

25 Family Dice Games



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25 Family Dice Games

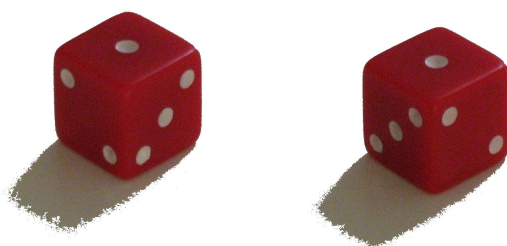
Dice are so versatile for creating lots of family fun. Something as simple as a cube with a different number of spots on each side can be used for hundreds of family games. Dice games differ from board games (which also use dice) because board games only use the dice to move a counter around the board. However, the games described in this ebook use the dice themselves as the focus of the game.

The earliest dice may have been formed from stones or shells, with the outcome of the game depending on which way they fell. The traditional Indian game Pachisi is still played with six cowrie shells. Other ancient civilisations used the ankle bones of sheep as four-sided dice.

Modern looking six-sided dice have been found in the tombs of ancient Egypt and amongst Etruscan excavations. Other Asian civilisations used "long dice", shaped like a six-sided pencil, which were rolled rather than thrown, as well as "spinning dice" called teetotums.

It is reported that an Indian prince once wagered and lost his kingdom and his wife while playing dice. Nero played for the equivalent of many thousands of dollars a throw, and King Henry VIII lost the bells of old St. Paul's church in a bet.

Six-sided dice can be marked with a number of spots or with numerals (numbers) on each face. Opposing faces add to seven; the one and six are opposite each other, as are the two and five, and the three and four. By the way, the word, "dice" is the plural form of the singular "die". That is, you have one die but two or more dice. A die can be either classified as clockwise or counterclockwise, depending on the direction of the faces showing the 1, 2 and 3.



Counterclockwise

Clockwise

There are also some dice that are different to normal six-sided dice. They may have letters or symbols on each face. *Hearts Dice* is a game that can be played with six normal dice although there are special dice with six letters (H, E, A, R, T, S) instead of numbers. Some other games (for example, role playing games) may use dice which have more or less than six sides. The minimum number of sides for a rolled die is four, but common dice include eight-sided, ten-sided and even twenty-sided dice. It is very difficult to make dice with odd numbers of sides since there must always be two sides opposite each other for any one side to be on top. Odd sided dice must be read with the chosen number face down (on the bottom of the die). Don't worry, though. The games in this ebook only use regular six-sided dice.



A variety of multi-sided dice

Some dice rolls have special names. A throw of five is called a "quincux" while two 1s are called "snake eyes" and two 6s are called "boxcars".

If you don't have any dice, you can make some simple dice at home:

- put spots on a sugar cube,
- scratch lines on a pencil as a rolled die,
- cut out and number a hexagonal piece of cardboard with a pencil through the middle as a "spinning die",
- divide a sheet of paper into six numbered squares and throw an object onto it to see where it lands.

The following table shows the chances of throwing a number using two regular dice.

Number	Throws	Chance	Probability
2	1:1	1	2.8%
3	1:2 2:1	2	5.6%
4	1:3 2:2 3:1	3	8.3%
5	1:4 2:3 3:2 4:1	4	11.1%
6	1:5 2:4 3:3 4:2 5:1	5	13.9%
7	1:6 2:5 3:4 4:3 5:2 6:1	6	16.7%
8	2:6 3:5 4:4 5:3 6:2	5	13.9%
9	3:6 4:5 5:4 6:3	4	11.1%
10	4:6 5:5 6:4	3	8.3%
11	5:6 6:5	2	5.6%
12	6:6	1	2.8%

As you can see from the table, there is more chance of throwing a 7 than any other number. You may like to keep this in mind for some games (for example, *Knock Out*).

A "true die" is one where any face has an equal chance of landing face up. Cheating may occur when a die is not true, due to any or all of the following:

- the die has added weight on one side,
- the die is distorted so that it is not a true cube,
- the die is mis-spotted, with two sides showing the same number,
- the die has tampered edges, causing it to roll unevenly.

Cheating may also occur due to false throws or sleight of hand. Cheating is most likely to happen during gambling games where one player tries to "adjust" the odds in their favour instead of leaving it to chance.

The games we have described on the following pages are suitable for all the family and do not include any gambling games. Some are suitable for young children (as soon as they can recognise and count numbers) while other games are suited for all ages. Games for older players may also be played by younger children, with some supervision.

So grab a handful of dice and start playing your way to hours of family fun and togetherness!



Family Games Treasurehouse



Fifty

Age: Younger children

No. of players: 2 or more

Equipment: Two dice

Time: 10 minutes+

Aim: To be the first player to reach fifty points.

Fifty is a simple game, using just two dice, suited to young children.

1. Each player throws both dice once per turn. You only score if you throw doubles (that is, both dice have the same number of spots on their top face).
2. Players score five points for double ones, twos, fours or fives. A double six scores twenty five points, but if you throw a double three your score goes back to zero.
3. Add your score as you play. The first player to get fifty points wins the game. (An adult or older child may need to help score, but you can use this game to teach younger children to count by fives.)



Knock Out

Age: Younger children

No. of players: 2 or more

Equipment: Two dice

Time: 5 minutes+

Aim: To avoid throwing certain scores and being knocked out of the game.

Knock Out is a simple game, using just two dice, suited to young children. It can help teach children to add two numbers (1-6) together, but they won't know because they are having too much fun.

1. Each player chooses either 6, 7, 8, or 9 as their "knock out" number. Different players can choose the same number if they want.
2. Players take turns to throw both dice, once per turn. Add up the number on both dice. If you throw your number (either 6, 7, 8 or 9), you are knocked out of the game until the next round.
3. The winner is the last player left when all the other players are knocked out.
4. Everyone can start again for the next round. Players can choose the same knock out number or they may like to choose a different number. The game can continue for as long as the players want it to last.





Beat That!

Age: Younger children

No. of players: 2 or more

Equipment: Two dice for younger children (up to seven dice as they get older); Pen and paper to keep score

Time: 5 minutes+

Aim: To get the highest score after a certain number of rounds.

Beat That! is a great game for teaching younger children the concept of place value. As they progress, they can use more dice to make it more fun.

1. Each player throws all the dice. They then arrange them into the largest number using the values of the dice and say, "Beat ...". For example, if a player threw a "3" and a "4", they would count that as 43 rather than 34 and would say, "Beat 43!". Their score is written on the score sheet.
2. Each player takes it in turns to throw the dice, work out their highest score and say, "Beat That!"
3. Play continues for five rounds, with their score for each round added to their previous score.
4. The player with the highest overall score at the end of the fifth round wins.

Variations:

A. Make it the goal to achieve the smallest total score possible.

B. As children understand place value, they can use up to seven dice to create scores over six million per round. (You may like to use a calculator to add up their total scores, or you can give the children their scores and tell them to add the total themselves!)



