

### Things to Consider:

Usually, another player in the game will have heard of each person or character submitted. If a name is challenged, players must honestly admit if they have heard of the person. If one other player in the game gives a "thumbs up," then the name is accepted. (Tip: write down as many answers as fast as you can after the 3-minute period has started. If there is time left, change your answers and attempt to earn bonus points for names falling under the designated category.)

**Note:** The deluxe full size version of Letter Rip is available in stores and on ecommerce websites.



See our entire line of games and puzzles at:



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EVERYTHING YOU NEED  
TO LEARN AND PLAY THE



# 20 BEST DICE GAMES

## Rules of Play

*This booklet provides game instructions for 20 of the World's Best Dice Games. Many of these games are classics and will be familiar to you, while other games may be new to you. The Score Sheets included are designed to be used for multiple games. We recommend that each player have his/her own score sheet. If you need additional Score Sheets they may be downloaded for free at [www.universitygames.com](http://www.universitygames.com).*

### Game Contents:

- 6 Dice
- 10 Bowling Dice
- 10 Letter Dice
- 20-Page Rule Book
- 2 Pencils
- 2-Sided Score Sheets

## 20 of the World's Best Dice Games

- |                             |                                 |                        |                  |
|-----------------------------|---------------------------------|------------------------|------------------|
| 1. Crag                     | 6. Chicago                      | 11. Shut the Box       | 16. Eleven Up    |
| 2. Hooligan                 | 7. Ship, Captain, Mate and Crew | 12. Catego             | 17. Bouncer      |
| 3. General                  | 8. Drop Dead                    | 13. Help Your Neighbor | 18. Hazard       |
| 4. Yacht                    | 9. Centennial                   | 14. Aces in the Pot    | 19. Bowling Dice |
| 5. Farkl-Outfitters Edition | 10. Everest                     | 15. Seven Up           | 20. Letter Rip™  |

### 1. Crag:

**Object:** The winner is the player with the most points after 13 rounds.

**Players:** 2+, optimal fun with 3-5 players.

**Components required:** 3 dice and Score Sheet #1.

**Game Play:** A player's turn is a roll of 3 dice with the option of rolling up to 2 times total per turn. Players work to assign dice combinations to a category on the score sheet. On each turn a player may accept any or all of the 3 dice rolled or re-roll one more time. After this second roll, the player then chooses his/her category on the score sheet and enters the corresponding points. At the end of each player's turn, the dice pass to the left. Each category may only be filled in once per game.

#### Categories:

**"Crag":** Any combination of three dice adding up to 13 and containing a pair of dice with the same numbers. Example: 6-6-1, 5-5-3, or 4-4-5. Score 50 points.

**"Thirteen":** Any combination of three dice adding up to 13. Score 26 points. Example: 2-5-6

**"Three of a Kind":** Any triplet of three equal numbers. Score 25 points. Example: 2-2-2

**"Straights":** High (4-5-6), Low (1-2-3), Even (2-4-6), and Odd (1-3-5). Each Straight scores 20 points.

**Numbers "1 - 6":** Score the total of only those dice that show the respective number. Example: 3-4-4 = 8 points in the Fours, or 3 points in the Threes.

**Example:** The roll thrown is 4-4-1. The two 4's are kept and the third die is rolled again. A "5" would make a "Crag" and another

"4" would complete a triplet. However, a "2" is rolled instead and the final result is 4-4-2. The fours are chosen and 8 points is recorded on the score sheet. Players must allocate a result to a different category on each turn. If the dice do not fit a chosen category a score of "0" is entered.

