

That's Not Fair!: Up or Down

Each pair needs 2 counters, a coin and a climber (cube).

1. Each player places their counter on one of the squares.
2. Place the climber (cube) on the starting square.
3. Players take turns tossing the coin. If it is a head, the climber moves up a space. If it is a tail, the climber moves down a space.
4. After each player has tossed the coin 10 times the player whose counter is closest to the climber is the winner.

