

## One-O-Five

A simple, fast moving children's game played with five dice each.

### Play:

Each player in turn rolls their dice and sets aside those showing their target number. The objective is to roll and set aside all five dice before moving onto their next target number. Target numbers are 1s up to 6s. Once all five dice show the player's target number they roll all five dice again, aiming for and setting aside the next number in the sequence. The winner is the player who rolls all six sets of five identical numbers (up to 6s).

## Three Or More.

A simple children's game played with five dice and a score sheet.

### Play:

Players in turn roll all five dice and score for three-of-a-kind or better. If a player only has two-of-a-kind they may re-throw the remaining dice in an attempt to improve the matching dice values. If no matching numbers are rolled a player scores 0.

Players score the following number of points accordingly.

3-of-a-kind: 3 points  
4-of-a-kind: 6 points  
5-of-a-kind: 12 points

A set number of rounds are played (say 5) and the player with the highest score at the end of a game, is the winner.

## Sevens

The number seven has always been considered special and lucky, but in this game a seven is bad not good. Six dice are required.

### Play:

Each player in turn rolls six dice and removes any combination of numbers thrown that add up to seven. The aim is to score the highest possible total by adding together the numbers shown on the remaining dice. The first player may take as many as three throws but may stop on the first or second. The following players may only take as many throws as the first.

For example the first player rolls 5, 2, 1, 1, 1, 2. The 5 and a 2 are removed and the player may decide to score with the remaining dice ( $1 + 1 + 1 + 2 = 5$ ), but decides to roll the remaining 4 dice and try and score higher. The second throw yields 6, 1, 6, 6. The 6 and 1 are removed and the player scores 12 with the remaining two 6s. He could throw a third time but can't score higher than 12 with the remaining two dice and elects to end his turn. The other players then have two throws in their turn to score higher than 12.

## Sevens Out

A simple game of luck which requires two dice and a score sheet.

### Play:

Each player takes it in turn to throw the dice. They roll and continue to roll the dice until they throw a 7. They score the sum of all the numbers thrown before the 7. Players announce their tally after every throw and once they have thrown a 7 their score is noted on the score sheet. Doubles score double the value. For example: 4,4 making 8, scores 16. The player who scores a pre-arranged total of say, 500 or 1000, is the winner.

## Twenty One

This is a simple dice version of the card game (known as *Blackjack* in the USA, *Pontoon* in the UK, and *Vingt-et-un* in France), played with a single die.

### Play:

The aim is to score 21, or as near as possible to it, by throwing the dice as many times as desired and adding up the numbers thrown. A player who totals over 21 is *bust* and is out of the game. The player whose total is nearest 21, after each player has had a turn, wins the game. In the case of an equally high total a play-off is made.

### Variations:

Two dice are sometimes used to speed up play, one of them being discarded once a player totals 14 or more.

A version in which the target total is 36, not 21, is also played.

## Ten Thousand

Commercially known as *Farkle* and sometimes by its French name *Dix Mille*. This is an absorbing game for any number of players using six dice. There are many variations of this game. The basic version is described first followed by a series of additional rules under the heading *Variations*. It is left to you to decide which alternative rules, if any, you wish to play.

### Play:

Each player takes it in turn at rolling the dice and must set aside at least one scoring die (1s, 5s, triples, 3 pairs, or a run of 6. See score values below). Their turn continues, rolling the remaining dice, as long as they have thrown and set aside a scoring number or combination. Players announce their progressive score for their turn after each roll.

A player's turn ends when they either decide to stop and score their accumulated points or until they have a scoreless throw and score nothing for that turn. Should all six dice be set aside as scoring then the player may roll them all again and continue their tally.

Scoring combinations only count when made with a single throw. For example a player who rolls and puts aside a 1 and then throws two 1s with the next throw may only score 300 not a 1,000.

The first player to score a total of 10,000 or above, wins the game, provided any subsequent players, with a turn left, don't exceed their score.

