



ROLL

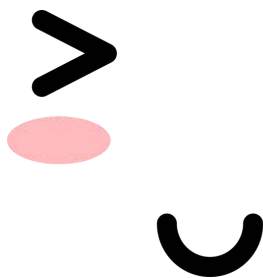
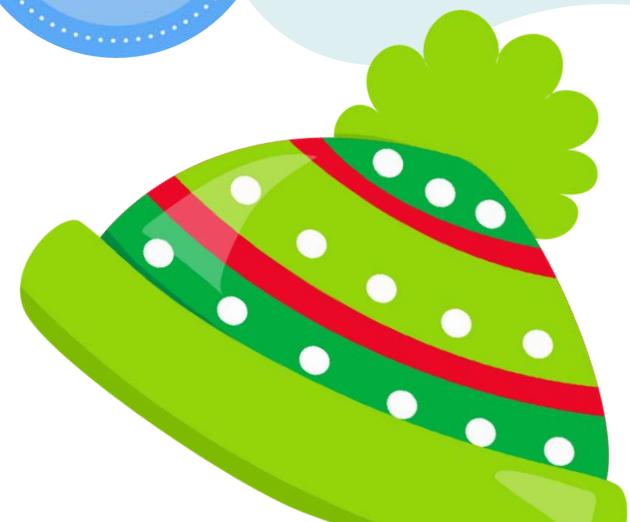
A

