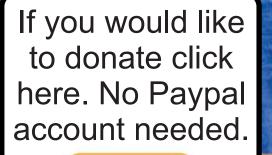
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Digital Patterns Designed by Steve Good

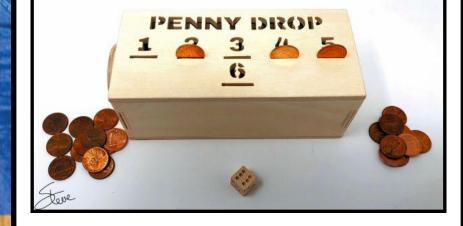


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DISCOVER



Note to commercial print employees: I give my permission to print as many of this pattern book as your customer requires.

steve@stevedgood.com

VISA

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General Pattern Information

You may use this pattern to make as many of the project as you like. You are free to use any technique including mass production to build the project. The pattern may be copied and given to others provided the entire book is kept intact. You may not sell the pattern or include it in another commercial package of any type.

Steve Good retains the right to the pattern. If you have any questions about the use of this pattern please contact me at steve@stevedgood.com

When printing this pattern it is important to print it full size. When you bring up the print dialog box look in the "Page Sizing & Handling" section. Make sure the "Actual Size" is selected before you hit print.

You also only need to print the page/s you need. After the print dialog opens look for the "Pages to Print" section. You can print the current page or a range of pages. This will help save ink by not printing the title/instruction pages.

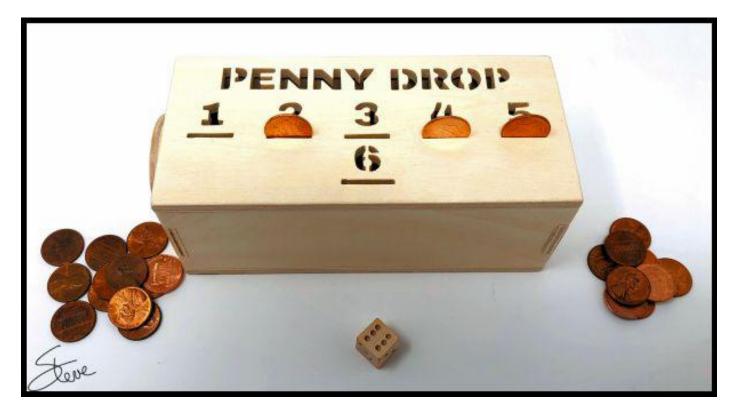
Printing Instructions



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| | | Pages | 1 - 34 | | |

Penny Drop Game

An addictive game for two or more players.



Link to video of game instructions

https://youtu.be/StGMesIKgRw



Dice and pennies can be stored inside the box.



Pennies do not pass through slots 1-5. Pennies do pass through slot 6.

The games is played by two or more players.

The object is to be the first to get rid of all their pennies.

Each player starts with twelve pennies. Ten for a faster game.

First play is determined by rolling a single die. Highest number goes first then play proceeds clockwise.

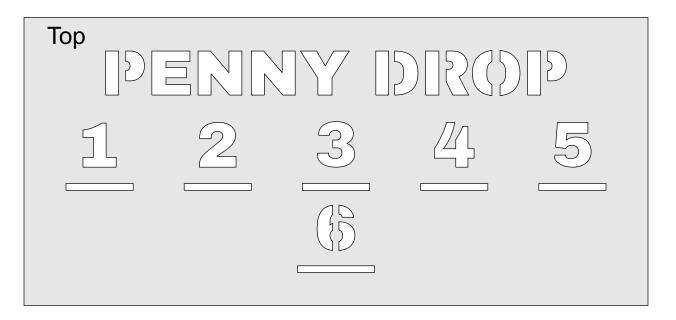
Player rolls a single die. Player has to place a penny in the slot corresponding to the rolled number.

If the player rolls a number that is already occupied by a penny on the board, that player must take all the pennies off the board and pass the die to the next player.

The player must take at least one roll. The player can take as many rolls as they want until they get stuck. The player can pass the roll to the next player any time after one roll.

Slot number 6, allows the penny to enter the box. This penny is then out of play.

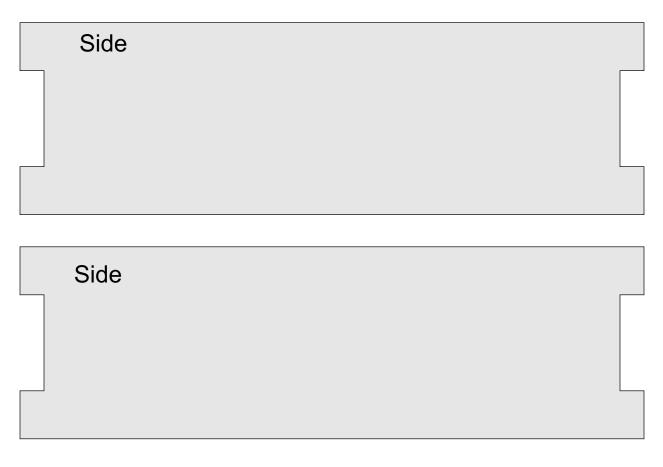
Play continues until a player wins by getting rid of all their pennies.

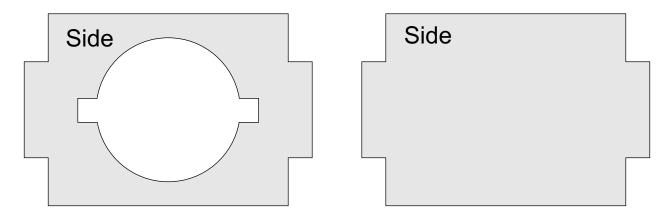


1/4" Thick

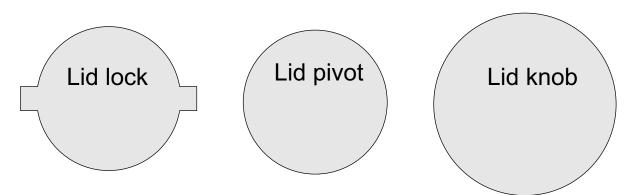


1/4" Thick

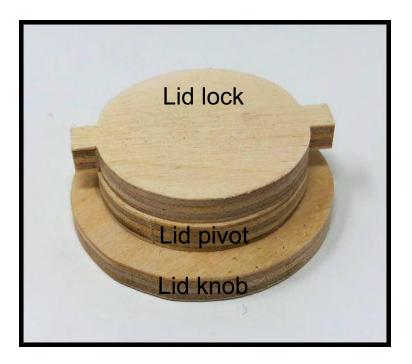




1/4" Thick



If the lid does not turn smoothly then sand the end of the box to make it thinner than the lid pivot.



Make or buy your dice.

3/4" Thick

To number the dice just make sure the opposite sides add up to 7. On the back side of the one is the six etc...

Use a 3/32" drill bit to add the dots.