

W11934 Dicezies

Activity Suggestions

Contents: 40 dice, 10 each in 4 different colors

General: All Games are for 2 to 4 players, each player selects 10 dice of the same color. It may be helpful to give each player a box or container within which to roll their dice to prevent them from rolling too far away, off a table or mixing with another player's dice

Hot Number Race: All players roll all their dice simultaneously. After the first roll each player selects a number from 1 to 6 and keeps all the dice that have that number face up and put them to the side in a line. Next, they pick up the remainder of their dice and re-roll them. The first player to get all ten of their dice to show the number they selected wins. Note that once a player determines their number, it cannot be changed.

Hot Number Race X3: A player must win 3 individual races to win this game. The first game is played the same as the regular Hot Number Race above. In the second and subsequent races, all players that did not win the previous race, start with one fewer dice in the next race.

Hot Number Race Tower: Same as the Hot Number Race except that instead of placing their numbers in a row, the players must stack their dice on top of one another to form a tower that is 10 dice high. If a player accidentally knocks all or part of their tower over during the race, the player must rebuild their tower. All dice in a tower must have the same number face up. If a player knocks over another player's tower by accident (or intentionally), the player that knocked over another player's tower is eliminated from the race and the remaining players start over from the beginning.

Magic Number Race: Each player rolls all ten die and sorts them, whichever number has the most showing is their "magic" number! Remember that number. Each player then rolls all ten die again and when their magic number appears on a dice, take it away from the group and form a line. Keep rolling all remaining die and adding them to their line as they appear. Once all ten die have the "magic" number that player wins!

Straight: The goal is to put a die with a 1, 2, 3, 4, 5 and 6 face up in a line. Each player rolls all ten dice. Players select any dice with the appropriate numbers face up and start to form their line. The first player with to have a line of dice with 1 to 6 in order wins.

Hard Straight: Same as above except players start with only 6 dice each.

Lucky Seven: The goal is for each player to form 5 pairs of dice that each add up to 7. Players start by rolling all their dice. Next they group their dice into pairs that add up to 7. They move the pairs into a row of pairs of dice that add up to 7. All dice that cannot be used to add up to 7 must be re-rolled. The first player with 5 rows of pairs of dice that add up to 7 wins.

Lucky Number Pairs: The goal is for each player to form 5 pairs of dice that each add up to the same number. Players start by rolling all their dice. Next they group their dice into pairs that add up to the same total. In most cases, pairs that add up to 7 should statistically be selected. But if a player rolls 2, 3, 4, or even 5 pairs that add up to another number, they may want to select a different number. Players move their pairs into rows of pairs of dice that add up to the same number. All dice that cannot be used to add up to their number must be re-rolled. The first player with 5 rows of pairs of dice that add up to the same number wins. Note that once a player determines their number, it cannot be changed.