

Games to play with Dice



Tenzi - Each player should start with at least 5 dice, and the more dice in play the harder the game gets. The aim of the game is for children to roll their dice and try and get the same number on each of the dice. Roll only the dice that are not the one on the number you are trying to get and see who can get the numbers to match with the fewest throws.

Going to Boston - All that is needed for this *fun-filled game is 3 dice, a pencil and some paper so scores can be recorded.* Each player is given three dice. The dice will be rolled three times, with the highest number set aside each time. At the end of the player's turn, the three numbers must be added up to give the final figure. Each player takes a turn until they have three numbers each. The winner with the highest overall number will be declared the winner. This game can be adapted for those looking for more of a challenge. For example, older children may enjoy multiplying the numbers, as opposed to adding them together.

Mountain - Easy game for younger children but can be adapted for older youth too. All that you need in order to play Mountain are two or three dice, a paper and pencil. Draw a mountain on the paper and starting from 1 write the number up the mountain and then back down the other side. In order to climb the mountain, roll the dice and try to get each of the numbers shown on the mountain. For example, if the first number is a 1, then you have to roll a 1 before the climb can start. You need to attain each number in order. Therefore, there can be no fast forwarding when it comes to rolling a number that appears later on. The winner is the first person that is able to claim the mountain with a number of successful dice rolls. You can tailor the game for different players. For example, you may want to increase the size of the mountain or introduce more dice.

Run for It - For this game you will need six dice, paper and a pencil. The aim of the game is to roll dice that have sequence numbers, such as 1-2, or 1-2-3. Each sequenced number is worth 5 points, but a sequence cannot be minus any numbers. For example, if 1,4,6,6,6,3 is the thrown sequence, you can't record a sequence. The winner of the game is the first person to reach 100 points.

Knock Out - This is a very simple game, using just two dice and is good for young children. Each player chooses a "knock out number" - either 6, 7, 8, or 9. More than one player can choose the same number. Players take turns throwing both dice,

once each turn. Add the number of both dice for the score. If a player throws a 6, 7, or 8, they are knocked out of the game until the next round. Decide before the game a score to be reached for a win.

Beat That - 2 dice are needed if played with younger children and 7 dice are needed for older players. Each player takes a turn rolling the dice and placing them in order to make the highest number possible. For example, if a player throws a two and a three, they have 23. A player who throws a six and a four would win the round as they have the higher number. After each throw, a player challenges the next player, "Beat that!" Play this game in rounds, assigning a winner to each round.

Stuck in the Mud - The fun of this dice game is the unpredictability. Some turns end quick and some seem to go on forever. Players can only score on a roll which does not include the numbers 2 and 5. Any dice, which show a 2 or a 5, become "Stuck in the mud!" Each player needs five dice. The first player rolls all five dice. If any 2s or 5s are rolled, no points are scored for this throw. If no 2s or 5s are rolled, add up the total of the dice and write it down. The player sets aside any 2s and 5s and throws the remaining dice. Again, if any 2s or 5s are thrown, no points are scored. If there are no 2's or 5s, add the total to the previous score. Continue in this way until all the dice are "Stuck in the Mud." After the score is totaled, play passes to the left. Agree a number of rounds - five works well - and total up the score.

Three or More - Players take turns rolling five dice and scoring 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. Scoring: 3-of-a-kind: 3 points, 4-of-a-kind, 6 points and 5-of-a-kind: 12 points. Set the number of rounds for the game and the player with the highest total score at the end of a game is the winner.

Round the Clock - Each player needs two dice. Choose the first player with a dice throw; the player with the lowest total going first. The first player throws both dice, hoping to throw a 1. Players then take turns (in a clockwise direction) trying to throw a 1. The next round, those players who threw a 1 will try to throw a 2. Any player who did not throw a 1 in the first round will try again this round. Players can do so by throwing a 2 or two 1s. Play continues round-by-round with players trying to throw all the numbers from 1 to 12 in sequence. Players may count the spots on just one die or on both dice added together. For example, throwing a

3 and a 6 could be counted as 3, 6, or 9. The first player to go "Round the Clock" - throw all the numbers from 1 to 12 in order - wins the game.

Pig - The game is called "Pig" because the first player "hogs" the dice in an effort to win the game. Each player throws their dice and the one with the lowest number goes first. The first player rolls the die and adds up the numbers after each roll. They may stop rolling at any time and end the turn. The player loses all points for the turn when a 1 is rolled. The player with the highest score wins.