20 BEST DICE GAMES Multi-Game Score Sheet #1							FRONT PORCH CLASSICS	
Crag	Hooligan	General	Yacht	Chicago	Ship, Captain Mate & Crew or Drop Dead	Name: <b>Joey</b>		
						Game	Game	
Crag (50)	Hooligan (20)	Small General (60)	Yacht (50)	2	Round 1	<b>Crag</b>		
Thirteen (26)		4-of-Kind (65/40)	4-of-Kind All Total All Dice	3	Round 2	<b>0</b>		
3-of-Kind (25)		Straight (25/20)	3-of-Kind All Total All Dice	4	Round 3	<b>26</b>		
High Straight (20)			Big Straight (40)	5	Round 4	<b>25</b>		
Low Straight (20)			Little Straight (30)	6	Round 5	<b>0</b>		
Even Straight (20)			Full House (25)	7	Round 6	<b>20</b>		
Odd Straight (20)			Chance All Total All Dice	8	Round 7	<b>20</b>		
Sixes	Sixes	Sixes	Sixes	9	Round 8	<b>0</b>		
Fives	Fives	Fives	Fives	10	Round 9	<b>12</b>		
Fours	Fours	Fours	Fours	11	Round 10	<b>15</b>		
Threes	Threes	Threes	Threes	12		<b>8</b>		
Twos	Twos	Twos	Twos			<b>6</b>		
Ones	Ones	Ones	Ones			<b>2</b>		
<b>TOTAL</b>						<b>3</b>		
						<b>137</b>		

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### 2. Hooligan:

**Object:** The winner is the player with the most points after 7 rounds.

**Players:** 2+, optimal fun with 3-5 players.

**Components required:** 5 dice and Score Sheet #1.

**Game Play:** A turn is a roll of 5 dice with the option of rolling up to 3 times total per turn. After the first roll a player must declare the number category he/she chooses to pursue for that turn. A player has three rolls to maximize his/her score. If prior to the end of round three all five dice already show the target number, the player can continue rolling to score more points until the selected number no longer comes up.

**Categories:**

**"Hooligan":** A Hooligan is either 1-2-3-4-5 or 2-3-4-5-6 and players have 3 rolls in order to achieve this run. After announcing he/she is attempting a "Hooligan" the player sets aside dice they wish to keep after each roll. A Hooligan, however, can only be attempted once per game. When players achieve a "Hooligan" they score 20 points and if unsuccessful, they score a "0".

**Numbers "1-6":** After selecting the number category to achieve, players set aside one or more dice of that number during their 3 rolls to achieve the maximum score.

**Example:** 1-3-5-5-5 is rolled. The 5's are kept and "5" is designated as the selected number during this turn. During the second roll a 2-5 is rolled and the player keeps the 5 (now making a total of four-5's). On the final roll, the player rolls a 5 and, therefore, earns a bonus roll with all 5 dice. The next roll is a 1-2-2-4-6 and since a 5 was not rolled this will end the player's turn with a score of 25 (Five-5's total).

Once a player makes a choice he/she cannot change it. However, a player does have the option of postponing his/her choice to the 2nd or 3rd roll, but must re-roll all five dice. If a player decides to postpone his/her choice to the 3rd roll, the choice must be made at the end of this roll with no re-roll allowed.

**3. General:**

**Object:** The winner is the player with the most points after 10 rounds.

**Players:** 2+, optimal fun with 3-5 players.

**Components required:** 5 dice and Score Sheet #1.

**Game Play:** A player's turn is a roll of 5 dice, with the option of rolling up to 3 times total per turn. Players roll to produce dice combinations and allocate them to different categories on the score sheet. On each turn players may keep as many dice rolled as they wish and conclude their turn. Play rotates to the left starting with the youngest player.

**Categories:**

**"Small General":** Five dice showing the same number. Score 60 points. Example: 4-4-4-4-4.

**"Four of a Kind":** Four dice showing the same number. Score 45 points if achieved during the initial roll, otherwise 40 points. Example: 3-3-3-3-1.

**"Full House":** A pair of one number and "three-of-a-kind" of another number. Players score 35 points if achieved during the initial throw or 30 points later. Example 1-1-1-5-5.

**"Straights":** The combinations 1-2-3-4-5 or 2-3-4-5-6 both qualify as a straight and score 25 points if achieved during the initial roll or 20 points thereafter. Prior to the start of the game, players may agree to use any dice showing the number "1" as either a "2" or a "6" if it results in completing the "ends" of a Straight.

