## Dice Freeze

## What you'll need:

- Six dice
- Paper and pencil or phone to keep score


## Object of the game:

Roll the dice as many times as you can, trying to avoid rolling 2 s and 5 s . Score points for rolls that do not have any 2 s or 5 s , and the player with the most points at the end wins!

All players roll two dice, and the highest roller goes first; roll again to break any ties.

## How to play:

On your turn roll all six dice. If any of the dice show a 2 or a 5, set them aside and you do not score any points. Then continue to reroll the remaining dice. If no 2 s or 5 s show up on your roll, add up all the dice to get your roll score, even if it is only one die. Continue to reroll the remaining dice, removing any 2 s or 5 s , and adding any dice rolls that do not include a 2 or a 5 . Once your last die is a 2 or a 5 , your turn is over, and it is the next player's turn.

Play three to five rounds and the highest score wins!


## On a Roll

## What you'll need:

- Six dice
- Paper and pencil or phone to keep score


## Object of the game:

Roll the dice as many times as you can, trying to set aside matches and sequences of numbers. The higher the numbers on the dice you set aside, the more points you earn. But if you roll and are unable to set any dice aside, you risk not scoring any points that turn. The player with the most points at the end wins!

All players roll two dice, and the highest roller goes first; roll again to break any ties.

## How to play:

On your turn roll all six dice. If you roll any sets of two or more of the same number or a sequence of three or more numbers, you may choose to set them aside. As long as you can set aside at least two matching dice or a sequence of three or more on your first roll, you may continue to roll the remaining dice.

## Setting-aside dice:

- Any pair
- Any set of three numbers
- Any set of four numbers
- Any set of five numbers
- Any set of six numbers
- Any sequence of three or more dice (Example: 2, 3, 4)

You may also choose to stop rolling and earn the points from the dice you have set aside. If you choose to roll and cannot set aside any dice from that roll, your turn is over and you do not earn any points.

Example: If you have set aside a pair of 5 s and you roll another 5 on a subsequent roll, you may add the 5 to the pair, making it a set of three.

This means on any roll, except your first of each turn, the minimum you must set aside is one die.

When you have decided to end your turn, add up the total number of pips/points on the dice you have set aside. (Note: A pair of 6 s can be worth more than four 2 s .)

If you can set aside all six dice, you gain an additional 6 points.

## On a Roll game continued.

Play three to five rounds and the highest score wins.

## Example turn:

Roll:


- You choose to keep the pair of 4 s
-     - and reroll the other four dice.


You add the 4 to your set of 4 s and keep the pair of 3 s . You then choose to end your turn and not reroll the last die.


Total score for that turn =18
Your turn is over, and it is the next player's turn.

## Example turn:

Roll:


- You choose to keep the pair of 4 s - - and reroll the other four dice.


You add the 4 to your set of 4 s and keep the 1,2 and 3 as a sequence. You have also used all six dice and get a bonus 6 points.


Total score for that turn = $\mathbf{2 4}$ Your turn is over, and it is the next player's turn.


## Odds E Evens

## What you'll need:

- Three dice
- Paper and pencil or phone to keep score


## Object of the game:

Rolling a set of three dice three times each turn, try to get as many 1 s , 3 s and 5 s as you can. Add up the totals on the dice, and the player with the most points at the end wins!

All players roll two dice, and the highest roller goes first; roll again to break any ties.

## How to play:

On your turn roll three dice. If you roll 1 s , 3 s or 5 s , add them up and score them as points. If you roll a 2, 4 AND a 6 on one of your three rolls - congrats! This doubles all the points you earn on this turn, and the roll is not counted as one of your three rolls. But if you roll a 2, 4 AND 6 a second time, it will cancel your ability to double your points. (Still not counted as one of your three rolls).

After rolling the dice three times and recording your score, it is the next player's turn.

Play three to five rounds and the highest score wins.
Example turn:

| Total score for that turn $=13 \times 2$ |
| :--- |
| Your turn is over, and it is the next |
| player's turn. |

score 3

