

6

5

4

3

2

1

A

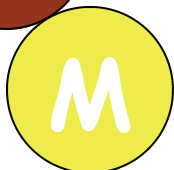
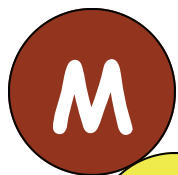
B

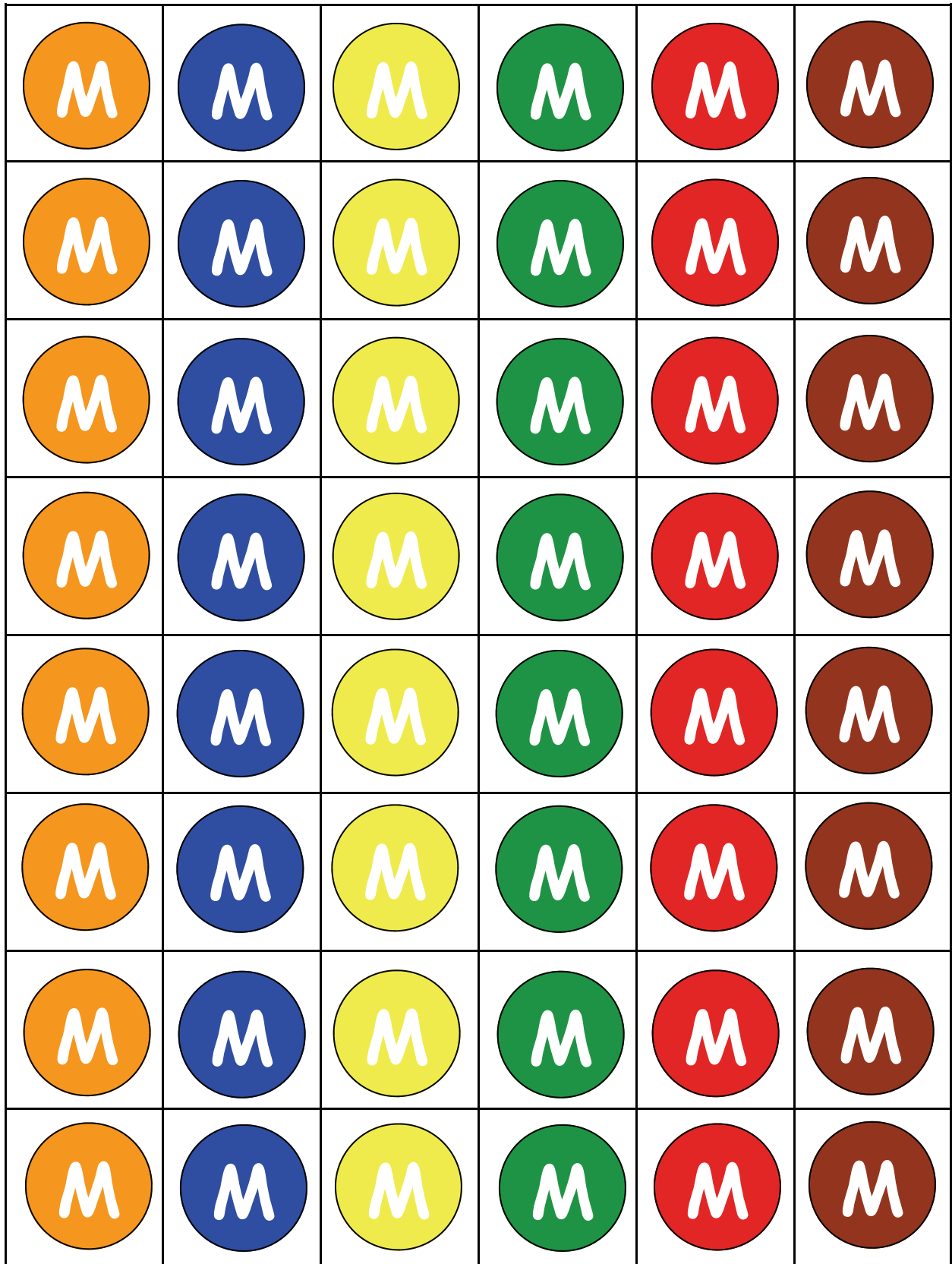
C

D

E

F









Grab the Candy

Players: 2

Materials: Game mat
 1 regular die
 1 die marked A, B, C, D, E, F
 10 markers of two different colors for Players A and B
 12 candy pieces

Directions:

1. Each player places 6 of the candy pieces anywhere on board.
2. Player A rolls both dice and forms the ordered pair that shows (e.g. (B, 2)) and places one of his/her markers on that square on the game mat. If there is a candy piece, Player A takes the piece.
3. Player B rolls both dice and forms the ordered pair that shows (e.g. (E, 5)) and places one of his/her markers on that square as above.
4. If the square is already occupied, the player loses his/her turn and must give a marker to the other player.
5. Play alternates back and forth until all 10 markers have been used.
6. Players score the game using the Scoring Table below.
7. Player with the highest score wins the game.

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

SCORING TABLE	
MARKERS	POINTS
Candy Pieces	5
Other Player's marker	3
Markers on game board	1



Player A

Grab the Candy

Player B

Recording Sheet

Game 1

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

Game 2

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

Game 3

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

Game 4

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F