**Numbers "1-6":** The total for all dice that show the respective number. Example: 2-2-6-6-6 scores 18 points in the Sixes and 4 points in the Twos.

**Example.:** The initial roll is 2-3-4-5-5. Fives are kept and three dice are rolled again that produce 4-4-5, making a "Full House". The turn ends and 30 points are scored in the "Full House" category.

Players must allocate a result to a new category with each turn and if a player's final dice combination does not fit a category, he/she enters a score of "0" in any category not yet scored.

If a player rolls five dice all of the same number, this is called a "Big General" and that player wins instantly.

**4. Yacht:**

**Object:** The winner is the player with the most points after 13 rounds.

**Players:** 2+, optimal fun with 3-5 players.

**Components required:** 5 dice and Score Sheet #1.

**Game Play:** Yacht is the English version of General and is the

original game upon which Yahtzee! was based. The rules are similar but with different ways to score and modified point values. A player's turn is a roll of 5 dice, with the option of rolling up to 3 times total. Players may keep as many dice as they wish, or no dice during each roll; however, dice that are set aside after rolls 1 and 2 may not be rolled again. Players choose one of the open categories and record the corresponding points in the appropriate column on the score sheet. If the result does not fit, then the player records a score of "0" points for any available category.

### 5. Farkl-Outfitters Edition:

**Object:** The winner is the player with the highest score once 10,000 points are achieved.

**Players:** 2+

**Components Required:** 6 dice and Score Sheet

**Game Play:** Players take turns rolling the dice and the youngest player rolls first. During a turn all 6 dice are rolled and as long as the player can remove (set aside) one "scoring" dice per turn (see chart below), they may continue to roll. However, a player may choose to end their turn and record the points scored at the end of any "scoring roll". If a player does not score points on a given roll, they have "Farkl'd" and all points earned up to then for that round are lost. If a player "scores" on all 6 dice, they earn another full turn. At the end of a players turn, the dice pass to the next player to the left.

**Scoring:** A player must first achieve 500 points before their score can be recorded. The only numbers that score points are those listed below. Players cannot earn points by combining dice from different rolls. For example if two-5's are rolled on the first roll (100 pts) and one-5 is rolled on the second roll (50 pts) the score so far is 150 pts (and not 500 pts as would be the case if all three-5's came up on one roll).

The chart below shows scoring per roll of the dice. Players should use the section of the score pad under "Name" to tabulate their scores.

- 1's = 100 points
- 5's = 50 points
- Triple 1's or Triple 3's = 300 points
- Triple 2's = 202 points
- Triple 4's = 404 points
- Triple 5's = 505 points
- Triple 6's = 606 points
- Four of a Kind = 1,100 points
- Five of a Kind = 2,200 points
- Six of a Kind = 3,300 points
- Straight 1-6...Three Pair...or Four of a Kind + Pair = 1500 points
- Two Sets of Three of a Kind = 2500 points

20 BEST DICE GAMES Multi-Game Score Sheet #1							
Crag	Hooligan	General	Yacht	Chicago	Ship, Captain Mate & Crew or Drop Dead	Name: Joey	Game
Crag (50)	Hooligan (20)	Small General (60)	Yacht (50)	2	Round 1	Farkl	
Thirteen (26)		4-of-Kind (45/46)	4-of-Kind Add Total All Dice	3	Round 2	500	
3-of-Kind (25)		Straight (25/26)	3-of-Kind Add Total All Dice	4	Round 3	650	150
High Straight (20)			Big Straight (40)	5	Round 4	850	200
Low Straight (20)			Little Straight (30)	6	Round 5	3850	5000
Even Straight (20)			Full House (25)	7	Round 6		
Odd Straight (20)			Chance Add Total All Dice	8	Round 7		

**Example:**

- Roll #1 (6 dice): 1-3-3-4-6-6: Set aside one-1 (100 pts)
- Roll #2 (5 dice): 2-3-4-4-4: Set aside three-4's (404 pts)
- Player now has 504 pts and can stop and enter the score on the score pad...or...continue to roll for more points but risking a roll without points and sacrificing the 504 earned so far.

