



Bunco

What you need:

- 4 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Each table has four dice. Each game consists of six rounds.

Round 1, one dice is turned to show 1. Round 2, one dice shows 2.
Round 3, one dice shows 3... up to Round 6.

Players take turns to roll the other three dice. They score as follows...

21 points if all three dice match the round number (“Bunco”)

5 points if all three dice are the same but not matching the round number (“Mini Bunco”)

1 point for each die matching the round number

If points are scored the player gets to roll again, continuing to add to their score. If no points are awarded the dice are passed to the next player.

The round ends when a player scores 21 or reaches a total of 21.



Mountain

What you need:

- 1 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Each player draws a template of a mountain with numbers going up one side and down the other.
(eg 1... 3... 5... 6... 4... 2)

Players take it in turns to throw the dice and must match the numbers going up then down the mountain in order.

Winner is the first to match all numbers in order.



Going to Boston

What you need:

- 3 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Each table has three dice. Each game consists on a agreed number of rounds.

Each player takes it in turns to roll the three dice. They put the highest dice to one side. Then they roll the other two dice and again put aside the highest of the two and then roll the third die one more time. They then add their score.

The winner is the player with the highest score for that round.

The overall winner is the player who won the most rounds.



Shut the Box

What you need:

- 2 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Each player has the numerals 1-9 in front of them.

Players throw two dice until 7, 8 and 9 are all crossed out, then they can choose whether to throw one or two dice.

On each throw the total is calculated, they can then cross out numerals that are still on show that add up to the same total (you cannot use one numeral twice).

If anyone succeeds in shutting the box (crosses all their numerals out) they win outright immediately.

A player's turn finishes when they can no longer match the total of their dice with numerals that are remaining uncovered. A player's score is the total of their remaining numbers. Lowest score wins.



101 & Out!

What you need:

- 1 dice
- A tray to roll your dice in
- A score sheet and pencil

Rules...

Each player takes turns to roll one dice.

On each roll the score is recorded either in one's or ten's.

Each player gets six rolls.

The winner is the player who scores closest to 100 without going over.



Beetle Drive

What you need:

- 1 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

The aim of the game is to be the first to draw a complete Beetle.

Players take it in turns to throw the die. You need a six to start. Then you can start adding other body parts. The eyes and antennas can only be added once you have a head.

- 6 - The Body - (1 per beetle)
- 5 - The Head - (1 per beetle)
- 4 - The Wings - (2 per beetle)
- 3 - The Legs - (6 per beetle)
- 2 - The Antenna - (2 per beetle)
- 1 - The Eyes - (2 per beetle)

“Beetle” is shouted once the first person has completed their beetle. Everyone scores the number of body parts they drew (14 for the winner).

If there is more than one table the winner on each table moves to the next table.



Around the Clock

What you need:

- 2 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

You need two dice and numbers 1-12 wrote around the clock.

Players take it in turn to roll the two dice.

They must cross out each number in sequence.
For 1-6 they can either roll the number on one of the dice or find the sum of both dice.



Run for it!

What you need:

- 6 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Players take it in turns to roll 6 dice. You score if you roll a sequence starting at one (so 1-2, 1-2-3, 1-2-3-4, ...).

The score for each sequence is determined by each dice in the run scoring 5 points. You can have multiple runs in one throw.

| | | |
|-------------|-----|-----------|
| 1-2 | ... | scores 10 |
| 1-2-3 | ... | scores 15 |
| 1-2-3-4 | ... | scores 20 |
| 1-2-3-4-5 | ... | scores 25 |
| 1-2-3-4-5-6 | ... | scores 30 |

The first player to reach 100 wins.



Dice Dash

What you need:

- 2 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Each player has the numerals 4-10 in front of them.

They take turns to throw the two dice and find the total. Each player needs to cross out each number in turn.

The winner is the first to cross all their numbers out.



Closest to 100

What you need:

- 2 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Each player takes turns to roll two dice and makes it into a two digit number. The difference between this number and 100 is recorded.

There are 5 rounds, with the scores added together.

The winner is the player with the closest score to 100.



Four in a row

What you need:

- 2 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Each player has the numerals 4-10 in front of them.

They take turns to throw the two dice and find the total. If this total is available they can cross it out.

The winner is the first to cross out four in a row.



PIG

What you need:

- 2 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Players take turns rolling two dice. On a turn a player can keep rolling and summing the two dice, but if they roll a one at all they lose all their points on that turn. The player can choose to stop if they do not roll a one and keep that score to add to on their next go.

The winner is the player to reach 100 points.



Stuck in the Mud

What you need:

- 5 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Players take it in turns to throw five dice. If you roll any 2's or 5's you do not score on that roll and those showing 2 or 5 become stuck. You throw the remaining again. The same rule applies on this throw. If on a throw there are no 2's and 5's you score the total of the dice on this throw. Continue like this till all your dice are stuck.

Agree the number of rounds. The winner is the player with the highest score at the end of all the agreed rounds.



Three of a kind

What you need:

- 5 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Players take it in turns to throw all five dice. If the dice show three identical numbers you score their total. If they show four identical numbers you score their total plus an additional 5. If all five show identical number you score their total plus an additional 10.

Winner is the highest scorer after 10 rounds.



Triples addition

What you need:

- 3 dice
- A tray to roll your dice in
- A piece of paper per player
- A pencil per player

Rules...

Each player takes it in turn to throw all three of their dice. They keep their highest throw and throw the other two again. Then keep the highest and finally do one last throw. Then they add their three dice.

The winner is the player with the highest score after 5 rounds each.