GINGERBREAD

MAN



ASTORYBOOKDAY.COM



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

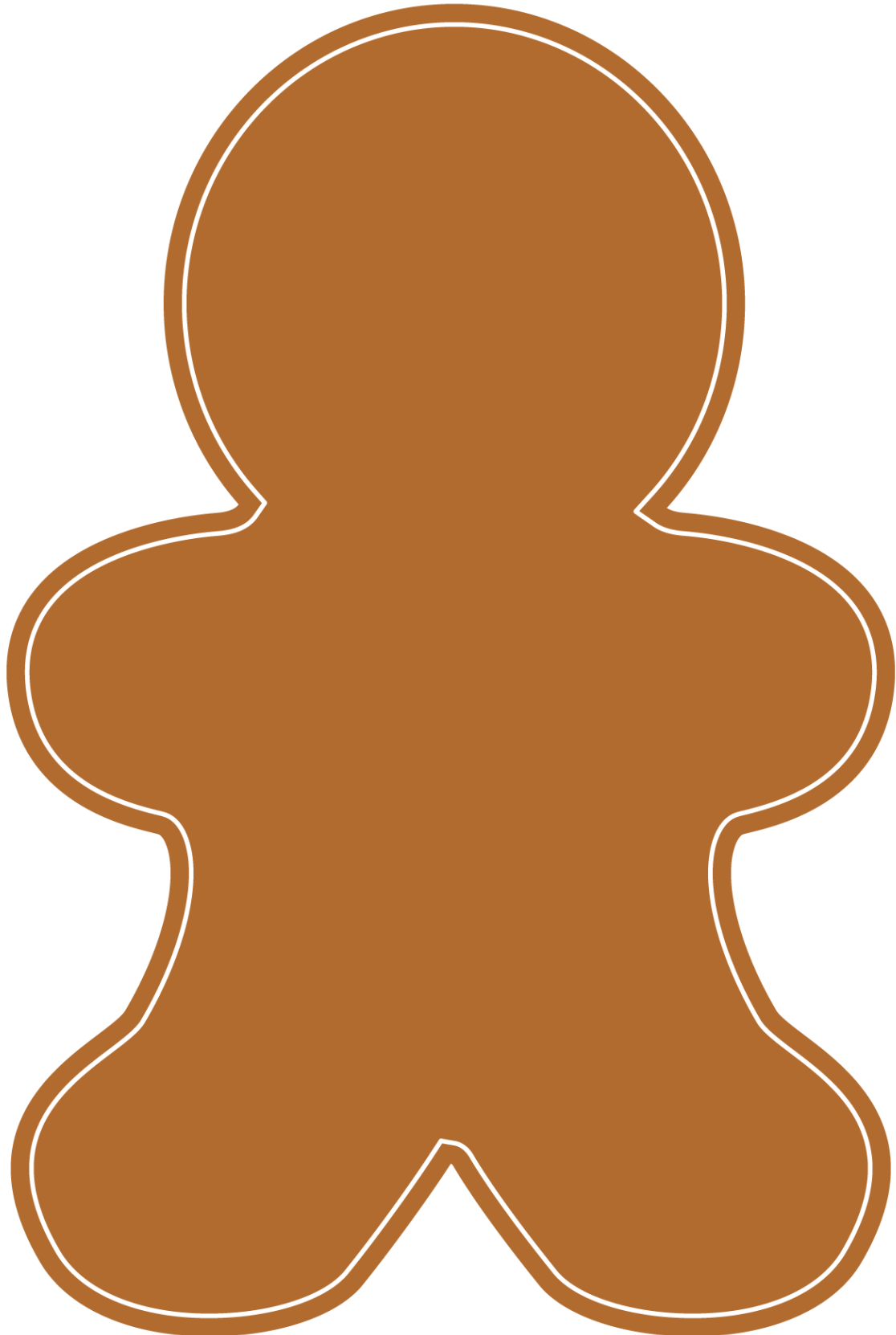
A HAT

A SCARF OR BOWTIE

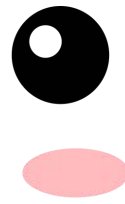
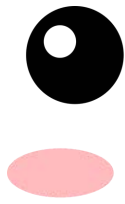
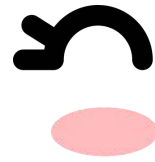
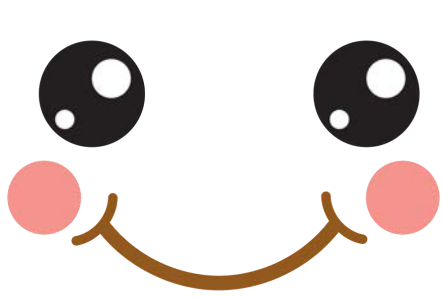
BUTTONS



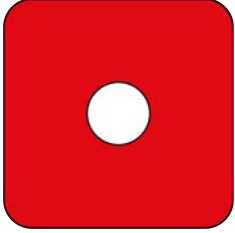

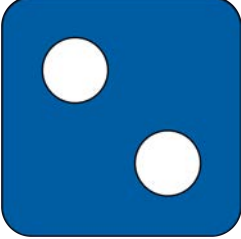
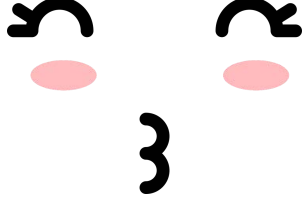
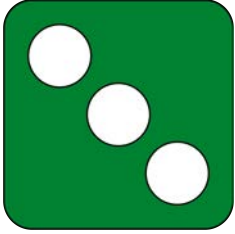
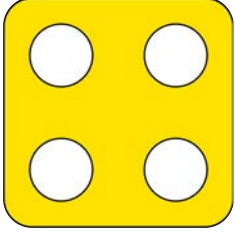
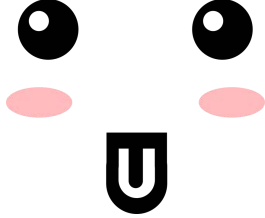
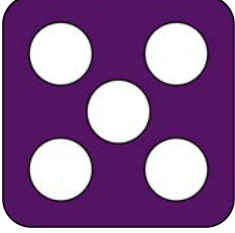

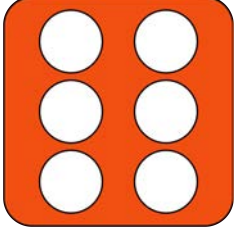
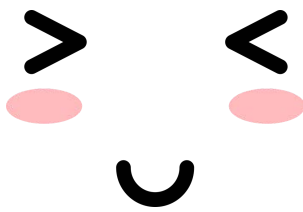
Roll a Gingerbread Man



