**PLUMP**

**Materiel:**

Three dices and a pen

**Rules:**

Combine the three dices using the four arithmetic functions to get a number

between 1 and 49. X-mark an optional number which isn´t already marked.

Players who can not mark a number gets a “plump”.

1 point per X-mark

1point for every adjacent marked number.

Every plump gives -1 poäng

The winner is the player with most points in the end.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| 29 | 30 | 31 | 32 | 33 | 34 | 35 |
| 36 | 37 | 38 | 39 | 40 | 41 | 42 |
| 43 | 44 | 45 | 46 | 47 | 48 | 49 |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Player | Plumps | Points |
| 1 |  |  |  |
| 2 |  |  |  |
| 3 |  |  |  |
| 4 |  |  |  |