



GREEN  
POCKET

BLUE  
POCKET

1p

1p

SHOP

1p

SHOP

1p

1p

SHOP

1p

SHOP

1p

1p

1p

SHOP

1p

1p

RED  
POCKET

1p

SHOP

1p

SHOP

1p

1p

YELLOW  
POCKET

1p

1p

1p

SHOP

1p

SHOP

1p

1p

SHOP

1p

SHOP  
POCKET

Each Player start with six pennies.  
 Move clockwise from your colour pocket.  
 Land on a penny, put a penny in your colour pocket.  
 Only one penny in a colour pocket at any one time.  
 Land on a shop, roll dice for number of sweets, and  
 put a penny from any pocket into the shop pocket.  
 No pennies in your pocket - no sweets from shop.  
 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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