- Note that if a player rolls multiple scoring dice on one roll, for example 1-1-3-5-6, the player does not have to remove all scoring dice...they may remove some or all, it is up to their discretion.

**How the Game Ends:** Once one player achieves over 10,000 points, then all the other players get one more roll and the winner after that round is the player with the most points.

## 6. Chicago:

**Object:** The winner is the player with the most points after 11 rounds.

**Players:** 2+, optimal fun with 3-5 players.

**Components required:** 2 dice and Score Sheet #1.

**Game Play:** A player's turn is a roll of 2 dice, 1 roll per round. Each round has a predetermined "hit" number starting with "2" and ending with "12". If the total of both dice equals the "hit" number, the player scores the respective number of points; otherwise he/she scores "0".

**Example:** If during round "7" a player rolls a 7, he/she scores "7" on the score sheet. If during round "7" he/she rolls a 5, he/she scores a "0" for round "7". If there is a tie at the end of 11 rounds, then the players who are tied have a "sudden-death" playoff starting again with "hit" number 2 and so on. The first player to successfully produce a "hit" number is declared the winner. When played as a gambling game, each player puts an equal stake in the middle and winner takes all.

## 7. Ship, Captain, Mate and Crew:

**Object:** The winner is the player with the most points after 10 rounds.

**Players:** 2+, optimal fun with 3-5 players.

**Components required:** 5 dice and Score Sheet #1.

**Game Play:** A player's turn is a roll of 5 dice with the option of rolling up to 3 times total per turn. Players are first working to roll the qualifying numbers 6-5-4 (representing the "ship", "captain" and "mate") and then, using the remaining two dice

to maximize their score each round. It does not matter if these numbers are achieved on the first or final roll; however, no scoring occurs unless the 6-5-4 is established by the end of roll three. If a player succeeds in rolling a 6, 5, and 4 then the total of the remaining two dice determines the score.

**Example:** The first roll is a 6-4-3-2-2. Set aside the 6 and the 4. The second roll produces 5-4-2. Keep the 5, but try to improve on the remaining 4-2 making one last roll with two dice. If the roll produces 5-4, then the score for that turn is 9.

*Note on the multi-game score sheet example that Joey (the player) shows his score under the initials SCMC (the same initials as Ship, Captain, Mate and Crew). Also note that Drop Dead is a different game (rules immediately following) that uses a similar "round" scoring system.*

20 BEST DICE GAMES Multi-Game Score Sheet #1						
Crag	Hooligan	General	Yacht	Chicago	Ship, Captain Mate & Crew or Drop Dead	Name: <b>Joey</b>
						Game
Crag (50)	Hooligan (20)	Small General (60)	Yacht (50)	2	Round 1	<b>SCMC</b> 6
Thirteen (26)		4-of-Kind (45/60)	4-of-Kind All Total All Dice	3	Round 2	0
3-of-Kind (25)		Straight (25/20)	3-of-Kind All Total All Dice	4	Round 3	3
High Straight (20)			Big Straight (40)	5	Round 4	10
Low Straight (20)			Little Straight (30)	6	Round 5	0
Even Straight (20)			Full House (25)	7	Round 6	5
Odd Straight (20)			Chance All Total All Dice	8	Round 7	7
Sixes	Sixes	Sixes	Sixes	9	Round 8	4
Fives	Fives	Fives	Fives	10	Round 9	0
Fours	Fours	Fours	Fours	11	Round 10	3
Threes	Threes	Threes	Threes	12		
Twos	Twos	Twos	Twos			
Ones	Ones	Ones	Ones			
<b>TOTAL</b>						<b>43</b>

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## 8. Drop Dead:

**Object:** The winner is the player with the most points after 8 rounds.

**Players:** Best for 3-8 players.

**Components:** 5 dice and Score Sheet #1.

**Game Play:** A player only scores points on rolls that do not include either a "2" or "5". During a player's turn he/she rolls all five dice and any "2's" and "5's" rolled are set aside. If the throw does not contain any "2's" or "5's", then the player scores the total sum of all the dice. That same player may continue to roll until his/her dice are "dead" (when a player cannot score any more points).

