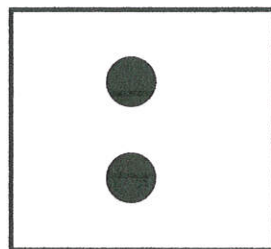
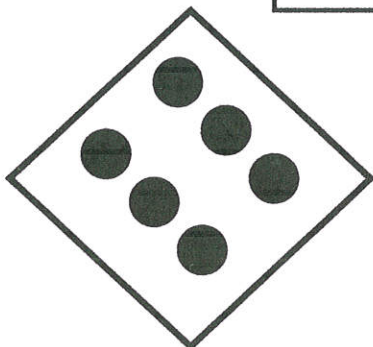
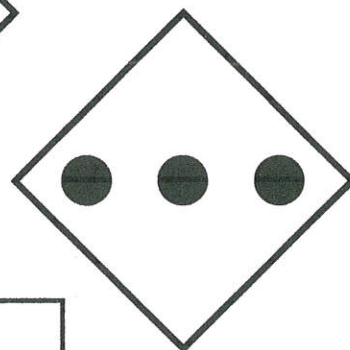
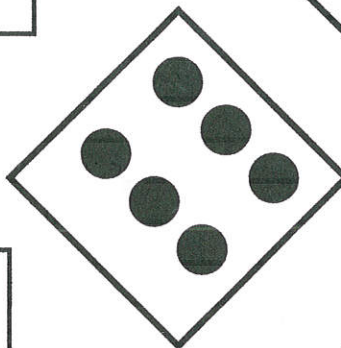
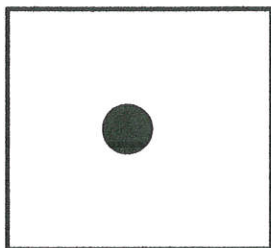
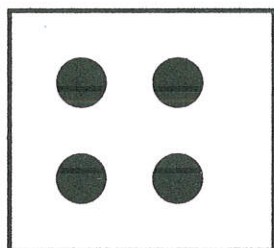
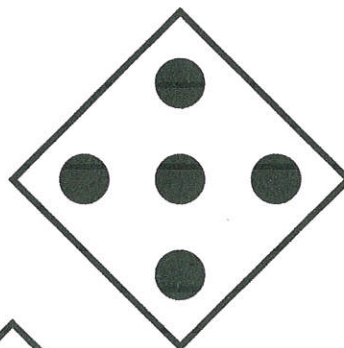
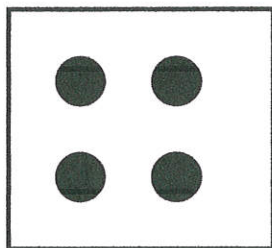
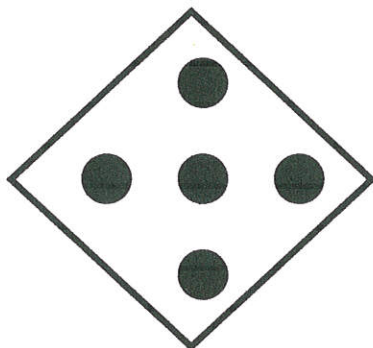
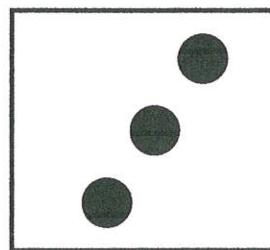
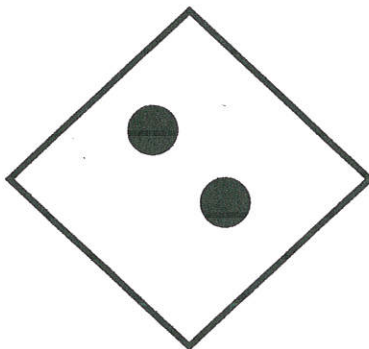
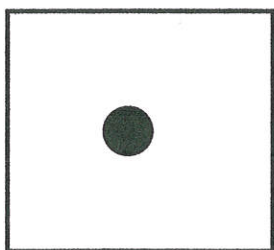


Name _____

What Did You Roll?



