



AARDAPPELRACE

1 MEER – 1 MINDER

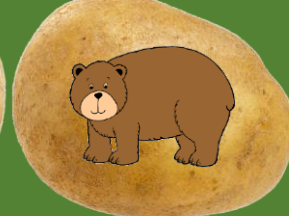
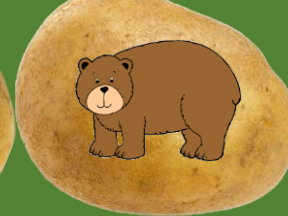
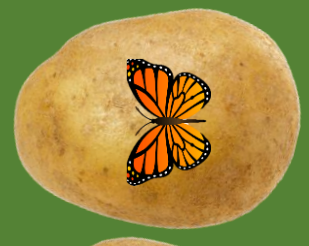
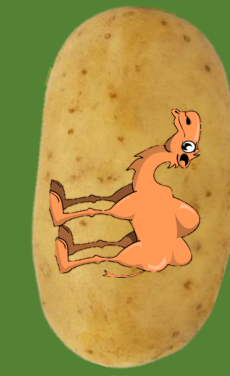
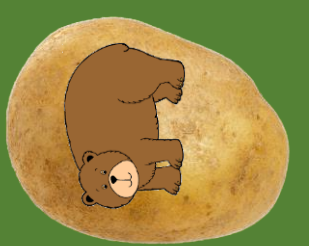
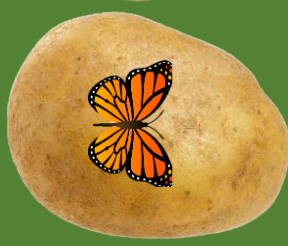
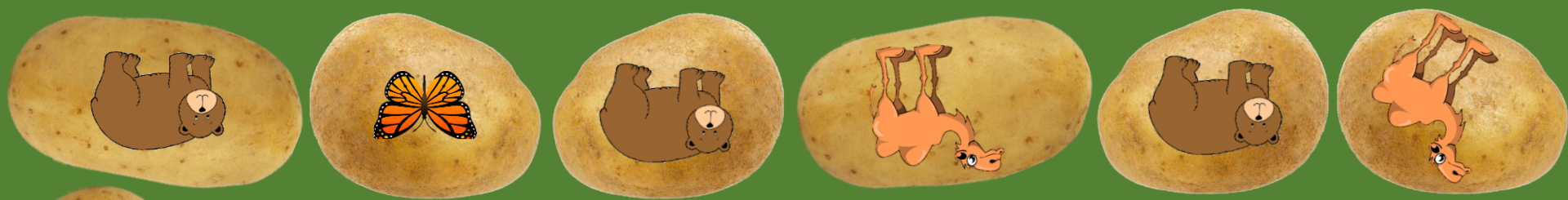
Elke speler begint met 5 schijfjes/aardappels.

Gooi met de dobbelsteen en verzet het aantal stapjes met je pion.
Kom je op de meerbeer, neem dan één aardappel bij. Mindervlinder = één aardappel wegdoen. Evenveelkameel = niks doen.

Wie als eerste 10 aardappels heeft, is gewonnen.

Variatie: 2 meer, 2 minder

jeef hilke



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I MEER – I MINDER

jeef hilke