### Score Values

**1 = 100 points 5 = 50 points 1, 1, 1 = 1,000 points #, #, # = # x 100 e.g. 2, 2, 2 = 200 points: 6, 6, 6 = 600 points 1, 2, 3, 4, 5, 6 = 3,000 points 3 pairs = 1,500 points (including four-of-a-kind and a pair)**

An example turn might go something like this: A player rolls the six dice and they come up 1, 1, 2, 4, 5, 6. He could set aside the two 1s and the 5 scoring 250 points, but instead sets aside the 1s, scoring 200 and rolls the remaining four dice. They come up 1, 6, 6, 6 and the player decides to set aside all four dice and his score is increased by

700 points (1 = 100 + 6, 6, 6 = 600) giving a total of 900 so far. All six dice are scoring so the player decides to continue his turn by rolling them all again. This time he is unlucky and rolls 2, 3, 3, 4, 6, 6. A scoreless throw which means he scores nothing for this turn and the dice pass to the next player.

### **Variations:**

A player may not begin to score until he has first scored at least 500 points in a turn.

A player may take up the scoreless dice of the previous player who has had a scoreless throw and forfeited their points. Should he then throw a scoring number or combination he takes the previous player's forfeited score, in their last turn, as their own. Worth risking if they have accumulated a high score.

A player who throws a scoreless first roll, three times in successive turns, loses 1000 points.

If five dice are counted as scoring, the remaining die may be thrown twice in an attempt to roll a 1 or 5. If successful, the player is allowed to continue rolling with all six dice and receives a bonus of 500 points. The bonus increases by 500 points for every time the last die is rolled and scores in a single turn.

Four or more 2s cancels a players entire score.

Six-of-a-kind made with a single throw wins the game outright.

Sometimes a target total of 5,000 is set to make for a shorter game.

There is a commercial version of *Ten Thousand* called *Cosmic Wimpout* that is played with only 5 dice and without the three pairs scoring category. Some states in the USA play a version using 7 dice.

## **Aces**

Also known as *Aces To The Centre*, *Deuces To The Left* and *Fives To The Right*. A popular game in Asia, particularly the Philippines. This is similar to *Aces in the Pot* but is played without counters, but instead, with each player starting the game with five dice which they lose according to the numbers they throw. This game is usually played for a pot.

### **Play:**

Order of play is determined by each player throwing five dice with the highest ranking *Poker* or *Indian Dice* hand throwing first and the next highest second and so on.

Each player in turn throws their dice. Any 1s rolled are put in to the centre of the table and are eliminated from the game. Any 2s thrown are passed to the player on their left, and any 5s are passed to the player to their right. They continue their turn, throwing their remaining dice, until they fail to throw a 1, 2 or 5 or until they lose all of their dice.

Play continues round the table until the last die in play comes up as a 1 and the player who threw it, wins the game.

### **Variations:**

Another version played, simply reverses the outcome. The last player to throw a 1 is the loser.

## **Ship, Captain, Mate, and Crew**

Also known as *Battleship*, *Mariner*, *Destroyer* and sometimes just *Ship*. Five dice are used.

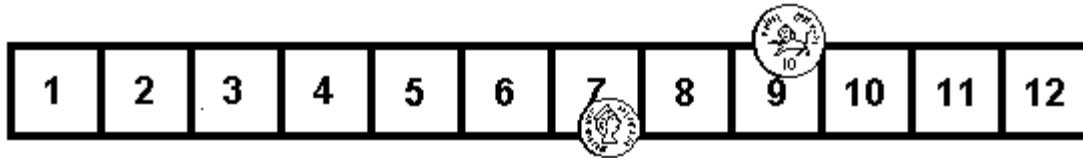
### **Play:**

Each player takes it in turn throwing the dice. In each turn a player has three throws of the dice and tries to roll and put to one side a 6 (the ship), a 5 (the captain), and 4 (the mate). The 6, 5, and 4 may not be rolled out of order so if the first throw contains a 6 and 4, but not a 5, only the 6 is put aside and the rest of the dice, including the 4, are rolled again. If a player fails to throw the 6, 5, and 4 after their three throws they score nothing. If after three throws a player has put aside the ship, captain and mate the remaining two dice (the crew) are totalled to form the players score. If all three in the sequence are rolled before the third and final throw then the remaining two dice (the crew) are rolled in the remaining turn(s) to improve the total of the players score.