Family Games Treasurehouse



Mountain

Age: Younger children

No. of players: 2 or more

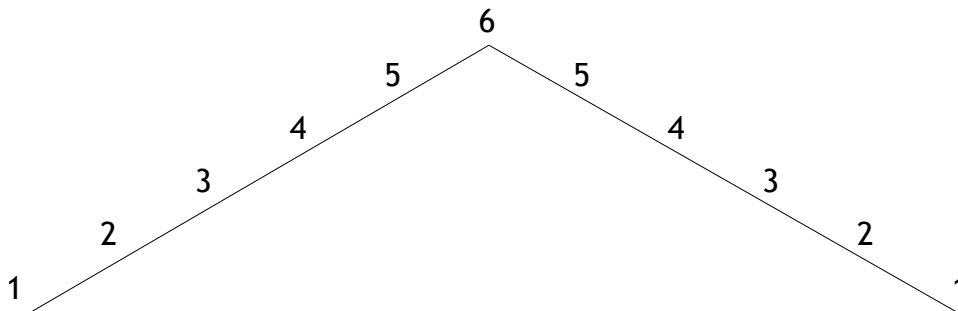
Equipment: One die (variations use 2 or 3 dice)

Time: 5 minutes+

Aim: To be the first player to climb up the mountain and down the other side.

Mountain is a popular game that is also known by many other names. It can be used to teach recognition of numbers and simple addition skills.

1. Each player has a simple mountain drawn on a piece of paper with the numbers "1" to "5" going up the left side, "6" at the top and "5" to "1" down the right side of the mountain.



2. Each player rolls the die, trying to throw a "1". If they succeed, they cross off the "1" on the left slope and try for a "2" next round. If they did not throw a "1" they try again each round until they succeed.

3. The winner is the first player to climb up the mountain and down the other side.

Variations:

1. Roll two dice and give the option of using either or both of the dice. For example, if a player threw "3" and "4", they could cross off either 3, 4 or both.

2. As per variation 1 but they could also add the two dice together. For example, throwing a "1" and "2" would allow them to cross off 1, 2 and 3.

3. Make a bigger mountain (up to 12 at the top) and use three dice.



Family Games Treasurehouse



Aces in the Pot

Age: All ages

No. of players: 2 or more

Equipment: Two dice, and two counters per player (counters may be different colours or all one colour; you could use matches, buttons, coins etc.)

Time: 10 minutes+

Aim: To win the pot (all the counters) three times.

Aces in the Pot is a simple dice game for all the family to enjoy, using two dice and some counters. Although the rules may be a little confusing, you'll get the hang of the game when you start playing.

1. Each player receives two counters, then throws one die (the plural of die is dice). The highest number goes first (Player One), then play moves clockwise around the table.
2. Player One throws both dice. If you throw an Ace (a 'One'), you must put one counter in the middle of the table (which is called the 'pot'). If you throw two Aces, put two counters in the pot. If you throw a six, pass one counter to the player on your left. If you throw two sixes, give the player on your left two counters. Other throws do not count. If you lose all your counters, you are out for the rest of the round unless another player throws a six and gives you one of their counters, when you may resume playing. Player Two then throws both dice and so on around the table.
3. Only players with at least one counter can continue, until only one player is left. That player must throw both dice three times. If there are no sixes in those three throws (*Try saying that quickly ten times!*), the player wins the pot and the game. If the player has only one counter and throws a six, the counter and dice are passed to the player on their left, who then throws both dice three times, and so on until finally one player wins the pot. If the player has more than one counter, only one counter and the dice are passed to the player on their left. Both players continue to play (according to the rules in step 2) until only one player is left again. Repeat step 3.
4. Round two commences by re-distributing the counters (two per player). Player Two starts this round.
5. The overall winner of Aces in the Pot is the first player to win the pot three times.



Drop Dead

Age: All ages (with adult supervision)

No. of players: 2

Equipment: Five dice; Pen and paper for scoring

Time: 5 minutes+

Aim: To have the highest score at the end of the game.

Drop Dead is another simple dice game for adults and older children, although younger children can also play with an adult to supervise and score.

1. Each player throws one die to determine who goes first (dice is the plural of die). Lowest number throws first. Play continues in a clockwise direction.
2. Player One throws all five dice. If any of the dice show a '2' or a '5', those dice are removed and no score is recorded. If no '2's or '5's appear, score the total number shown. Player One continues throwing any remaining dice, removing '2's and '5's and scoring any rounds with no '2's or '5's until all the dice have been removed and the player "drops dead".
3. Player Two then has a turn until they too drop dead, and so on for each of the other players.
4. The player with the highest score when the last player has been eliminated wins the game.

Variation: The game can be played with only one die if you don't have five dice. A score card is used, with each player's name, running score and the number of dice they have left (starting at five). Players take it in turns to throw the die once. If it is a '2' or a '5', their number of dice is reduced on their score card; otherwise their score increases by the number shown. When a player's number of dice reaches zero, they are eliminated. The player with the highest score when the last player has been eliminated wins the game.



Go Figure

Age: All ages (with adult supervision)

No. of players: 2 or more

Equipment: Three dice

Time: 5 minutes+

Aim: To have the highest score at the end of the game.

Go Figure is a mathematical dice game for adults and older children, although younger children can also play with an adult to supervise. It can be used to help teach and practise simple arithmetic.

1. One player chooses a number between one and fifteen. The player on their left then throws the three dice and has one minute to work out a sum of the dice that totals the number that was chosen. They may use addition (+), subtraction (-), multiplication (x) and/or division (÷). Each number on the dice may only be used once but they can be in any order.

2. For example, if the number chosen was "9" and the dice throw was 2, 5 and 6, the sum could be $5 + 6 - 2 = 9$. A throw of 2, 3 and 6 could be $3 \times 6 \div 2 = 9$. If the player works out a suitable sum, they score one point. If they also work out a different sum, they score an extra point.

3. The player who threw the dice then chooses a number between one and fifteen for the player on their left to work out a sum in less than a minute.

4. Play continues around the table in a clockwise direction. The player with the highest score after a number of rounds is the winner.

Variation: Older players may choose to use five dice and have numbers from one to fifty.



Family Games Treasurehouse



Pig

Age: All ages

No. of players: 2 or more

Equipment: One die (Note: the plural of *die* is *dice*); Pen and paper for scoring (if necessary)

Time: 5 minutes+

Aim: To be the first player to reach 50 points.

Pig is an easy dice game that is suitable for all the family. Although it is very simple, it is still exciting and requires nerve and daring to win. An adult or older child may need to explain the rules and oversee the game.

1. Players throw the die. The lowest number goes first (If two or more players score the same lowest number, they throw again.)
2. Player One can throw the die as often as they like and add the number shown to their score each throw. However, if they throw a '1', their score for that round is wiped out and the die is passed to the next player. The longer a player continues throwing the die, the higher their score for that round, but there is always the risk of losing that round's score! A player can choose to end their turn at any time and keep their points. Players take it in turns, in a clockwise direction.
3. Each player keeps a record of their score for each round. The first player whose total score is 50 points or more wins the game.



Hearts Dice

Age: All ages

No. of players: 2 or more

Equipment: Six standard dice (or a set of six special Hearts dice); Pen and paper for scoring.

Time: 10 minutes+

Aim: To be the first player to reach 100 points.

Hearts Dice is a simple dice game which suits younger children. It can be played with six normal dice although there are special dice with six letters (H, E, A, R, T, S) instead of numbers. An adult or older child may need to explain the rules and oversee the game.

1. Each player throws all six dice. The player with the highest overall score goes first.
2. Each player takes it in turns to throw all six dice. They look at the dice and rearrange them to see if any of the following patterns occur, in order to score points.

