

Shamrock Shenanigans



What you need to play:

- 1 die
- 1 penny for each player

How to play:

- Choose who goes 1st, 2nd, etc.
- Roll die and move spaces shown.
- If you land on a shamrock, follow arrow to where it points.
- Whoever reaches the 4 leaf clover first is the winner!

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29	30	31	32	33	34	
28	27	26	25	24	23	22
15	16	17	18	19	20	21
14	13	12	11	10	9	8
1	2	3	4	5	6	7

Game board details: The board is a 5x7 grid of alternating light and dark green squares. Numbers 1-34 are placed in a boustrophedon pattern. Shamrocks are on squares 15, 26, 33, and 6. A 4-leaf clover is on square 7. Arrows indicate movement: from 15 to 16, 26 to 18, 33 to 23, 11 to 4, and 6 to 4.

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