Roll a Gingerbread Man

Roll one die and follow the prompt for that number. For 4, add one button and color one circle any color. For 6, color one circle any color. Keep rolling until all circles are colored. The first player to color every circle wins!

⚀	COLOR ONE CIRCLE RED.
⚁	COLOR ONE CIRCLE BLUE.
⚂	COLOR ONE CIRCLE GREEN.
⚃	ADD ONE BUTTON, THEN COLOR ONE CIRCLE ANY COLOR.
⚄	COLOR ONE CIRCLE PURPLE.
⚅	COLOR ONE CIRCLE ANY COLOR.