DICE GAMES FOR KIDS

See the full post and how-to videos: <https://www.whatdowedoallday.com/dice-games-for-kids>

PASSAGE:

What you need: 2 dice; 2 or more players

Objective: to be the first player to reach 11 points.

Instructions: To set up the game each player rolls a die. The highest scoring roll will be the player who begins the game. The player who rolled the lowest number will now roll a second time and the number on the die becomes the “point number.”

Starting with the first player, players take turns rolling two dice. If he rolls the point number, he gets one point. If he rolls doubles of the point number he gets two points. Each player gets only one roll per turn.

The first player to get 11 points wins.

RUN FOR IT

What you need: 6 dice; 2 or more players

Objective: to be the first to reach 100

Instructions: Alternating turns, each player rolls 6 dice. Looking at the dice, the player attempts to organize them into runs. A run is a sequence of numbers, such as 1-2-3-4-5-6. For each number used in a run, the player scores 5 points. Dice may only be used once when creating a run. Runs must begin with the number 1.

For example, a roll of 1-2-4-5-6-6 scores 10 points for the run 1-2.

For example, a roll of 1-2-1-2-3-4 scores 10 points for the run 1-2, and 20 points for the run 1-2-3-4 for a total of 30 points.

If there is no run, no score is recorded. For example, a roll of 1-3-4-4-5-6 scores zero points.

Play continues until one player has reached 100 points.

FIFTY

What you need: 2 dice; 2 or more players

Objective: be the first player to reach 50

Instructions: Taking turns, players roll two dice, one roll per turn. If they do not roll doubles, they do not score for that turn.

If they roll doubles, they earn a score as follows:

- Double 1s, 2s, 4s, 5s = 5 points
- Double 6s = 25 points
- If they roll double 3s, their score up to that point is wiped out and they must restart accumulating points.

The first player to reach 50 points wins.

KNOCK-OUT

What you need: 2 dice; 2 or more players

Objective: to be the first player to reach 100; or have the highest score at the end of a predetermined number of rounds. (We prefer to play for 10 rounds.)

Instructions: To set up the game decide if you will play to 100 or for a number of rounds. Chose 6, 7, or 8 as the “knock-out number.” The knock out number can be the same for all players, or each player can have a different knock out number. We find the best way to play is with 7 as everyone’s knock-out number. A round is complete when all players have had one turn.

Taking turns, players roll both dice, if they do not roll the knock-out number the total score is recorded for that turn and they pass the dice to the player on their left.

For example, if the roll is 2-3, the player earns 5 points.

If they roll the knock-out number they receive no score for that round. But not only that, the player’s accumulated score is “knocked-out” and the player must start again on their next turn.

Only one roll per turn. Play until one player has achieved the game objective.

THREE OR MORE

Objective: to have the highest score at the end of ten rounds.

Instructions: Players take turns rolling all 5 dice. The goal is to roll at least 3 of a kind.

On a player’s turn one of the following will happen:

- If the roll contains no matches, the score is zero and the player’s turn is over.
- If the roll contains 3 or more of a kind, record a score of three and pass the dice to the next player.
- If the roll contains 2 of a kind, the player may re-roll the remaining three dice. If, after the second roll, there is not at least 3 of a kind, the score is zero. If the roll has 3, 4 or 5 of a kind, record either a score of three for 3 of a kind, six for 4 of a kind or twelve points for 5 of a kind.

Whoever has the highest score at the end of ten rounds, wins.

More dice games here:

<https://www.whatdowedoallday.com/dice-games-with-5-dice-five-times-the-fun/>

<https://www.whatdowedoallday.com/tag/dice-games/>