Pattern	Score
1, 2 (H, E)	5 points
1, 2, 3 (H, E, A)	10 points
1, 2, 3, 4 (H, E, A, R)	15 points
1, 2, 3, 4, 5 (H, E, A, R, T)	20 points
1, 2, 3, 4, 5, 6 (H, E, A, R, T, S)	25 points

Note: Any doubles or triples cancel the rest of the pattern. For example; throwing 1, 2, 3, 3, 4, 6 would only score 10 points for the 1, 2, 3. However, if a player throws a triple '1' (for example; 1, 1, 1, 2, 5), their whole score is wiped out and they have to start again from zero points.

3. Keep a record of the total point score as the game progresses. The first player to reach 100 points wins the game.



Family Games Treasurehouse



Round the Clock

Age: All ages

No. of players: 2 to 4

Equipment: Two dice

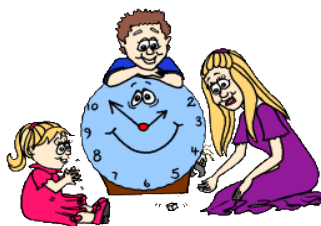
Time: 5 minutes+

Aim: To be the first player to throw all the numbers from 1 to 12 in order.

Round the Clock is an easy game for young children as soon as they can recognise the number of spots on dice and can count to twelve. It is a useful game to help children as they learn these skills.

1. Players throw the dice, the player with the lowest total going first.
2. Player One throws both dice, hoping to throw a '1'. Players take it in turns (in a clockwise direction) looking to throw a '1'.
3. On the next round, any player who did not throw a '1' in the first round will try again this round, while those players who did throw a '1' will try to throw a '2'. They can either throw a '2' or they could throw two '1s'.
4. Play continues round by round with players trying to throw all the numbers from 1 to 12 in sequence. They can count the spots on just one die or on both dice added together. For example, throwing a '2' and a '5' could be counted as '2', '5' or '7'.
5. The first player to go Round the Clock (throw all the numbers from 1 to 12 in order) wins the game.

Variation: A player can keep throwing the dice during their turn until they fail to get the number they are trying for. This means a player who threw "1", "2", "3" then "5" would be able to cross off the 1, 2 and 3 during that one turn.





Shut the Box

Age: All ages

No. of players: 2 or more

Equipment: Two dice; Pen and paper for overall scoring; Nine counters and paper to indicate scores each round

Time: 10 minutes+

Aim: To achieve the lowest score.

Shut the Box has been popular in northern France for many years. You can buy a special box set for the game in some parts of the world, but it is easy enough to make at home. Draw nine boxes (numbered 1 to 9) on a sheet of paper with the boxes large enough to be covered by a counter each.

1. Players roll both dice to decide who will go first (highest score).
2. Player One then rolls both dice and adds them together. They can place counters on any boxes which add up to that total. For example, throwing a 5 and a 3 ($5 + 3 = 8$) means Player One could cover any one of the following combinations:

8
7 + 1
6 + 2
5 + 3
5 + 2 + 1
4 + 3 + 1

Usually a player will try to cover the higher numbers (7, 8, 9) first. Player One then throws both dice again and attempts to cover any remaining boxes with the new total. The combination must add up to the total on the dice. Once a player has covered the 7, 8 and 9, they can choose to throw just one die (The plural of die is dice). Player One continues their turn until they cannot cover any boxes using combinations which add to the total thrown. At this point, Player One finishes their turn with a score equal to the total of the uncovered boxes. If they have covered every number (a score of zero), they have "Shut the Box".

3. All the counters are then removed. Play continues in a clockwise direction until every player has had a turn. The player with the lowest score wins that round.
4. The game can be played for any number of rounds or for a certain time limit. The overall winner is the player with the lowest total score over all the rounds.



Family Games Treasurehouse



Chicago

Age: All ages

No. of players: 2 or more

Equipment: Two dice; Pen and paper for overall scoring

Time: 10 minutes+

Aim: To achieve the highest score by throwing the required number each round.

Chicago (also known as **Rotation**) is a game for any number of players and is suitable for all ages, making it ideal for family reunions and games nights. The game is based on the eleven possible scores achieved by adding two dice. The lowest score is two ($1 + 1 = 2$) and the highest is twelve ($6 + 6 = 12$).

1. There are eleven rounds to this game. In each round, players try to roll the two dice so they add to the score for that round, beginning at two and going up to twelve.
2. A player who successfully throws the required number, scores that number of points. If unsuccessful, they score zero for that round. For example, in the fifth round players will be trying to throw a total of six, which could only be achieved by throwing $5 + 1$ or $4 + 2$ or $3 + 3$. A successful player would score six points for that round.
3. The winner is the player with the highest score at the end of the eleventh round. It is quite possible for a player to come from behind and win on the final throw of the dice.



Family Games Treasurehouse



Going to Boston

Age: All ages

No. of players: 2 or more

Equipment: Three dice

Time: 10 minutes+

Aim: To win the most games over a certain number of rounds.

Going to Boston is a simple game that is useful for teaching younger children the value of numbers. It is also known as **Newmarket** and **Yankee Grab**, and is ideal for three or four players, although more can play if desired.

1. The first player throws all three dice, putting the die with the highest number to one side. The other two dice are thrown and the highest is again retained. The third die is thrown. The three dice are then added together.
2. When all players have had their turn, the player with the highest score wins that round. If two players have the same score, they throw one die each to determine the winner of that round.
3. The game continues for an agreed number of rounds (say, ten rounds). The overall winner of the game is the player who won the most rounds.

Variation: Instead of simply adding the three dice for each round, the first two dice are added and the total is then multiplied by the third die. For example, a throw of "3", "4" and "2" would score 14, since $3 + 4 = 7$ and $7 \times 2 = 14$.



Family Games Treasurehouse



Buck Dice

Age: All ages

No. of players: 2 or more

Equipment: Three dice; Pen and paper for scoring

Time: 10 minutes+

Aim: To avoid being the last player to score a buck (15 points).

Buck Dice can be played by any number of players. Young children can play with supervision although it is probably more suitable for adults and older children.

1. Each player throws one die to establish the order of play. Any players who have the same score throw again to establish the order. Players change seats so that they are in order, clockwise, around the table from highest score (who becomes the first shooter) to the lowest score. The lowest scorer then throws the die again to establish the "point" number for that game.
2. Each player in turn throws all three dice. Any throw that includes the point number allows that player to continue to throw until they fail to get the point number. The player scores one point each time they throw the point number. For example, if the point number is "4" and a player throws "4", "2" and "4", they would score two points for that throw. Their second throw of "3", "6" and "4" would gain them another point (total of three points) while their third throw of "1", "6" and "2" would score zero (total, three points) for that round and complete their turn.
3. A player who throws a triple of the point number scores a "Big Buck" and is able to retire from the game immediately, regardless of any previous score. Three of a kind of any other number scores five points.
4. The aim is to score a "Buck" (exactly 15 points) by adding their score each round. A player whose throw exceeds 15 points must wait for the next round to try again. Any player who scores a Buck retires from the game, with the last remaining player losing the game.
5. The second game commences with all players rejoining the game. The player to the left of the first shooter becomes the new first shooter; the old first shooter throws one die to establish the "point" number for the new game.
6. Play continues until each player has been first shooter.

Variation: To make it easier to score a Buck, a player on 13 points throws only two dice while a player on 14 points throws one die.



