

Fipple Trip - The Game

You need:

a playing piece for each player (for instance a recorder headjoint)

dice

pencil

paper

scissors and glue if you want to make the dice

scissors only if you only want to make the placeholder colour dots

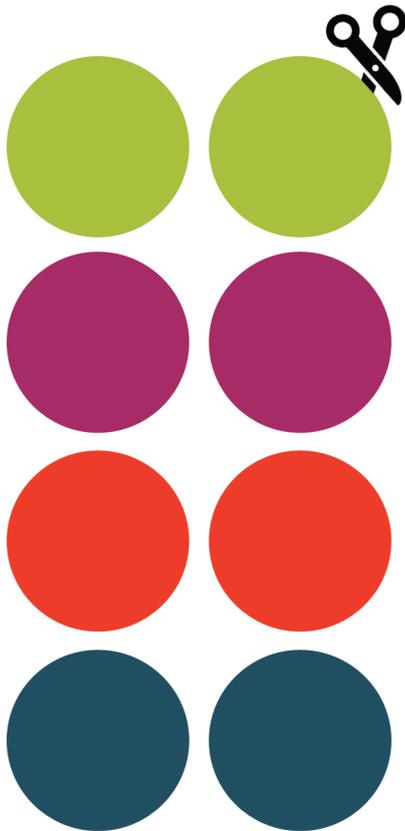
Rules:

Whoever can play the longest note on the recorder may start. You roll the dice in turn. If the spot you land on is already occupied, you simply move to the spot right behind. If you land on a grey spot, take an action card from the stack and try to complete the task. Afterwards return the card to the bottom of the stack.

Whoever reaches the healthy maple tree first wins the game.

Tip: If you need your recorder headjoint for your task, simply mark its position with your placeholder colour dot (cut out below)

Placeholder colour dots



Dice

