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27	 <h2 style="text-align: center; color: red;">Race to Valentine's Day</h2> <p style="text-align: center;"> <b>A game for 2-4 players</b>  <b>Need - 2 dice</b>            Each player puts a counter on the gift. Players take turns to roll 2 dice and add the numbers together or subtract one from the other and move that many spaces, e.g. a player who rolls 3 and 5 could move 8 spaces or 2 spaces. The player can move to 27, 28 or 1 on their first move.            On each turn a player can choose to move forwards or backwards.            The first player to reach Valentine's Day, February 14, is the winner.            A player must land exactly on 14 to win. For example, a player on 12 who rolls 1 and 2 could move to 13 or 15 but not 14.         </p> 					7					
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