Family Games Treasurehouse



Help Your Neighbour

Age: All ages

No. of players: 2 to 6

Equipment: Three dice; ten counters per player

Time: 10 minutes+

Aim: To be the first player to get rid of all your counters.

Help Your Neighbour is a fast and exciting game for all the family.

1. Each player receives ten counters and throws one die. The highest score chooses a number. If there are six players, they can choose from 1 to 6; five players choose from 1 to 5; four players choose 1 to 4. The other players (in a clockwise direction) then choose a number. If there are three players, they each choose one number from 1 to 6, before choosing a second number from the remaining three numbers; two players choose three numbers each. No player may have the same number as another player.
2. Commencing with the player who threw the highest score, players take turns to throw all three dice. Any player whose number is shown on the dice must put one counter in the middle of the table. If their number is shown on more than one die, they discard that number of counters. For example, a throw of "2", "5", "2" would mean that Player 2 gets rid of two counters while Player 5 discards one counter. If there are only four or five players, any dice with unclaimed numbers (that is, "6" and/or "5") are ignored.
3. The first player to get rid of all their counters wins the round.
4. A new round commences with each player choosing a different number. The player on the left of the initial starting player begins the new round. The game continues until every player has had a chance to start a round.
5. The overall winner(s) is the player or players who won the most rounds.



Family Games Treasurehouse



Dix Mille

Age: Adults and older children

No. of players: 2 or more

Equipment: Six dice; Pen and paper for overall scoring

Time: 10 minutes+

Aim: To be the first player to achieve a score of ten thousand.

Dix Mille (pronounced *diss meel*) is French for "ten thousand". The rules are a little complicated to learn, but Dix Mille is a great game and it is worth the effort.

1. Players throw one die, lowest score first. Play continues in a clockwise direction.

2. Player One throws all six dice. Any scoring dice are removed (see the table below) and the remainder of the dice are thrown again. Player One continues until they either choose to stop (but see rule 4) or throw a hand that does not score (but see rule 5). The player on their left has a turn.

3. The scoring table below shows how points are achieved.

One or two 1s	100 points each
One or two 5s	50 points each
Three 1s	1,000 points
Three of any other kind	100 points x the number (for example, three 4s = 400 points)
Three pairs	1,500 points
A straight (1, 2, 3, 4, 5, 6)	3,000 points
A Disaster - Four or more 2s	Wipe out the entire score of the game, not just that round

4. A player can choose to stop at any time and retain their score for that round, unless they throw three pairs or a straight, in which case they **must** throw all six dice again. However, six of a kind (except six 2s - a Disaster) could be counted as two sets of three-of-a-kind rather than three pairs, so the player may choose to end their turn.

5. If a player throws two or more dice and scores nothing, their turn ends and their entire score for that round is wiped out. However, if a player is down to only one die, they can throw it twice before they must end. If they throw a "1" or "5" on their second throw, they score a bonus 500 points and may continue to throw if they choose. If they fail to throw a 1 or 5 on their second throw, their turn ends and their entire score for that round is wiped out.



Dix Mille (continued)

Some examples may help you understand these rules.

Player One

<i>Throw</i>	<i>Dice</i>	<i>Explanation</i>	<i>Score</i>	<i>Total Score</i>
1	5 5 4 3 1 3	Two 5s (2 x 50) and a 1 (1 x 100), which are removed	200	200
2	2 2 2	Three of a kind (2 x 100)	200	400

Player One's turn is finished, with a score of 400, since they have no more dice to throw.

Player Two

<i>Throw</i>	<i>Dice</i>	<i>Explanation</i>	<i>Score</i>	<i>Total Score</i>
1	1 2 3 4 5 6	Straight (player MUST roll again)	3000	3000
2	1 3 3 4 6 6	One 1 - removed	100	3100
3	2 3 4 4 4	Three of a kind (4 x 100) - removed	400	3500
4	4 5	One 5 - removed	50	3550
5	2	No score but can roll again (rule 5)	-	3550
6	5	Bonus	500	4050

Player Two chose to stop on this score. They could have thrown again twice to try for another bonus, but if they failed their entire score for this round would have been wiped.

Player Three

<i>Throw</i>	<i>Dice</i>	<i>Explanation</i>	<i>Score</i>	<i>Total Score</i>
1	1 4 4 5 6 6	One 1 - removed	100	100
2	2 2 2 2 5	Disaster! (Entire score is wiped out)		0

Player Four

<i>Throw</i>	<i>Dice</i>	<i>Explanation</i>	<i>Score</i>	<i>Total Score</i>
1	1 1 2 2 6 6	Three pairs (player must roll again)	1500	1500
2	2 3 4 5 5 5	Three of a kind (5 x 100)	500	2000
3	1 1 4	Two 1s (2 x 100)	200	2200
4	3	No score but can roll again (rule 5)	-	2200
5	6	Wipe out for this round	-	0

Player Four chose to try for a bonus but failed. Their score (for this round only) was wiped.



Blackjack Dice

Age: Adults and older children

No. of players: 2 or more

Equipment: Two dice

Time: Each round takes 2-5 minutes. A full game could last 15+ minutes

Aim: To be the closest to 21 without going over.

Blackjack Dice is a good game for older children or adults using two dice. The aim is to be closest to 21 without going over. It could also be played by younger children with adult supervision.

1. Each player has only one turn per round but they can throw the dice as many times as they want. Throw both dice and add up their score. Throw again and add the scores together. Once a player reaches 16 points, they can choose either to stop or to throw only one die (dice is the plural of die). However, if your score is 22 or more, you have busted and are out for that round. When a player stops or busts, the next player throws the dice and so on until all players have completed the round.
2. The aim is to score 21, or to be the player closest to 21. At the end of the round, a player who scored exactly 21 will gain two points for that round. If no one scores 21, the player closest to 21 gains one point. If two players have the same score, no points are gained for that round.
3. The overall winner is the player who first reaches an agreed number of points (say, 10 points for children or 21 points for adults) or the player with the highest number of points at the end of a certain time limit (say 15 minutes for children or half an hour for adults).



Family Games Treasurehouse



Yacht

Age: Adults and older children

No. of players: 2 or more (4-5 is good)

Equipment: Five dice; Score sheet and pen/pencil

Time: 15 minutes+

Aim: To get the highest score over twelve rounds.

Yacht is probably better known by its commercial name, Yahtzee™. There is a printable score sheet in the appendix.

1. Players throw one die, with the lowest score going first. Each player has twelve rounds to make the highest overall score. There are twelve categories, one per round, in any order. Players try to maximise their score in nine categories and achieve the other three categories by throwing five dice up to three times per round.