**Example:** The player's first roll is 1-2-3-6-6. He/she sets aside the "2" and rolls again. If the roll is 1-3-4-4, the player scores 12 points and rolls the four die again. If the roll is 2-3-5-5, the player sets aside three more dice (the 2's and 5's). With the last die a "3" is rolled. The player rolls again and it is a "2" and the player's turn is now over and the total scored is 15 points from the rolls not containing 2's or 5's (12 pts + 3 pts).

*Note on the multi-game score sheet that Drop Dead is listed in the same column as Ship, Captain, Mate and Crew. Both games use the same "round" scoring system, though Drop Dead only plays with 8 rounds instead of the 10 rounds for Ship, Captain, Mate and Crew.*

## 9. Centennial:

**Object:** The winner is the first player who completes all totals in order.

**Players:** 2+, optimal fun with 3-6.

**Components required:** 3 dice and Score Sheet #2.

**Game Play:** Players try to be the first to produce dice roll totals from 1 to 12 and then from 12 to 1, but in the correct order. During a player's turn, he/she rolls 3 dice and may use the single number shown on the dice or combine any two or three numbers to achieve the target number. When a player achieves a target number he/she crosses it out on the score sheet and moves on to the next number. Players may cross out several boxes during one roll and can involve the same die more than once to form different totals. After crossing

Centennial  
& Everest

1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12

out the possible totals, players roll all dice again and proceed in the same manner. Once a player's roll does not result in them crossing out the next sequential number, then their turn is over and the dice pass to player on the left.

**Example:** A player rolls a 1-2-3 and crosses out the 1, 2 and 3, and then uses the combinations 3-1, 3-2 and 3-2-1 to cross out the 4, 5, and 6. The player continues rolling the dice and rolls 1-3-6. He/she crosses out the 7. The player rolls again and produces 2-2-5 and is stuck (as they cannot cross out the next sequential number) and the dice pass to the next player.

## 10. Everest:

**Object:** The winner is the first player who completes all his/her totals.

**Players:** 2+ and most fun with 3-6.

**Components required:** 3 dice and Score Sheet #2.

**Game Play:** Everest plays very similarly to Centennial with three differences:

1. Players can cross out numbers in any order (not sequentially as in Centennial).
2. Players can only use a number once during any roll.
3. Players may move on to the second set of 1-12 boxes only when the first set is complete.

**Example:** A player rolls a 4-5-6 and crosses out boxes 4 and 11 (using the one dice indicating "4" and the sum of the remaining dice indicating "5" and "6"). Once the "4" is crossed out on the score sheet it cannot then be used in combination with the other two dice during this roll. The player continues to roll and cross out numbers until he/she is stuck at which time the dice pass to the next player to the left.

## 11. Shut the Box:

**Object:** The winner is the player with the lowest total after all players complete their round.

**Players:** 2+, and the more players the more fun.

**Components required:** 2 dice, Score Sheet #2 and pen/pencil.

**Game Play:** A player rolls two dice and works to cover as many of the 9 numbers (1-9) as indicated on the score sheet during his/her turn by striking through the number with a pencil. The two dice rolled may be added together to strike through a single number or used individually to strike through two available numbers in any combination desired.

A player continues to roll until they can no longer strike through available numbers, at which time they tabulate their score and the dice pass to the next player to the left. A player does have the option of only rolling one die during their turn (which typically happens if the higher numbers are already covered).

