

# W13997 Foam Dice Set Activity Guide

## Score-Five Game (similar to Yahtzee®)

**Set-up:** Only 5 dice will be used in this game. Select 5 and set the other 7 aside. For more fun, use a bucket (not included) to shake and roll the dice. Our W12666 or W13472 buckets will work for this game.

**Overview:** The goal of the game is to get as many points as possible by rolling combinations of five dice. You can roll up to three times, possibly choosing to just roll some of the dice each time. After you roll, you choose which row on the score sheet to use based on the combination rolled. Different combinations of dice earn points differently. If you don't meet the requirements for the combination you choose, you will get zero points for that slot. The game ends when you have filled in all the slots in the game. The points are divided into two sections, the upper section and the lower section.

**Game Play:** Put the dice in the bucket, shake and roll them out. You can keep as many of the dice as you desired from zero up to 5. After your three rolls are up, you have to choose the combination you want credit for (you do not have to use all three rolls). After 3 rolls, a player must select which row they want to record that turn in.

**Upper Section:** Points for the top section are determined by adding up all the dice that match the number in that row. For example, if you rolled a 1, 3, 4, 4, and 3, you would get 6 points in the 3's row ( $2 * 3$ ), or 1 point in the 1's slot ( $1 * 1$ ), or 8 points in the 4's slot ( $2 * 4$ ). If you get 83 points in the upper section, you will also get a 35 point bonus.

**Lower Section:** The rows in the lower section are based on combinations. Each row has a different rule for when you can get points for it and how the score is calculated. The combinations are mostly based on poker hands and are listed below. The order of the dice does not matter—the only thing that matters is the numbers.

### Combinations

Slot	Rule	Points	Example
<b>Three of a kind</b>	Three (or more) dice with the same number	Sum of all the dice	<b>5, 3, 5, 5, 1</b> => 19 points
<b>Four of a kind</b>	Four (or more) dice with the same number	Sum of all the dice	<b>3, 3, 3, 5, 3</b> => 17 points
<b>Full House</b>	Three dice with matching numbers <b>and</b> the other two dice with matching numbers	25 points	<b>2, 2, 3, 3, 2</b> => 25 points
<b>Small Straight</b>	At least four of the dice are in consecutive numerical order (remember that order doesn't matter)	30 points	<b>3, 4, 5, 6, 3</b> => 30 points
<b>Large Straight</b>	All five of the dice are in consecutive numerical order (note that the only possible combinations are 1,2,3,4,5 and 2,3,4,5,6; of course the order doesn't matter)	40 points	<b>2, 3, 4, 5, 6</b> => 40 points
<b>Score-Five</b>	All five dice are the same (five of a kind)	50 or 100 points (see Score-Five section below)	<b>2, 2, 2, 2, 2</b> => 50 points
<b>Chance</b>	Any combination	Sum of all the dice	<b>2, 2, 4, 6, 1</b> => 15 points

### Special Score-Five Rules:

The first time you get a Score-Five in a game it is worth 50 points (if you use it in the FiveZee slot). If you roll another Score-Five *after* you have already gotten the 50 points (i.e., you didn't take a zero), you will get a 100 point bonus.

You can also use additional Score-Five as wildcards on the bottom section **if** you have already filled in number you rolled on the upper section. For example, if you have used the 1's, 3's, 4's, and 6's on the top section and you roll a Score-Five in 5's, you cannot use it as a wildcard but you could use a Score-Five in 3's. Since a Score-Five meets the requirements for a 3 of a kind, 4 of a kind, full house, and chance, it will always give you points in those slots. Extra Score-Five can be used as wildcards regardless of whether you got any points for the first one.