CATEGORY	POINTS	EXAMPLE
Yacht (Five of a Kind)	50	5, 5, 5, 5, 5 (60 points)
Big Straight (2, 3, 4, 5, 6)	30	2, 3, 4, 5, 6 (30 points)
Little Straight (1, 2, 3, 4, 5)	30	1, 2, 3, 4, 5 (30 points)
Four of a Kind	Total of the four dice (max. 24 points)	3, 3, 3, 3, 6 (4x3=12 points)
Full House (any three of one kind and two of another kind)	Total of the five dice (max. 28 points)	2, 2, 2, 4, 4 (2+2+2+4+4=14 points)
Choice (any five dice with no particular pattern)	Total of the five dice (max. 30 points)	2, 1, 6, 3, 4 (2+1+6+3+4=16 points)
Sixes	Total of the dice with sixes (max. 30 points)	1, 5, 3, 6, 6 (6+6=12 points)
Fives	Total of the dice with fives (max. 25 points)	2, 4, 5, 1, 3 (5 points only)
Fours	Total of the dice with fours (max. 20 points)	4, 1, 6, 4, 4 (4+4+4=12 points)
Threes	Total of the dice with threes (max. 15 points)	3, 1, 5, 6, 3 (3+3=6 points)
Twos	Total of the dice with twos (max. 10 points)	4, 5, 4, 3, 1 (zero points)
Ones (Aces)	Total of the dice with ones (max. 5 points)	5, 1, 4, 6, 6 (1 point only)



Family Games Treasurehouse



Yacht (continued)

2. Player One throws all five dice. If the dice make a Yacht, a Straight (either big or little) or a Full House, that score can be entered immediately on the score sheet. Otherwise, Player One must decide which dice to keep and which dice to throw again to try to get a good score in any category. For example, if Player One threw '6', '3', '3', '2' and '3', they may decide to try for Four of a Kind by keeping the '3s' and throwing the '6' and '2' again. If the second throw was '3' and '1', Player One would keep the '3' (to make Four of a Kind) but could throw the '1' again with the hope of achieving five '3s' (a Yacht). At the end of the third throw, Player One must decide which category to enter their score. If they had five '3s', they could enter it as a Yacht (50 points), Four of a Kind ($4 \times 3 = 12$ points), Threes ($5 \times 3 = 15$ points) or Choice ($3 + 3 + 3 + 3 + 3 = 15$ points). A Yacht would give them the highest score (and is the hardest to achieve) so it is the obvious choice.

3. Players proceed in a clockwise direction to throw the dice (up to three times per round) in order to achieve their best score in each category over the twelve rounds. Players can only enter a score in each category once, even if they throw a better score for that category later on in the game. This means that some categories may score zero if, for example, you have throw three '5s' and are trying for Four of a Kind. If you end up with '5', '5', '5', '3' and '6', and you already have scores for Threes, Fives and Sixes, you may need to put that round as zero for the Ones category so that you can still hope for a higher score in other categories in later rounds.

CATEGORY	MAX. SCORE	Player Names				
		<i>Dad</i>	<i>Mum</i>	<i>Alex</i>	<i>Beth</i>	<i>Chloe</i>
Yacht	50					50
Big Straight	30		30	30		
Little Straight	30	30				
Four of a Kind	24	8			20	16
Full House	28		28		26	
Choice	30					
Sixes	30		24	18		
Fives	25	15			20	
Fours	20	8	16			
Threes	15			9		12
Twos	10				4	2
Ones	5			4		
TOTAL						



Yacht (continued)

4. It is good strategy to try for the largest scores in the beginning of the game. You may also choose to score zero in some of the lower scoring categories (Ones and Twos) rather than lose some of the higher scoring categories.

5. Players add up their total score at the end of the twelfth round. The highest score wins the game. (The best possible score is 297 points.)

CATEGORY	MAX. SCORE	Player Names				
		<i>Dad</i>	<i>Mum</i>	<i>Alex</i>	<i>Beth</i>	<i>Chloe</i>
Yacht	50	0	50	0	0	50
Big Straight	30	30	30	30	0	0
Little Straight	30	30	0	0	30	30
Four of a Kind	24	8	0	24	20	16
Full House	28	11	28	14	26	19
Choice	30	22	17	13	25	18
Sixes	30	18	12	18	12	6
Fives	25	15	0	10	20	5
Fours	20	8	16	4	12	8
Threes	15	0	12	9	3	12
Twos	10	4	4	0	4	2
Ones	5	3	0	4	2	4
TOTAL		149	169	126	154	170

Variation: Cheerio is an alternative form of Yacht which has only eleven categories (no Four of a Kind category) and slightly different scoring for the Straights, as shown below. All other rules are the same as Yacht.

CATEGORY	POINTS	EXAMPLE
Cheerio (Five of a Kind)	50	5, 5, 5, 5, 5 (50 points)
Big Straight (2, 3, 4, 5, 6)	25	2, 3, 4, 5, 6 (25 points)
Little Straight (1, 2, 3, 4, 5)	20	1, 2, 3, 4, 5 (20 points)
Full House (any three of one kind and two of another kind)	Total of the five dice (max. 28 points)	2, 2, 2, 4, 4 (2+2+2+4+4=14 points)
Big Hand (any five dice with no particular pattern)	Total of the five dice (max. 30 points)	2, 1, 6, 3, 4 (2+1+6+3+4=16 points)
<i>Sixes to Ones</i>	<i>Same as Yacht</i>	



General

Age: Adults and older children

No. of players: 2 or more (4-5 is good)

Equipment: Five dice; Score pad and pen/pencil

Time: 15 minutes+

Aim: To get a Big General (immediate winner!) or the highest score over ten rounds.

General is a very popular game in Puerto Rica and is similar to Yacht. You can draw your own score sheet or there is a printable score sheet in the appendix.

1. Players throw one die, with the lowest score going first. Each player has ten rounds to achieve a Big General, or to make the highest overall score. There are ten categories, one per round, in any order. Players try to maximise their score in eight categories and achieve the other two categories, by throwing five dice up to three times per round.

CATEGORY	POINTS	EXAMPLE
Big General (Five of a kind on the first throw)	Immediate Winner!	5, 5, 5, 5, 5 (on first throw)
Small General (Five of a kind on the second or third throw)	60	5, 5, 5, 5, 5 (on second or third throw)
Four of a Kind	45 on first throw; 40 on second or third throws*	3, 3, 3, 3, 6 (45 or 40 points)*
Full House (any three of one kind and two of another kind)	35 on first throw; 30 on second or third throws	2, 2, 2, 4, 4 (35 or 30 points)
Straight (Either 1, 2, 3, 4, 5 or 2, 3, 4, 5, 6)	25 on first throw; 20 on second or third throws	2, 3, 4, 5, 6 (25 or 20 points)
Sixes	Total of the dice with sixes (max. 30 points)	1, 5, 3, 6, 6 (6+6=12 points)
Fives	Total of the dice with fives (max. 25 points)	2, 4, 5, 1, 3 (5 points only)
Fours	Total of the dice with fours (max. 20 points)	4, 1, 6, 4, 4 (4+4+4=12 points)
Threes	Total of the dice with threes (max. 15 points)	3, 1, 5, 6, 3 (3+3=6 points)
Twos	Total of the dice with twos (max. 10 points)	4, 5, 4, 3, 1 (zero points)
Ones (Aces)	Total of the dice with ones (max. 5 points)	5, 1, 4, 6, 6 (1 point only)

*Note: If a player throws Four of a Kind on their first throw but tries to throw one die for a Small General (and fails), they only score 40 points for Four of a Kind, not 45 points.



General (continued)

2. Player One throws all five dice. If the dice make a Big General (five of a kind on the first throw of any turn) they win immediately. If it is a Straight, Four of a Kind or a Full House, that score can be entered immediately on the score sheet if they choose. Otherwise, Player One may choose to keep some of the dice and throw the remaining dice again to try to get a good score in any category.