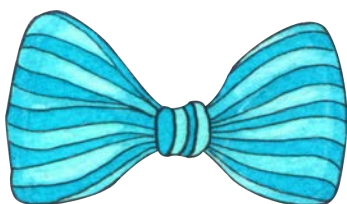
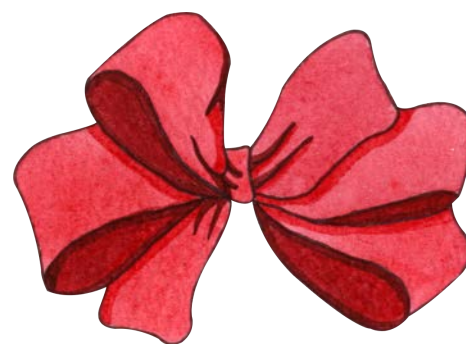
face



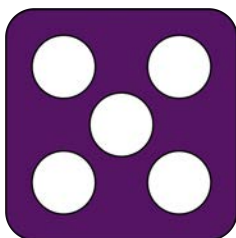
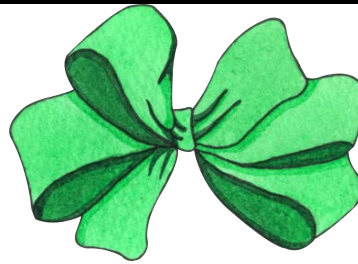
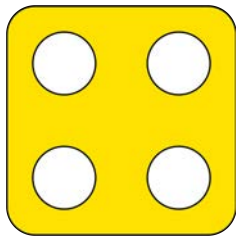
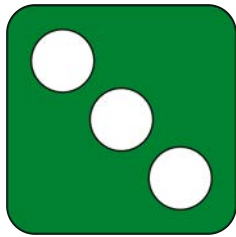
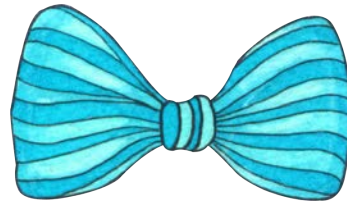
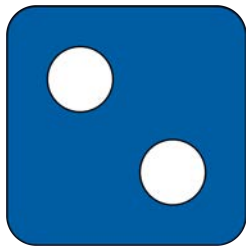
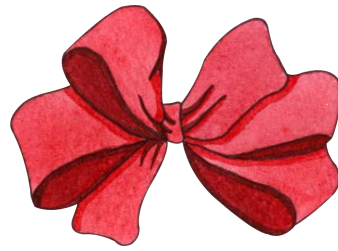
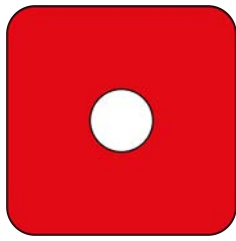
face

	
	
	lose a turn
	
	
	