The player with the highest crew total, wins the game. In the case of an equally high total all players must play the round again.

## **Centennial**

Also known as *Ohio* and *Martinetti*. This game is played with three dice and requires a simple board consisting of a row of 12 numbered squares which can be drawn on a piece of paper. Players must record their positions on this board by using either counters, initials, or distinguishable coins as markers.



### Play:

The aim of this game is to move from 1 on the board, up to 12, and then back to 1 again, in sequence. Each player in turn throws three dice and moves to square 1 if the throw contains a 1. To move to square 2 the throw must contain either a 2 or two 1s, and to move to square 3 the throw must contain either a 3, three 1s, or a 2 and a 1, and so on. The value of any single die, the sum of any two, and the sum of all three may be counted.

A player can move more than one place in any single turn by using more than one combination of dice values. For example, if a player on their first throw rolls a 1, 2, and a 4, they may use the 1 to move to position 1 on the board; the 2 takes them to position 2; the 2 and 1 together to position 3; the 4 to position 4; the 4 and 1 to position 5; the 4 and 2 to position 6; and the sum of the 1, 2 and 4 takes them to position 7.

A player may also move if an opponent overlooks a number that they require. In this case any other player, requiring the same number, may claim it, as long as they do so as soon as the dice are passed on.

The winner is the first player to make the round trip from position 1 to 12 and back to 1 again.

### Variations:

Additionally a player may be allowed an extra throw every time they are successful in moving their marker.

## Everest

Also known as *Matterhorn*. This is similar to the game of *Centennial* but with a difference: Positions in the sequence do not have to be scored in order. Three dice are used and each player will need a pen and paper with two rows of squares numbered from 1 to 12 and 12 to 1 drawn up.

1	2	<del>3</del>	4	5	6	7	8	<del>9</del>	10	11	12
<del>1</del>	11	10	9	8	7	6	5	4	<del>3</del>	2	1

**Play:**

Each player in turn throws three dice and crosses off any values, drawn up on their paper, using either row and in any order they wish according to the values thrown. A player may use combinations of dice values or the value of a single die but each number rolled may only be used once. For example if a player has rolled 2, 3, 5 they may cross off any of the following sets of numbers on their paper.

- (A) 2, 3, 5
- (B) 5, 5 (2 + 3 and 5)
- (C) 2, 8 (2 and 5 + 3)
- (D) 3, 7 (3 and 2 + 5)
- (E) 10 (2 + 3 + 5)

The player who crosses off all twenty-four numbers first, wins the game.

## Yacht

Also known as *Cheerio*, *Yot*, *Yam* and, in another version commercially marketed, as *Yahtzee*. This is closely related to a popular game from Puerto Rico called *General* (or more properly *Generala*), which is a little more sophisticated. Any number may play and it also makes for a good solo game, just go for your personal best. You will need a score sheet and five dice.

**Play:**

**Yartsee / Yacht Score Sheet** (Yacht scores' in grey)

Upper Section	1	2	3	4	5
Total all 1s					
Total all 2s					
Total all 3s					
Total all 4s					
Total all 5s					

<b>Total all 6s</b>						
<b>Total</b>						
<b>0 / 63+ scores 35 bonus</b>						
<b>Total</b>						
<b>Lower Section</b>		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
3-of-a-kind	<b>Total all dice</b>					
4-of-a-kind	<b>Total all dice</b>					
Full house	<b>Total dice / 25</b>					
Low Straight	<b>30</b>					
High Straight	<b>30 / 40</b>					
5-of-a-kind	<b>50</b>					
Chance	<b>Total all dice</b>					
<b>Lower Section Total</b>						
<b>Upper Section Total</b>						
<b>Grand Total</b>						

Each player in turn tries to score the highest possible amount for each of the twelve categories on the score sheet. In each turn a player has up to three throws rolling the dice, setting aside any they wish to use for a category and rolling the remainder. They do not have to use all three throws and may stop after the first or second. Players must fill in a score for a category after each turn but once it is used they may not change it. Categories may be filled in any order.