For example, if Player One threw '6', '3', '3', '2' and '3', they may decide to try for Four of a Kind by keeping the '3s' and throwing the '6' and '2' again. If the second throw was '3' and '1', Player One would keep the '3' (to make Four of a Kind) but could throw the '1' again with the hope of achieving five '3s' (a Small General). At the end of the third throw, Player One must decide which category they will enter their score. If they had five '3s', they could enter it as a Small General (60 points), Four of a Kind (40 points) or Threes (5x3=15 points). A Small General would give them the highest score (and is the hardest to achieve) so it is the obvious choice.

3. Players proceed in a clockwise direction to throw the dice (up to three times per round) in order to achieve their best score in each category over the ten rounds. Players can only enter a score in each category once, even if they throw a better score for that category later on in the game. This means that some categories may score zero if, for example, you throw three '5s' and are trying for Four of a Kind. If you end up with '5', '5', '5', '3' and '6', and you already have scores for Threes, Fives and Sixes, you may need to put that round as zero in the Ones category so that you can still hope for a higher score in other categories in later rounds.

CATEGORY	MAX. SCORE	Player Names				
		<i>Dad</i>	<i>Mum</i>	<i>Ben</i>	<i>Eileen</i>	
Small General	60			60		
Four of a Kind	45 or 40	40	45			
Full House	35 or 30		30		35	
Straight	25 or 20		25		20	
Sixes	30	30		18		
Fives	25	15		10	15	
Fours	20	12		4	12	
Threes	15		12	6		
Twos	10	2				
Ones	5		4		3	
TOTAL						



General (continued)

4. It is good strategy to try for the largest scores in the beginning of the game. You may also choose to score zero in some of the lower scoring categories (Ones and Twos) rather than lose some of the higher scoring categories.

CATEGORY	MAX. SCORE	Player Names				
		<i>Dad</i>	<i>Mum</i>	<i>Ben</i>	<i>Eileen</i>	
Small General	60	60	0	60	0	
Four of a Kind	45 or 40	40	45	0	40	
Full House	35 or 30	0	30	30	35	
Straight	25 or 20	25	25	20	20	
Sixes	30	30	24	18	18	
Fives	25	15	20	10	15	
Fours	20	12	8	4	12	
Threes	15	0	12	6	9	
Twos	10	2	8	0	0	
Ones	5	2	4	0	3	
TOTAL		186	176	148	152	

5. Players add up their total score at the end of the tenth round. The highest score wins the game. (The best possible score is 270 points.)

Variation: Double Cameroon is an alternative form of General which uses ten dice. Players roll them three times (as above), then divide them into two groups of five dice. Each group is allocated to a different category, so players only have five rounds in a game. The categories and scoring are also a little different.

Category	Points	Example
Five of a Kind	50	5, 5, 5, 5, 5 (50 points)
Big Cameroon (2, 3, 4, 5, 6)	30	2, 3, 4, 5, 6 (30 points)
Little Cameroon	21	1, 2, 3, 4, 5 (21 points)
Full House	Total of five dice (max 28 points)	2, 2, 2, 4, 4 (14 points)
<i>Sixes to Ones</i>	<i>(Same as General)</i>	<i>(Same as General)</i>

Note: Double Cameroon does not have "Four of a Kind" or "Straight" categories.



Indian Dice

Age: Adults and older children

No. of players: 2 or more

Equipment: Five dice

Time: 10 minutes+

Aim: To be the player who won the most rounds at the end of game.

Indian Dice is based on the game of Poker. It can be played without any form of gambling and is suitable for adults and older children.

1. Players throw one die to establish the order of play, with the highest score throwing first and the other players seated in a clockwise direction to the lowest scoring player.
2. Player One throws all five dice, trying to obtain the best poker hand as shown.

Best ↓ Worst	Name	Description	Example
	Five of a Kind	Five dice of the same value	4 4 4 4 4
Four of a Kind	Four dice of one value and one odd die	2 2 2 2 5	
Full House	Three dice of one value and two of another value	1 1 1 3 3	
Three of a Kind	Three dice of one value and two unmatched dice	5 5 5 1 4	
Two Pairs	Two pairs of dice and one unmatched die	3 3 6 6 2	
One Pair	One pair of dice and three unmatched dice	1 1 2 5 6	
Null	No matching dice	1 2 4 5 6	

Note: There are no straights (1 2 3 4 5 or 2 3 4 5 6) in Indian dice.

3. Player One can choose to stop with their first throw or they can keep some of the dice and throw the remainder in an effort to improve their hand. They can also stop after their second throw or they can try a third throw. They should remember their final hand, including the numbers. The examples above would be "Five 4s", "Four 2s", "A Full House; 1s over 3s", "Three 5s", "Pairs; 6s and 2s", "A pair of 1s" and "Null; no 3".
4. The remaining players then throw in turn, but they cannot throw more times than the first player. If the first player stopped after the first throw, no player can throw more than once.
5. The player with the best hand wins the round. If two players have the same type of hand, the highest number wins. For example, Four 4s beats Four 1s.
6. The game continues, with each player in turn throwing first, until they have all led.



Ten Pin Dice

Age: Adults and older children

No. of players: 2 or more

Equipment: Two dice; Pen and paper for scoring, or print out the Ten Pin Dice Score Sheet in the appendix

Time: 10 minutes+

Aim: To be the player who achieves the highest score.

Ten Pin Dice is based on the rules and scoring for Ten Pin Bowling. Each game consists of ten "frames" per player, with two "bowls" per frame.

1. Player One rolls both dice for their first bowl. If either die shows a "6", the ball rolled into a gutter and scored zero for that throw. A zero score is marked by a dash (-). Otherwise the dice are added together and their total is written in the first square of the score sheet for that frame. If they rolled a double-five, they scored a "strike" and a cross (X) is put in the first square, completing their turn.

2. Player One then rolls just one die for their second bowl of that frame. Again, a "6" scores zero. If the second throw and the first throw add to ten or more, they have scored a "spare" and a diagonal line (/) is put in the second square. Otherwise, the value of the second bowl is put in the right hand square of the frame.

3. If Player One scored a strike or spare, the large space below the squares is left blank until after their next turn (see steps 6 and 7). Otherwise, the total of the left hand square and the right hand square is copied to the space.

4. Each of the other players then completes their first frame in the same way.

5. Players repeat steps 1 to 4 for their second frame and so on until all ten frames have been played. The space in each frame shows the running total of the previous frame added to the score for that frame.

6. A player who scores a spare in any frame adds their first bowl of the next frame to the ten points they scored for their spare. For example, if a player throws a 2 and 3 (that is; 5) for the first bowl of the second frame, their total for the first frame is $10 + 5 = 15$. If a player bowls a spare then a strike, they would score 20 points for the spare.



Ten Pin Dice (continued)

7. A player who scores a strike adds the next two bowls to the ten points they scored for the strike. For example, a player scores a strike in the fourth frame. In their fifth frame, they score an 8 (5 + 3) for their first bowl and a 1 for their second bowl (total = 9). They would score 10 + 9 = 19 points for the fourth frame. *Note:* If the next two bowls create a spare, they only score ten points, not the total of the bowls. Using the example above, if the second bowl had been 4, they would have scored only 10 + 10 = 20 points, even though 8 + 4 = 12. However, a strike which is followed by another strike will count the next bowl after the second strike. This may be another strike, making a total of 30 points for one frame!

8. Players are allowed one or two more bowls (with two dice) if they score a spare or strike in their tenth frame to be added to their ten points for that frame.

9. The winner is the player with the highest score after ten frames. (The maximum score for throwing all strikes is 300 points).

