

Forty-Hive

Materials: die, markers (one per player)

Activity: Players place marker on Start and take turns rolling die. Player moves to number shown on die. On next turn player rolls die and adds number on die to number on space under marker. If sum in adjoining space, player may move. For example, if player is on 6 and rolls a 4, player may move to 10 space (6+4), if adjoining to 6. First to reach 45 is winner.

