

# times it

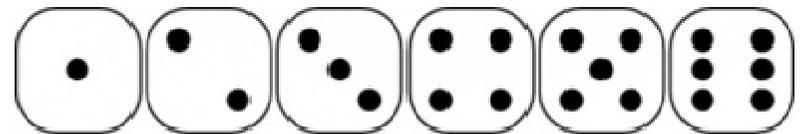
**The object:** To see who can get closest to the number 20.

**How to play:** Players take turns rolling two dice and following these rules:

1. Each player may roll up to three times. You must stick with your last roll (whether you rolled once, twice, or three times).
2. Roll the two dice and multiply the numbers. If you think you can get a sum closer to 20, roll again. If you are unhappy with that roll, roll again.
3. Now the other person takes a turn. Closest to 20 wins.



# DICE GAMES FOR YOU



# greedy dice



**The object:** to be the first to score 100 points or more.

**How to play:** Players take turns rolling two dice and following these rules:

1. On a turn, a player may roll the dice as many times as you want, keeping a running total of the sums that come up. When the player stops rolling, you record the total and add it to the scores from previous rounds.
2. However, if a 1 comes up on either of the dice before the player decides to stop rolling, the player scores 0 for that round and it's the next player's turn.
3. Even worse, if a 1 comes up on both dice, not only does the turn end, but the player's entire accumulated total returns to 0.

# two or more

**The object:** to have the highest score after 5 (or a different, preset number) rounds of play.

**How to play:** Players take turns rolling five dice and following these rules:

1. Roll the dice. You must have 2 of a kind to continue playing. If you don't, write 0 for your score and let the next player roll.
2. If you rolled 3, 4, or 5 of a kind on that first roll, score as below:

2 of a kind = 1 point

3 of a kind = 3 points

4 of a kind = 6 points

5 of a kind = 12 points



If you rolled only 2 of a kind, you can choose to take 1 more turn to improve your score (or just take your 1 point). Put those 2 of a kind dice aside and roll the others again. If you succeed in gaining more matches, score as above. If you don't, you get a score of 0 this turn!