After each player has had twelve turns and all the categories on the score sheet have been filled, the scores are totalled, and the player with the highest total, wins the game.

- 1 Ones** Score one point for each 1 thrown. Maximum of 5 points.
- 2 Twos** Score two points for each 2 thrown. Maximum of 10 points.
- 3 Threes** Score three points for each 3 thrown. Maximum of 15 points.
- 4 Fours** Score four points for each 4 thrown. Maximum of 20 points.
- 5 Fives** Score five points for each 5 thrown. Maximum of 25 points.
- 6 Sixes** Score six points for each 6 thrown. Maximum of 30 points.
- 7 Little Straight** 1, 2, 3, 4, 5. Scores 30 points.
- 8 Big Straight** 2, 3, 4, 5, 6. Scores 30 points.
- 9 Full House** Three-of-a-kind and a pair. Scores total value of all dice.
- 10 Four of a Kind** Scores total value of the four dice. i.e. 6, 6, 6, 6, 2 scores 24 points.
- 11 Chance** No pattern required. Scores total value of all five dice.
- 12 Yacht** Five-of-a-kind scores 50 points.

For example a turn might go something like this. A player rolls all five dice resulting with the numbers 6, 6, 6, 3, 3. They could score for a full house without any further throws. But if the full house category is already used they would set aside the three 6s



and roll the remaining two dice to try and gain a good score for the sixes category. The remaining dice are rolled again and come up as a 4 and 6. The 6 is kept making four-of-a-kind and the remaining die rolled as the last throw. It is a 6 as well making a Yacht (five-of-a-kind) and scores 50 points which ends a very lucky turn. It is common for a player to enter zero for a category and players often use the 1s for this because it is low scoring.

### **Variations:**

**Yahtzee** is played as described above but the score sheet is divided into two sections. 1s through to 6s as the first section, and the remaining categories as the second. At the end of a game you score a bonus of 35 if the 1s to 6s section totals 63 or more. Additionally the definition of a big straight is any run of five consecutive dice values and a little straight any run of four consecutive dice values. Players score 40 for a big straight not 30.

**General** is played as described above for *Yacht* but with the following differences.

There is only one straight scored in *General* and can be either 1, 2, 3, 4, 5 or 2, 3, 4, 5, 6. It scores 25 points if made with only one throw and only 20 points if made on the second or third. For this category Aces (1s) are wild and may represent a 2 or a 6 if either or both are needed to make a straight.

The full house scores 35 points if made with one throw and 30 points if made on the second or third.

Four-of-a-kind scores 45 points if made with one throw and 40 points if made on the second or third.

The Yacht category is known as a *general*. If it is made with one throw then it wins the game with no further play and is known as a *big general*. If made on the second or third throw it scores 60 points and is known as a *small general*.

When played for stakes the winner receives the difference between his score and that of each of the other players at a pre-arranged sum for each point.

## **Chicago**

Also known as *Rotation*. This is a simple game of luck played with two dice.

### **Play:**

Eleven rounds are played in which each player in turn throws the dice and successively tries to score all the possible totals of two dice - 2 to 12. Players either announce their

score after each turn or points are recorded on a score sheet. If a player throws a total of 2 on the first round they score 2 points. If they throw a total of 3 on the second round they score 3 points, and so on up to 12, scoring accordingly. The player with the highest total score after all eleven rounds, wins the game.

## Crag

Similar to the game of *Yacht* but faster, played with only three dice, and with differing scoring categories. A score sheet is needed to record player's scores.