**Example:**

**Roll 1:** Player rolls a 2-6 and strikes through the "6" and "2".

**Roll 2:** Player rolls 4-3 and strikes through the "7".

**Roll 3:** Player rolls 5-4 and strikes through the "8" and "1".

**Roll 4:** Player rolls 3-3. His/her turn ends as the "6" is already used and the player may not strike through one of the "3's" since the remaining number 3 has no place to be used. This player's score is 21 points (sum of the remaining numbers; 3+4+5+9).

<del>1</del>	<del>2</del>	3	4	5	<del>6</del>	<del>7</del>	<del>8</del>	9
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**12. Catego:**

**Object:** The winner is the player with the most points after 11 rounds.

**Players:** Best with 2-4 players.

**Components required:** 2 dice and Score Sheet #2.

**Game Play:** A player's turn consists of the roll of 2 dice, with only 1 roll per turn. Each player competes to score the highest total within any given "number" category (from 2-12). A player does not have to roll a number or number combination that

corresponds to a specific column on a specific turn. There are 77 total points available (sum of 2-12), so as a strategy, players will want to allocate their highest rolls to the higher number columns with hope of winning those points.

**Note:** All players' scores are kept on the Score Sheet #2 for Catego (and not on individual player Score Sheets) so that all players' scores are visible to the entire group at all times. In the case of a tie, there is no winning player for that column. Tip: It is a good idea to cross out entries that are defeated by a better result.

**Example:** See the score sheet below and note:

Sydney wins the 3 points in column 3 because her "6" is higher than the competition. Leslie wins the 8 points in column 8 because her "9" is higher than the competition. Column 5 points are currently undecided and if Sydney can roll more than a "6", 5 points will be earned which she would add to her total of "3" already showing in the "Scores" column.

	2	3	4	5	6	7	8	9	10	11	12	Scores
Joey		<del>3</del>					<del>2</del>		<del>7</del>			11
Leslie		<del>5</del>		6	9		9				<del>4</del>	8
Sydney	3	6	4		<del>5</del>		<del>7</del>		<del>8</del>			3

**13. Help Your Neighbor:**

**Object:** The winner is the first player to lose all of his/her tokens (and who then collects all remaining tokens in the pot).

**Players:** 2-6

**Components required:** 3 dice and a minimum of 10 tokens per player. Tokens are not included with this game, but can be coins, paper clips, or any objects that can serve as tokens.

**Game Play:** Each player is allocated a number in clockwise fashion. The first player is "1", the next player to the left, "2", and so on. With only two players, the first player is numbers 1, 2, 3 and the other 4, 5, 6. With three players it's 1,2...3,4...5,6. With four or five players some numbers are unused. A player rolls three dice on his/her turn and each

player whose number is rolled pays a token into the middle of the pot. If a player's number comes up more than once, he/she pays that many tokens into the pot. The dice then pass to the next player to the left.

**Example:** With a roll of 5-6-6, whichever player is assigned the "6" has to put 2 tokens into the pot. Then the roll passes to the next player to the left.

A roll that creates more than one winner does not count and the dice must be thrown again.

#### **14. Aces in the Pot:**

**Object:** The winner is the player holding the last token and who then produces three successful rolls.

**Players:** 2+, optimal fun with 4-8 players.

**Components required:** 2 dice and 2 tokens per player. Tokens are not included with this game, but can be coins, paper clips, or any objects that can serve as tokens.

**Game Play:** During a player's turn he/she rolls both dice and for each "1" rolled he/she places a token into the middle pot and for each 6 rolled gives one token to the player on his/her left. If the roll is 2-5, then no tokens are passed. If a player only has one token left and rolls "1" or "6", he/she places that token into the middle pot. Without tokens the player is temporarily out of the game and no longer rolls the dice.

However, the player is back in the game once receiving new tokens from his/her neighbor. Play continues until all tokens but one are in the pot. The player with the last token rolls both dice three times and if no "6" occurs, he/she wins the game and all the tokens in the pot. If the player rolls a "6", he/she passes the remaining token to the player on the left who continues play and so on, until there is a winner.

#### **15. Seven-Up:**

**Object:** This game has a designated "loser" and "winner". The "loser" is the player who loses all of his/her tokens first. The "winner" is the last player still in the game.

