

6 Game



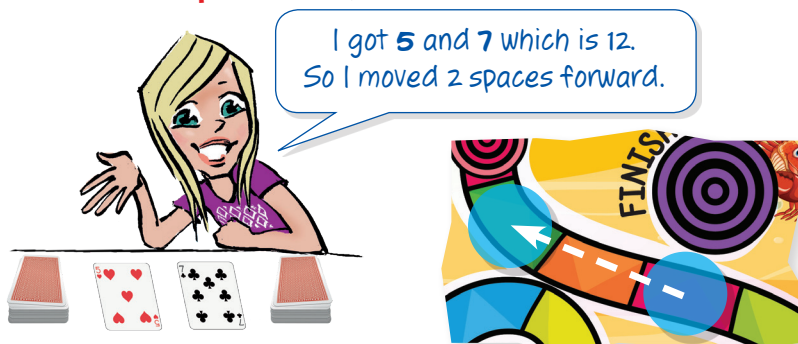
Whirlpool

- playing cards 1 – 10 (Ace = 1)
- game board
- a different coloured counter for each player

Each person chooses a card without looking. The person who has the **lowest** card is the dealer.

- 1 The dealer puts the cards into two **equal piles**.
- 2 The dealer turns over a card from **each** pile at the same time.
- 3 Players quickly **add the two cards** and **clap their hands once** when they have the answer.
- 4 If the answer is **correct**, they **move 2 spaces forward**.

Example



- 5 If the answer is **wrong**, they **move 1 space back**.
- 6 If you land on a the **other players** move back to the just behind them.

The winner is the first person who lands on or goes past the purple whirlpool with the crab.



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