**Play:**

### Crag Score Sheet

Category		Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Player 7	Player 8	Player 9
<b>Ones</b>	<b>Total of all 1s</b>									
<b>Twos</b>	<b>Total of all 2s</b>									
<b>Threes</b>	<b>Total of all 3s</b>									
<b>Fours</b>	<b>Total of all 4s</b>									
<b>Fives</b>	<b>Total of all 5s</b>									
<b>Sixes</b>	<b>Total of all 6s</b>									
<b>Odd Straight</b> (1,3,5)	<b>20 Points</b>									
<b>Even Straight</b> (2,4,6)	<b>20 Points</b>									
<b>Low Straight</b> (1,2,3)	<b>20 Points</b>									
<b>High Straight</b> (4,5,6)	<b>20 Points</b>									
<b>Three of a Kind</b>	<b>25 Points</b>									
<b>Thirteen</b> (2,5,6 or 3,4,6)	<b>26 Points</b>									
<b>Crag</b> (1,6,6 or 3,5,5 or 5,4,4)	<b>50 Points</b>									
<b>Totals</b>										

Each player in turn tries to score the highest possible amount for each of the thirteen categories on the score sheet. In each turn players throw the three dice and may then throw any or all of them again in an attempt to improve their score for one of the categories. They do not have to use two throws and may settle on their first. Players must fill in a score for a category after each turn but once it is used they may not change it. If a player has used a category and throws dice that are only suitable for it,

they must enter a score of nought for one of the unused categories left on the score sheet. In this case try to choose a low scoring entry to fill in. For example 1s. Categories may be filled in any order.

1	Ones	Scores 1 point for each 1
2	Twos	Scores 2 points for each 2
3	Threes	Scores 3 points for each 3
4	Fours	Scores 4 points for each 4
5	Fives	Scores 5 points for each 5
6	Sixes	Scores 6 points for each 6
7	Odd Straight - 1, 3, 5	Scores 20 points
8	Even Straight - 2, 4, 6	Scores 20 points
9	Low Straight -1, 2, 3	Scores 20 points
10	High Straight - 4, 5, 6	Scores 20 points
11	Three of a kind - All dice showing the same value	Scores 25 points
12	Thirteen - Total of 13 but without a double - 3,4,6 or 2,5,6	Scores 26 points
13	Crag - Total of 13 with a double - 1,6,6 or 3,5,5 or 5,4,4	Scores 50 points

After each player has had thirteen turns and all the categories on the score sheet have been filled, the scores are totalled, and the player with the highest, wins the game.

## Drop Dead

A good game requiring five dice and a score sheet.

### Play:

Each player in turn rolls the five dice and scores when none of the dice thrown show a 2 or a 5. If a 2 or a 5 are not thrown the player scores the total of the numbers rolled. If a 2 or 5 is thrown they score nothing and put to one side all the dice showing a 2 or 5. These dice are *dead* and the player continues rolling without them, putting to one side any dice showing a 2 or a 5 and scoring when neither are thrown, until all the dice are eliminated.

Once the final die has turned up as a 2 or 5 the player is said to have *dropped dead* and it is the next player's turn. A running tally of a player's score is kept and the player with the highest score after every player has had a turn, wins the game.

### Example Turn:

Numbers Thrown	Throw's Score	Total Score
1, 2, 2, 4, 5	0 0	3, 4, 6 13 13
1, 4, 5 0	13	6, 4 10 23
1, 6 7 30	2, 5 0 30	

# Beetle

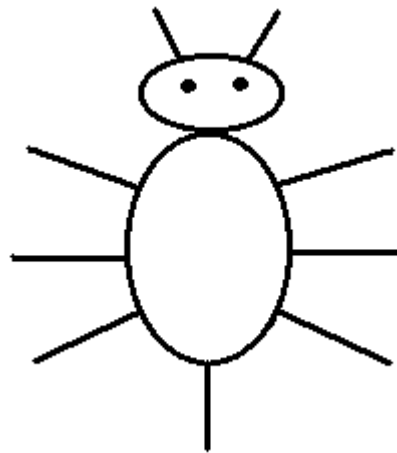
Also known as *Bugs*. Only one die is required. Essentially for children, this game was first marketed by Schaper Toys in 1948 as *Cootie*. Players rolled a die and pieced together a plastic flea, according to the numbers rolled, from parts supplied in a box. It is now just as easily played with a pencil and paper. Special dice are available that have the six faces marked with letters corresponding to the beetle body parts - **B**-ody, **H**-ead, **L**-eg, **E**-yes, **A**-ntenna and **T**-ail.