Sample game.

Frame 1 Ben throws 4 and 2 for his first bowl, followed by 2 for his second bowl. (4 2, 2)

Ann throws 6 and 4 for her first bowl, followed by 5 for her second bowl. (6 4, 5)

Frame 2 Ben throws 4 and 6 for his first bowl, followed by 5 for his second bowl. (4 6, 5)

Ann throws 5 and 5 for her first bowl. (5 5, X a strike)

Frame 3 Ben 2 5, 3 Ann 5 5, X

Frame 4 Ben 2 1, 3 Ann 2 6, 2

Frame 5 Ben 1 6, 6 Ann 3 2, 6

Frame 6 Ben 3 2, 5 Ann 5 2, 1

Frame 7 Ben 5 5, X Ann 3 3, 5

Frame 8 Ben 1 1, 6 Ann 6 1, 4

Frame 9 Ben 5 6, 3 Ann 3 6, 6

Frame 10 Ben 3 4, 4, (2 4)* Ann 5 5, X, (4 6)*, (2 2)*

*Note: Ben had one extra bowl (2 4) to complete his spare. Ann had two extra bowls (4 6) (2 2) to complete her strike.

	1	2	3	4	5	6	7	8	9	10	TOTAL	
Ben	6 2	- 5	7 /	3 3	- -	5 /	X	2 -	- 3	7 /	6	85
	8	13	26	32	32	52	64	66	69	85		
Ann	- 5	X	X	- 2	5 -	7 1	6 /	- 4	- -	X -	4	80
	5	25	37	39	44	52	62	66	66	80		



Four Twenty-One

Age: Adults and older children

No. of players: 2 or more

Equipment: Three dice

Time: 10 minutes+

Aim: To have the highest score after ten rounds.

Four Twenty-One is a simple dice game that is popular in Europe.

1. Players throw one die to determine the order of play. Highest score goes first, with other players in order clockwise around the table.

2. The first player rolls all three dice and tries to achieve the highest rank hand according to the following table.

4 2 1

Any triple - 6 6 6 (highest) to 1 1 1 (lowest)

Any pair - 6 6 5 (highest) to 1 1 2 (lowest)

Any unmatched dice - 6 5 4 (highest) to 3 2 1 (lowest)

The player can try rolling up to three times to achieve their best hand, keeping and discarding dice at each roll.

3. Other players then try to beat the rank hand of the first player. However, the other players cannot roll the dice more often than the first player. For example, if the first player achieved 5 5 5 on the first roll, other players can only roll the dice once to try to beat that hand by rolling 6 6 6 or 4 2 1.

4. The player with the highest ranking hand in each round scores one point. Any player who rolls 4 2 1 on their first roll scores two points.

5. The game continues for ten rounds. The player with the highest overall score at the end of the tenth round wins the game.



Centennial

Age: All ages

No. of players: 2-8

Equipment: 3 dice; One counter per player (coloured or marked so each player's counter is easily identified); Board (see below for instructions)

Time: 10 minutes+

Aim: To be the first player to move their counter from Start to 12 and back to 1.

Centennial (also known as **Martinetti** or **Ohio**) is a simple race game using three dice, some counters and a board. The board consists of 13 squares in a line, labelled Start, 1, 2, 3, ..., 10, 11, 12. It can be made of cardboard and decorated nicely or it can be scribbled on a piece of paper, depending on how much work you want to do!

1. Each player puts their counter on the 'Start' square and rolls the dice to determine who starts the game (highest score goes first).
2. The first player throws all three dice together. If one of the dice is a '1', they can move their counter from Start to square '1'. They could also move to square '2' if there is a '2' or another '1' (since $1+1=2$), and so on. If a player throws a 1, 2 and 3, they can move from Start to square '6' from that one throw (1, 2, 3 obviously; but $1+3=4$, $2+3=5$, and $1+2+3=6$).
3. Player Two (to the first player's left) then rolls the dice and moves their counter (if possible), with each player continuing in a clockwise direction. One or more counters can occupy the same square. Once a player gets to square '12', their turns ends until the next round when they start trying to move back down the board from square '11' to square '1'. The first player to reach square '1' shouts "Centennial!" and wins the game.
4. If any player overlooks a number they could use, any other player who also needs that number can claim it and use it immediately. For example, if Player Three is on square '8' and throws '1', '5', and '4', they may see that $5+4=9$ and move to square '9' but overlook that $1+5+4=10$, which they could have used to move to square '10' as well. Another player who was already on square '9' could claim the '10' and move immediately to square '10', even though it wasn't their turn. (However, a player on square '5' could not claim $5+1=6$, since Player Three did not need to throw a '6'.) Adults and older children may need to help younger children to see any numbers they could use.



Everest

Age: All ages

No. of players: 2-8

Equipment: 3 dice; One pen/pencil and board per player (see below for instructions)

Time: 10 minutes+

Aim: To be the first player to score all the numbers from 1 to 12 and back to 1.

Everest is similar to Centennial, but with some variations. It is a simple race game using three dice, some counters and a board. The board consists of 24 squares in two lines, labelled 1, 2, 3, ..., 10, 11, 12 in one row and 12, 11, 10, ... 3, 2, 1 in the other row. It can simply be drawn on a piece of paper or it can be made of cardboard, decorated nicely and laminated in clear plastic to seal the board so a felt tip pen can write on it (and be erased at the end of the game ready for the next time you play).

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

1. Each player rolls the dice to determine who starts the game (highest score goes first).
2. The first player throws all three dice together. The aim is to cross out all 24 squares on your board in any order. For example, if Player One throws a '1', '2' and '5', they could choose to cross off any one of the following numbers in either line:

- 1
- 2
- 5
- 3 (since $1+2=3$)
- 6 (since $1+5=6$)
- 7 (since $2+5=7$)
- 8 (since $1+2+5=8$)

You cannot cross off more than one number in any turn.

3. Player Two (to the first player's left) then completes their turn and so on. If there are no numbers left on your board to cross off with the numbers on the dice, you forfeit that turn.
4. The first player to cross off all 24 numbers on their board wins the game.



Baseball Dice

Age: All ages

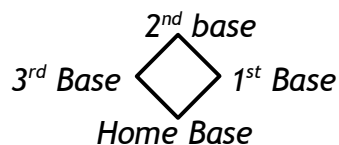
No. of players: 2

Equipment: 2 dice; 3 small counters or coins to mark the runners on their bases; Pen and paper for scoring (or use the printable sheet in the appendix)

Time: 10 minutes+

Aim: To be the player with the highest score at the end of the ninth innings.

Baseball Dice is based loosely on the game of baseball, where players hit the ball, run around the three bases in a counterclockwise direction and back to home base. Before the game starts, you will need to draw a baseball diamond, with bases on each corner, including the home base, or print the diamond and score sheet in the appendix.



1. Players roll one die to determine who goes first (highest score wins).
2. Player One commences the first innings by rolling both dice. Depending on the total of the dice, a player may advance to one of the bases or may get out.