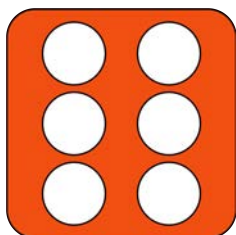
bow



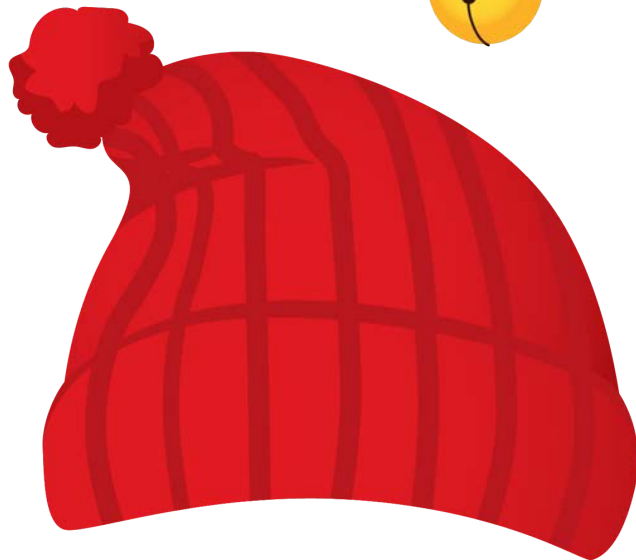
bow



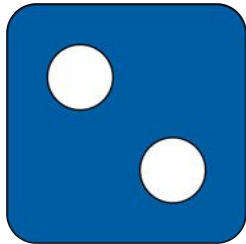
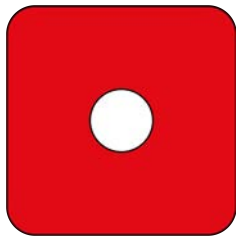
lose a turn



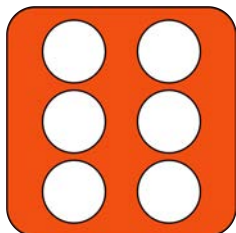
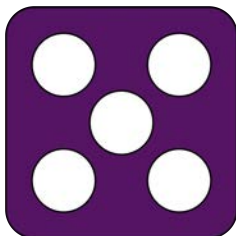
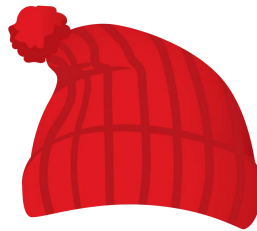
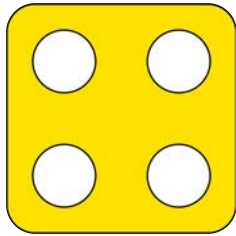
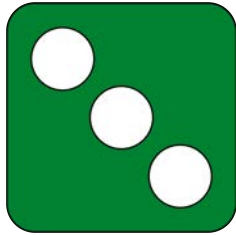
hat



hat



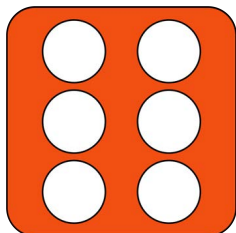
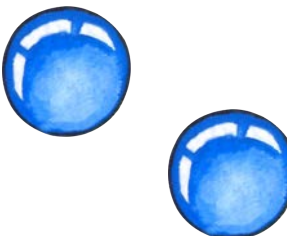
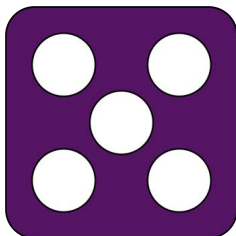
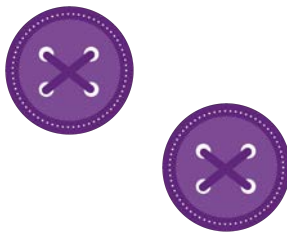
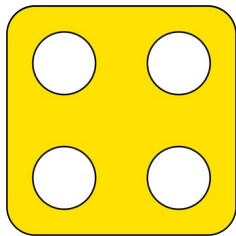
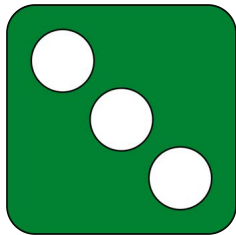
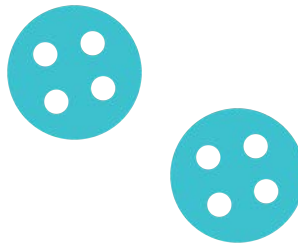
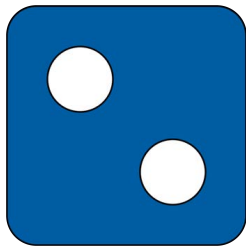
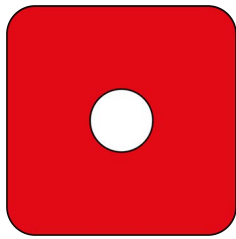
lose a turn