## Play:

Each player has a pencil and paper and in turn rolls the die and draws a body part corresponding to the number rolled.

- 1 = Body
- 2 = Head
- 3 = A Leg
- 4 = An Eye
- 5 = An Antenna
- 6 = The Tail

A player, however, cannot start drawing the legs, tail, and head until a 1 has been thrown for the body; and cannot draw the eyes and antennae until a 2 has been thrown for the head. The beetle must have a body, a head, two antennae, two eyes, six legs and a tail. The player who finishes drawing a beetle first, wins the game.



**Completed Beetle**

## Variations:

Use two dice to speed up play, or even develop a more complex beetle to draw.

Another version is played in which players score a point for each part of the beetle they draw. A series of games are played and the player who reaches an agreed total first (say 50 points) wins.

## Help Your Neighbour

A very old and fast moving dice game for two to six players. Best played with six. Three dice and at least ten counters per player are all that's needed.

### Play:

Each player is assigned a number from 1 to 6, representing the numbers on a die. If only five are playing the 6 is ignored. If only four are playing both the 5 and 6 are ignored. With three players, each is given two numbers and with two players, each is given three numbers.

Each player in turn rolls the three dice. If any player's number comes up in a throw they must put a counter in the pot. For example if the first player rolls 5, 5, 3 then the player assigned the number 5 puts in two counters and the player assigned the 3 one counter. The first player to put all his counters in, wins and takes the pot. A set number of rounds are played with each player taking it in turn to be the first thrower.

## Going to Boston

Also known as *Yankee Grab* and *Newmarket*. This is a fast and easy game which is best played with four or more players and stakes. Three dice are required.

### Play:

Each player in turn has three throws of the dice. On the first throw the highest number is put to one side. If two or more dice show the highest number only one is kept. The remaining two dice are thrown again and the highest is put aside once more. The final die is rolled and the total of all three is the player's score. The player with the highest score, after each player has had a turn, wins that round. A set number of rounds are played and the player who takes the most is the overall winner.

### Variations:

Sometimes called *Multiplication*, another version is played by scoring the sum of the first two dice multiplied by the third instead of the total of all three.

# Pig

A simple game, played with one die, which requires a score sheet.

Specially marked dice, called death dice, are available for this game. They are marked in the same way as standard dice except that the 1 spot is replaced with a skull.

## Play:

Each player in turn throws the die and continues to throw the die until either a 1 is thrown or they decide to stop. If a 1 is thrown they score nothing for that turn. If they elect to stop before a 1 is thrown they score the total of the numbers thrown in that turn. The scores are noted for each turn and the player who obtains a total score over 100, wins the game, provided they are not then out-scored by a player who has thrown one fewer rolls.

## Variations:

You can play *Pig* with two dice. A 1 thrown with either die means a player scores nothing and ends their turn. A double 1 ends a player's turn but scores 25 points regardless of what they may have accumulated with the previous throws of that turn. Any other double, doubles the score for that throw. For example - double 6, totaling 12, scores 24 points.

# Around the Spot

Also known as *Flower Petals*. The name of this game relates to scoring numbers in play. 1, 3 and 5 all have a spot in the centre of the die's face. Played with three dice and a score sheet.

## Play:

Players take it in turn to throw the dice. In each turn players roll all three dice three times. They score for every occurrence of a 1, 3 or 5. 1 scores one point, 3 scores two points and 5 scores four points. Should a player throw a triple 2, 4 or 6 they double their score for their turn and the throw is not counted as one of the three. A second throw of triple 2, 4 or 6 cancels out the previous one and their score is no longer doubled. Four rounds are played and the players' scores are noted. The player with the highest total, wins the game.

## Sequences

Also known as *Straight Shooter*. This game is played with six dice. This is essentially a standard dice version of an old game called *Hearts* or *Hearts Due* which is played with special dice that have the letters **H**, **E**, **A**, **R**, **T** and **S** printed on the die's faces instead of spots.

