



Each player start in colour pocket with six pennies.
 Move clockwise.
 Land on a penny, put a penny in your colour pocket.
 Land on any colour pocket and collect pennies.
 Land on a shop, roll dice for number of sweets, put a penny in the shop pocket.
 No money, collect pocket.
 No money in pocket, keep moving, try to collect a pocket.
 When all money is in the shop pocket - End of Game.
 Pen and Paper needed for sweets scores.

- WINNER -
 Player with most sweets.



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