**Players:** 2+

**Components:** 2 dice and a minimum 15 tokens per player.

Tokens are not included with this game, but can be coins, paper clips, or any objects that can serve as tokens. (It is OK to add tokens should more be required to accommodate a larger group).

**Game Play:** During a player's turn he/she rolls both dice and if the total of both is "7", he/she takes that amount from the middle pot (or what remains in the pot if less than 7). If the roll is different than a "7" he/she pays the difference of the two dice rolled into the middle pot. At the start of the game there are no tokens in the pot, but they will accumulate as play proceeds.

**Example:** Player rolls a 4-5 and pays "two" tokens into the middle (the difference between their roll of "9" and the number "7").

#### **16. Eleven-Up:**

**Object:** The winner is the player with the most tokens at the point players decide to end the game.

**Players:** 2+

**Components:** 2 dice and 15 tokens per player. Tokens are not included with this game, but can be coins, paper clips, or any objects that can serve as tokens. (It is OK to add tokens should more be required to accommodate a larger group).

**Game Play:** During a player's turn he/she rolls both dice and if the total is "12", he/she has to double the pot. If the roll is "11", he/she takes all the tokens from the pot. If the number is less than "11", the player pays the difference between "11" and the number rolled. The roll passes clockwise from player to player around the table.

#### **17. Bouncer:**

**Object:** The winner is the player with the most tokens at the end of the game.

**Players:** 3-6 players.

**Components:** 1 die and 60 tokens. Tokens are not included with this game, but can be coins, paper clips, or any objects that can serve as tokens.



**Game Play:** Divide up the tokens equally among all players. The first player rolls to establish the first number then passes the die to the next player. If a player's number is higher than the previous player, the player receives the difference in tokens from the previous player. If the number is lower, then the player pays the difference to the previous player. If the numbers are the same, then no tokens are exchanged.

The game continues until one player cannot pay, at which point the game concludes and the player with the most tokens wins. However, a player may remain in the game with zero tokens as long as he/she owes no debt or tokens.

**Example:** Player #1 starts the game by rolling a "4". Player #2 then rolls a "2", and pays Player #1 two tokens. Player #3 rolls a "2" and neither Player pays or collects tokens. Player #4 rolls a "6" and collects four tokens from Player #3...and so on, until the game concludes.

## 18. Hazard:

**Object:** Hazard is the game from which the very popular game "Craps" originates. The winner is the player with the most tokens at the end of a predetermined number of rounds (we suggest 5 rounds, a round defined as each player rolling once).

**Players:** 1-5 players and a central-non player as the "bank".

**Components:** 2 dice and tokens. Tokens are not included with this game, but can be coins, paper clips, or any objects that can serve as tokens. (It is OK to add tokens should more be required to accommodate a larger group).

**Game Play:** Each player starts with 10 tokens and the "bank" starts with 20 tokens. The rolling player continues to roll until he/she produces either a

MAIN	WIN	LOSE
5	5	2, 3, 11, 12
6	6, 12	2, 3, 11
7	7, 11	2, 3, 12
8	8, 12	2, 3, 11
9	9	2, 3, 11, 12

winning or losing roll. The first player, known as the caster, announces a number between 5-9, called the "Main". At that point all other players place a bet of any amount as to whether the caster will win or lose his/her bet (as indicated on the chart above).

If the player rolls the "Main" then he/she and other players who bet the "Main", win and collect the same number of tokens from the "bank". All losing bets are collected by the "bank". The rolling player continues to roll until he/she produces either a winning or losing roll.

### Example:

Player #1 - announces 6 as the "Main" and bets 2 tokens.

Players #2 and #3 - also bet 2 tokens on the "Main".

Player #4 - bets 3 tokens against the "Main".

The first roll is an 8 (no one wins or loses). The second roll is a 10 (no one wins or loses). The third roll is a 3. Players #1, 2 and 3 lose their two tokens to the "bank", and the "bank" pays player #4 the three tokens he/she wagers.