buttons

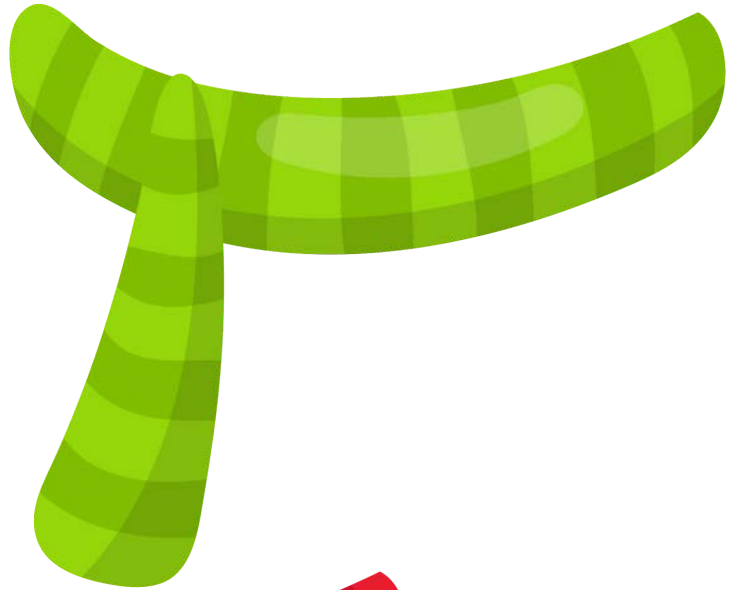
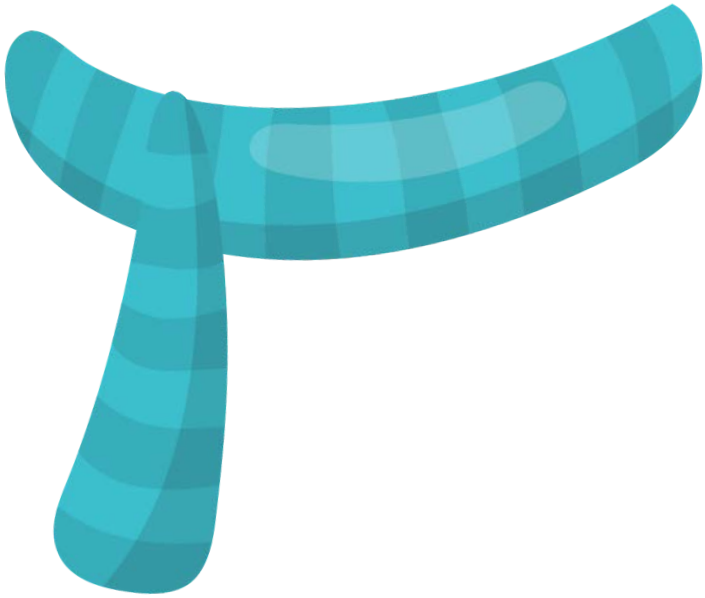


buttons

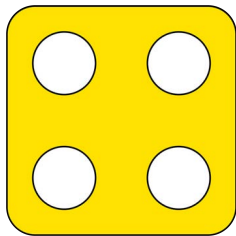
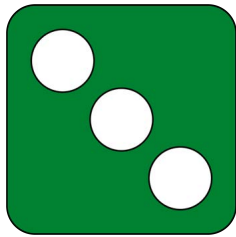
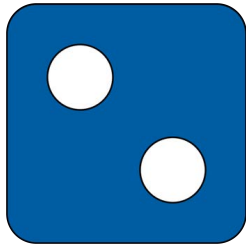
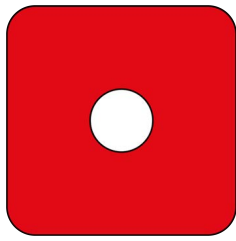


lose a turn

scarf



scarf



lose a turn