### Play:

Each player in turn rolls the six dice and scores points for any sequence of consecutive numbers thrown beginning with 1. In the event of two or more of the same number being rolled only one counts. However a throw that contains three 1s cancels out a player's score and they must start from zero again. A total of scores is kept and the first player to reach 100 points, wins the game.

1 5 points 1, 2 10 points 1, 2, 3 15 points 1, 2, 3, 4 20 points 1, 2, 3, 4, 5 25 points 1, 2, 3, 4, 5, 6 35 points 1, 1, 1 Cancels player's score

### Variations:

Some versions score 30 points, rather than 35, for a sequence of six.

Yet another version is played without the triple 1 rule and with two additional scoring combinations of five 6s scoring 35 points and six 6s scoring 70 points.

## Dice Golf

A dice version of the Scottish club and ball game but you can play this at home with just three dice and a score sheet.

### Play:

Each player in turn rolls three dice and continues to throw them until a double is thrown. Each throw that doesn't contain a double counts as a stroke. The throw that contains a double counts as the hole. The number of strokes and the throw that contained the double are counted and noted down for each player. 18 rounds are played representing the 18 holes of a golf course and the player with the lowest total of throws at the end of the game wins.

## Ten Pins

A dice version of ten-pin bowling played with two dice and a score sheet.

### Play:

Ten rounds or "*frames*" are played in which each player, in turn, has three rolls of the dice. He may leave one or both dice at the end of any throw. The player scores the total number of spots shown after their final throw. Any 6s indicate "*the ball is off the alley*" scoring nothing for that throw.

5-5 on the first throw is a "*strike*" and a player scores 10 points plus the total of the dice made by the third throw.

5-5 made after the first throw is a "*spare*" and players score 10 points plus the total of the dice made on the first throw in their next "*frame*".

On the first throw players often throw both dice again if they haven't thrown a 5. On the second throw players often throw again with 1s and 2s, but may hold the dice with 3s and 4s.

## Passage

A simple game played with two dice by any number of players.

### Play:

Each player rolls a die with the highest throwing first in the game and the lowest "*setting the point*". The player with the lowest roll, throws a die again and the number rolled becomes the *point* number.

Each player in turn rolls the dice and scores one for every occurrence of the point number. The first player to reach 11 points, wins the game.

### Variation:

A player who rolls a double point number scores 3 points instead of 2



## Plus and Minus

A simple children's game requiring some basic mathematical skills, a score sheet and five dice.

### Play:

Each player in turn has four rolls of the dice. On the first roll a player sets aside two of the dice, totals them and notes his score on the score sheet. On the second roll the remaining three dice are rolled and one is set aside and the value is subtracted from the player's total on the score sheet. On the third throw the two remaining dice are rolled and one is set aside and its value added to the player's total on the score sheet. On the final throw the last remaining die is rolled and the value is subtracted from the player's total on the score sheet. The final resulting number is the player's score for that round.

Five rounds are played as before and the winner is the player with the highest total of points over all the rounds.

### Example turn:

Dice Rolled	Dice Set Aside	Total
6, 5, 2, 2, 1	+ 6, 5	11
5, 4, 3, 3	- 3	8
4, 2	+ 4	12
5	- 5	7
	<b>Score:</b>	<b>7</b>

## Catch Up

A fun children's game that can get quite hectic, played with two dice and counters or tokens.

### Play:

One player is given a die while the other is given to the player sitting opposite. Players sit in a circle with a number of tokens in the middle and start chanting, clapping and slapping their knees in rhythm to the chant.

*/Are you / ready? / Are you / ready? /  
/ If ~ / so ~ / let's ~ / go! ~ /*

*/ Roll now! / slap clap / What have you got? / slap clap /  
/ Must you pass? / slap clap / Hope not! / slap clap /*

The two players with the dice roll them on the "Roll Now!" command in the chant. If a player rolls a 6 they pass the dice to the next player (first die on the left; second die to the right). Play continues as before until a player ends up with both dice. He then takes a token from the center. The game is played until a player has collected three tokens.

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