## 19. Bowling Dice:

**Object:** The winner is the player with the most points after 10 frames. **Players:** 2+





**Components:** 10 Bowling dice and Score sheet #2.

**Game Play:** The youngest player goes first and rolls all 10 dice at once.

If any of the dice show (X)

a strike has been rolled, all pins have been knocked down, and an ("X") is recorded in the top right corner of that player's score box for the first frame. No second roll is necessary. Play then moves to the person on the left.

FRAMES	1	2	3	4	5	6	7	8	9	10
PLAYER										
JIM	20	36	43	73	95	115	134	143	163	182

		FIRST ROLL	SECOND ROLL
PIN		Pin still standing	Pin still standing
BLANK		Pin knocked down	Pin knocked down
STRIKE		Score a strike	Pin knocked down
SPARE		Pin knocked down	Score a spare

If no dice show (X) on the first roll, the player counts the number of blank dice (pins knocked down) and records that number in the top left corner of that player's score box for the first frame.

Any pins showing (/) on the first roll also count as a pin knocked down. If a (/) appears on the second roll, the remaining pins have been knocked down and a ("/") is recorded in the top right corner of the player's score box for the frame. If no dice show a (/) on the second roll, the player counts the number of blank pins. Any pins showing (X) on the second roll count as a pin knocked down, and it is added to the total number of pins downed on that turn. The number of pins downed on the second roll is added to those from the first, and the sum of both rolls is recorded in the score box. This is the score for the frame.

Play continues by passing to the left until each player has rolled for all 10 frames. The scoring system in Bowling Dice is just like regular 10-pin bowling. Count the total number of pins knocked down in each frame and write the running total after each frame in the bottom of the score box.

## 20. Letter Rip™:

**Object:** The winner is the player/team with the most points after 5 rounds.

**Players:** 2+ players or 2+ teams of players.

**Components:** 10 "Red Lettered Dice". Each player/team should take a blank sheet of paper and set up a scoring diagram similar to the one shown.

**Game Play:** The 10 "Lettered" dice are rolled by the youngest player to determine the first initials. The roller reads the letters aloud in no particular order and players write them down from top to bottom in the far left column on the scorepad.

The same 10 dice are rolled again to determine the second set of initials which are then written down from top to bottom

next column to the right. After this second set of initials is determined, each player/team should have identical sets of initials to play from.

For the first round, the youngest player then announces the "bonus category" choosing between **History, Movies, TV, Sports, Music and Books.** Teams then write the category selected at the top of their score sheet. A timer is not included and one player should keep track of 3 minutes on their watch or other device. Each round is 3 minutes in length.

To score points, players/teams name famous people using both sets of initials. Either initial in each set of 10 can be the first initial in either the first or last name. (For example, HS could also be used as SH.) One point is awarded for each unique name. A unique name is one that no other player in the game has written down. For example, with the initials HS, if two players write down Hillary Swank, one player writes down Homer Simpson and one person writes down Sherlock Holmes, the players with Homer Simpson and Sherlock Holmes receive one point, and the other players receives zero points.

A bonus point is also awarded for each unique name that falls into the selected category.

		Score <b>12</b>
Category <u>Movies</u>		
<b>E P</b>	<b>Elvis Presley</b>	<b>2</b>
<b>B S</b>	<b>Bob Segar</b>	<b>1</b>
<b>A L</b>	<b>Abraham Lincoln</b>	<b>1</b>
<b>C B</b>	<b>Betty Crocker</b>	<b>1</b>
<b>U G</b>	—	<b>0</b>
<b>E T</b>	<b>Elizabeth Taylor</b>	<b>2</b>
<b>J A</b>	<b>John Adams</b>	<b>1</b>
<b>M M</b>	<b>Mickey Mouse</b>	<b>2</b>
<b>T C</b>	—	<b>0</b>
<b>M D</b>	<b>Matt Damon</b>	<b>2</b>

Letter Rip™ continued on back page.