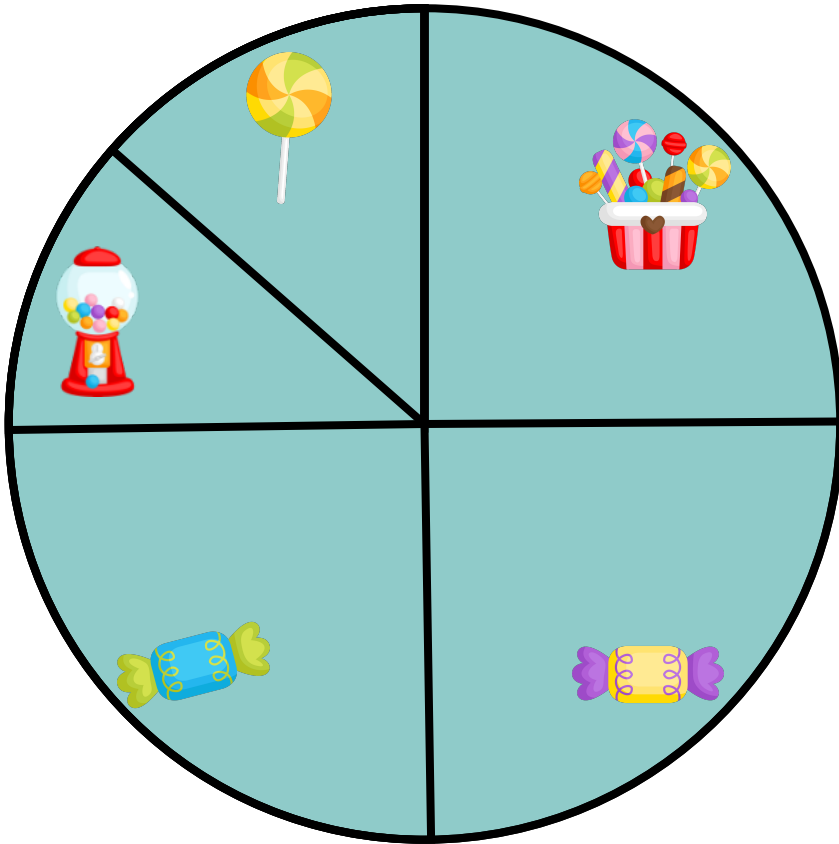
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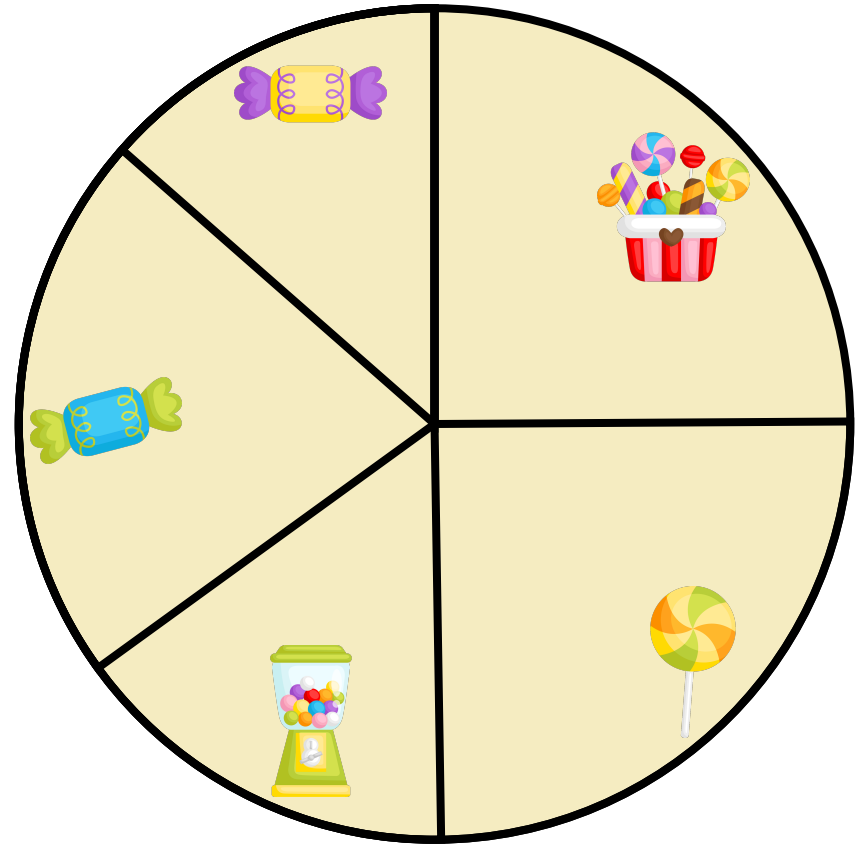
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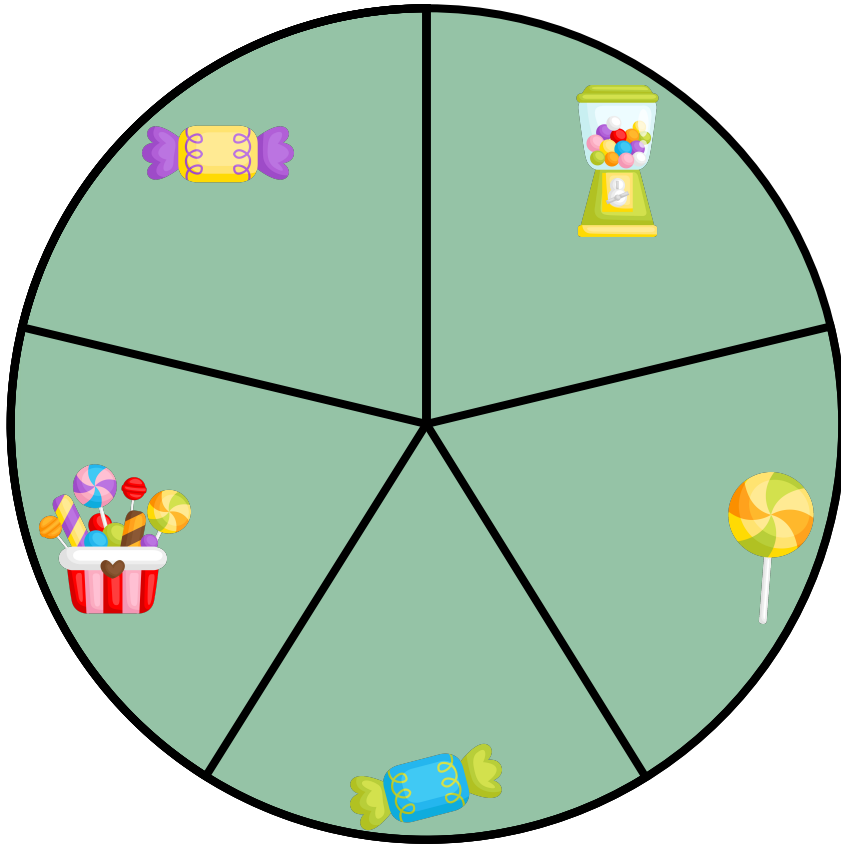
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