# Score-Five Scorecard

Name: \_\_\_\_\_

## SCORESHEET TABLE

UPPER SECTION	SCORING GUIDE	GAME #1	GAME #2	GAME #3	GAME #4	GAME #5
Aces	Count and Add only Ones					
Twos	Count and Add only Twos					
Threes	Count and Add only Threes					
Fours	Count and Add only Fours					
Fives	Count and Add only Fives					
Sixes	Count and Add only Sixes					
TOTAL SCORE	————→					
BONUS (If total score is >83)	Score 35					
TOTAL (Upper Section)	————→					

## LOWER SECTION

3 of a kind	Add Total of All Dice					
4 of a kind	Add Total of All Dice					
Full House	Score 25					
Small Straight (Sequence of 4)	Score 30					
Large Straight (Sequence of 5)	Score 40					
Score-Five (five of a kind)	Score 50					
Chance	Score Total of All 5 Dice					
Score-Five BONUS	✓ FOR EACH BONUS					
	SCORE 100 PER ✓					
TOTAL Of Lower Section	————→					
TOTAL Of Upper Section	————→					
GRAND TOTAL	————→					

### Math Race Games:

Divide your group into 2 teams. Give each team 6 dice, one dice of each color. At a start signal each team will roll the dice, perform the required math functions and shout out their answer. The first team to shout out the correct answer earns a point and the other team(s) have to do 10 jumping jacks (or some other activity, like roll Fitness Dice -W4952 and do the activity indicated by the dice). For the more complicated races, you may want to hand out copies of the rules or put them on a white board for all to view. Teams will also need paper and pencil to make some of the calculations.

- Addition Race – Teams add up all 4 of their dice.
- Addition and Subtraction Race – Teams add up their red, blue, green, orange and purple dice and then SUBTRACT the value of the yellow dice.
- Addition and Multiplication – Teams add the red dice to the blue dice, the orange to the yellow and the blue to the green. They then multiply those 3 totals by one another.
- Addition, Multiplication and Subtraction – Teams add the red dice to the blue dice, the orange to the yellow and the blue to the green. They then multiply the totals of the red/blue and orange/yellow dice by one another. From that total they subtract the sum of the blue and green dice.
- Mix it Up – Add up the red, blue and green dice, subtract the yellow and divide by the orange. Answer to be provided in whole numbers and fractions, positive or negative values as required.

### Flip Dice Races:

**Overview:** Teams will compete against one another to race around an area flipping over one dice at a time with the goal of having the fewest number of dice at the end of the game having their team number of numbers face up at the end of the race. You can play this game with just one set of 12 dice, but the more dice the more fun and activity your group will get.

#### Set-Up:

- a) Divide your group into 2, 3, or 6 teams. Assign each team a number or numbers.
  - For 2 teams, assign one team the odd numbers (1,3,5) and one team the even numbers (2, 4, 6)
  - For 3 teams, assign one team numbers 1 & 2, one team 3 & 4 and one team 5 & 6.
  - For 6 teams, assign each team one number.
- b) Give each team an equal number of dice and have them spread them out in a large open area with any number they choose facing up. If they are smart, they won't put their number(s) face up!
  - c) Once the dice are spread out, all team return to a start area.
  - d) Determine how long the game will last. 3 to 5 minute games should work well.

**Play:** At a start signal, players enter the play area and flip over any dice that has their number(s) face up. They can place the dice down again with any number they choose facing up. When a player picks up a dice they must place it back down as quickly as possible, they can't hold onto it for more than a few seconds. The dice should also be returned to the same spot from which it was picked up within a few inches. Once a player flips a dice, they must flip a different dice. This is to prevent a player from standing in the same place and just flipping the same dice back over after another team flips it. Players are allowed to flip the same dice during a game, but must flip a different dice before they can go back and flip one they have previously flipped. For a more active game, you could require players to flip 2 or more other dice before they are allowed to flip one they have previously flipped. Of course, such a rule will be tough to monitor and enforce.

**Winning:** At a stop signal everyone stops moving. If they have a dice in their hands, players are allowed to quickly place it down with any side they choose face up. Each dice is then reviewed and a tally is made of how many of each number is facing up. The team with the least amount of their dice facing up wins that round. Play a few rounds for more fun.

**Dice Stacking:** See how many dice you can stack up in a single column. If 12 is too easy, add another set of 12, then another!

**Blind Team Dice Stacking:** One player is blindfolded and their partner has to verbally tell them where the dice are and talk them through stacking up as many dice as possible into a single column stack. See how high a team can stack the dice or form multiple teams and see who can stack them the highest in 2 minutes!