Roll	Event
2	Home run
3	Run three bases
4	Run one base
5	Out (All runners on bases advance one base each)
6	Out (Runners do not advance)
7	Out (The runner closest to home is also out)
8	Out (Except a double-4, which means take a walk to first base. If a runner is already on first base, they get to walk to second base, and so on. Only one runner may occupy a base at a time.)
9	Out (Runners do not advance)
10	Run one base
11	Run two bases
12	Home run



Baseball Dice (continued)

- Player One places a counter on first base if they threw a 4 or a 10. If an 11 was thrown put the counter on second base, or third base if they threw a 3. If Player One threw a 2 or 12 and scored a home run, they mark one run in the Tally column of the score sheet. If a 5, 6, 7, 8 or 9 was thrown, mark the Outs column with a line.
- On the second and subsequent throws, the batter runs to the corresponding base number and any runners on bases move the number of bases indicated by a throw of 3, 4, 10 or 11. For example, if there were runners on first and third bases and the batter throws an 11, the batter runs to second base while the runner on first base runs to third base and the runner on third base makes it safely home. If a 2 or a 12 is thrown, they all complete a home run. Home runs are added to the Tally column. A 5, 6, 7, 8 or 9 means the batter is out and possibly some or all of the runners on bases are out, according to the table on the previous page. Mark any batters or runners who get out on the Outs column of the score sheet.
- Player One continues throwing the dice until there are three outs. The total number of runs from the Tally column is written in the space under the Tally and Outs columns.
- Player Two starts their first inning, with players alternating turns as the innings progress. The winner is the player with the most runs at the end of the ninth innings.

Sample Game (as Player Two is finishing their final inning)

5		6		7		8		9		TOTAL
Tally 	Outs 	Tally 	Outs 	Tally 	Outs 	Tally 	Outs 	Tally 	Outs 	22
6		2		3		4		1		
Tally 	Outs 	Tally 	Outs 	Tally 	Outs 	Tally 	Outs 	Tally 	Outs 	
2		4		7		1				



Family Games Treasurehouse



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Appendix

Score sheets for Yacht (*see page 23 for rules*)

Score sheets for General (*see page 26 for rules*)

Score sheets for Ten Pin Dice (*see page 30 for rules*)

Score sheet and diamond for Baseball Dice (*see page 35 for rules*)

YACHT					
Category	Max. Score	Player's Names			
Yacht	50				
Big Straight	30				
Little Straight	30				
Four of a Kind	24				
Full House	28				
Choice	30				
Sixes	30				
Fives	25				
Fours	20				
Threes	15				
Twos	10				
Ones	5				
TOTAL					

YACHT					
Category	Max. Score	Player's Names			
Yacht	50				
Big Straight	30				
Little Straight	30				
Four of a Kind	24				
Full House	28				
Choice	30				
Sixes	30				
Fives	25				
Fours	20				
Threes	15				
Twos	10				
Ones	5				
TOTAL					

GENERAL					
Category	Max. Score	Player Names			
Small General	60				
Four of a Kind	45 or 40				
Full House	35 or 30				
Straight	25 or 20				
Sixes	30				
Fives	25				
Fours	20				
Threes	15				
Twos	10				
Ones	5				
TOTAL					

GENERAL					
Category	Max. Score	Player Names			
Small General	60				
Four of a Kind	45 or 40				
Full House	35 or 30				
Straight	25 or 20				
Sixes	30				
Fives	25				
Fours	20				
Threes	15				
Twos	10				
Ones	5				
TOTAL					

Ten Pin Dice Score Sheet

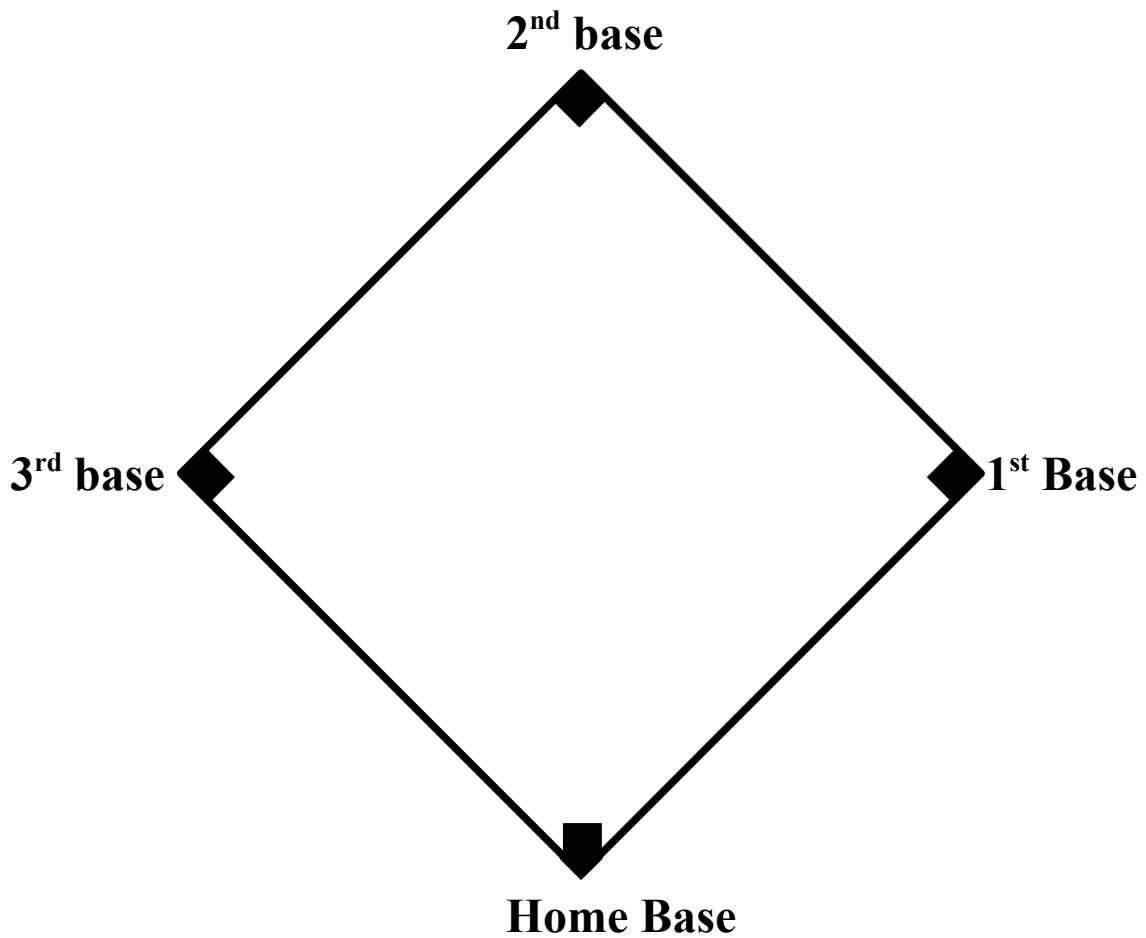
Name	1	2	3	4	5	6	7	8	9	10	Final Score

Baseball Dice

Name	1		2		3		4		5		6		7		8		9		TOTAL
	Tally	Outs	Tally	Outs	Tally	Outs	Tally	Outs	Tally	Outs	Tally	Outs	Tally	Outs	Tally	Outs	Tally	Outs	

Baseball Dice

Roll	Event
2	Home run
3	Run three bases
4	Run one base
5	Out (All runners on bases advance one base each)
6	Out (Runners do not advance)
7	Out (The runner closest to home is also out)
8	Out (Except a double-4, which means take a walk to first base. If a runner is already on first base, they get to walk to second base, and so on. Only one runner may occupy a base at a time.)
9	Out (Runners do not advance)
10	Run one base
11	Run two bases
12	Home run



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