

Dice Games

Choices for Project 1

Tenzi

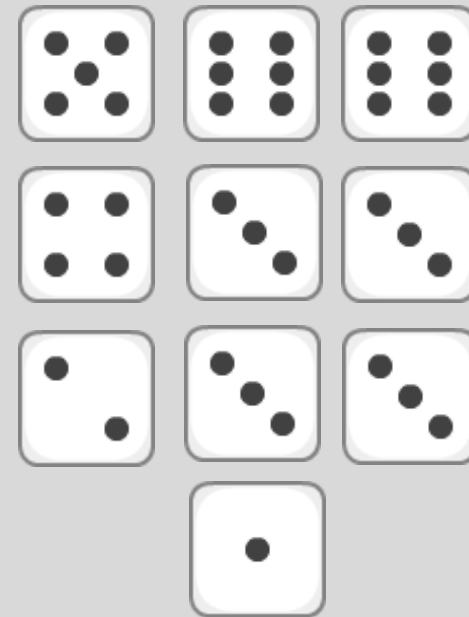
Tenzi is a fast-paced dice-rolling game that's perfect for inside recess! Each player starts with 10 dice. At the same time, all players begin rolling and re-rolling the dice, trying to get all of them to show the same number.

Tenzi

10

Total Rolls So Far: 23

Best Option: 3 has 4 Matches



Reset

Instructions

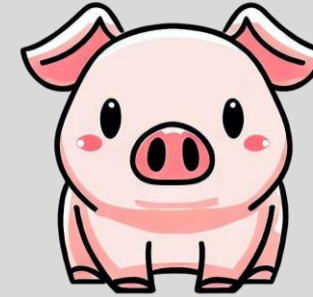
Settings

Pig

Players: 2 or more

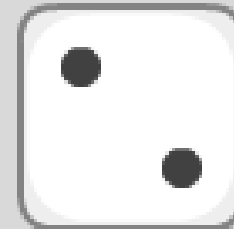
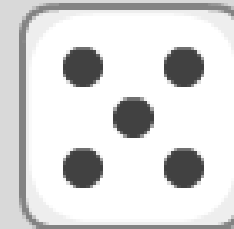
- Object: To be the first to get to 100
- How to Play: First player rolls two dice and finds the sum. He can keep rolling as long as he wants and continues to add each new number to his sum. If he rolls a one, the player scores 0 for that round. If both dice show a one, the player's entire score is erased and he must begin again at 0.

Pig



Player 1's Turn

Turn's Total: 12



Roll

Hold

Player 1's Total: 34

Player 2's Total: 42

Reset

Instructions

Settings



Shake and Make

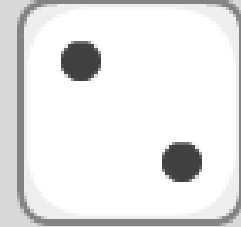
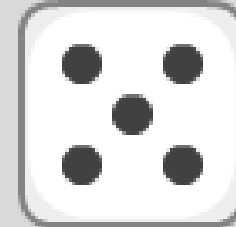
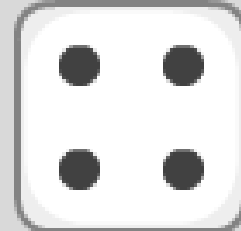
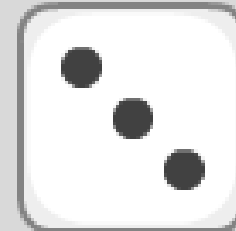
The instructions say:

- The fastest, easiest-to-learn dice game you'll ever play!
- Give the dice dome a shake and watch as the dice settle into their slots to reveal a random combination of numbers.
- Take turns to see who can get the best score - Highest total, 1 pair, 2 pair, straight, 3-of-a-kind, 4-of-a-kind...
- Do you have the luck to shake and make the best roll?
- Fast-paced, pocket-sized, and open to endless game variations - **You'll never want to go anywhere without your Shake & Make Dice!**

Shake and Make Dice



Roll



Sum: 14

Pairs: 0

Group of 3: No

Group of 4: No

Straight: Yes

Reset

Instructions

Settings

Dice Wars

Get more math practice with this easy dice game. You'll need several dice and some small objects to use as counters. Each player rolls two dice and adds them; the one with the larger sum steals a counter from the other.

Dice Wars



Player 1



Player 2



Roll

Player 2 wins.
They take a token from Player 1.

Player 1's Tokens: 5
Player 2's Tokens: 7

Reset

Instructions

Settings

Pirates



You'll need five dice for this one. A player rolls the dice all at once, up to three times. They must roll a six (the ship), a five (the captain), and a four (the crew) to score any points for that round. If they do, add up the two remaining dice (the booty) for their score.

Pirates

Player 1's Turn

Roll



Player 1's Total: 34

Player 2's Total: 42

Reset

Instructions

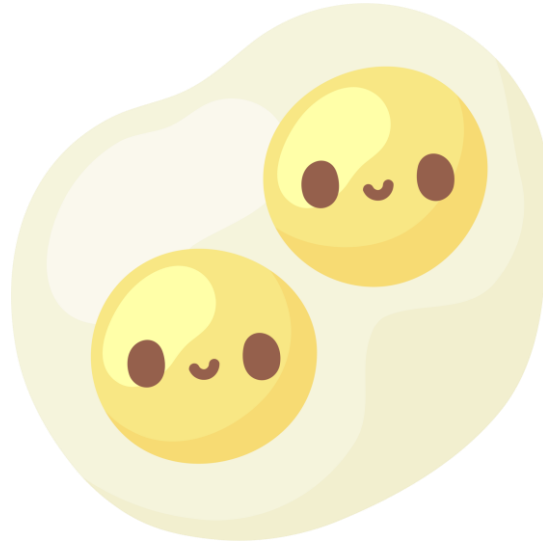
Settings

Beat It!

Players: 2 or more

Object: To make the highest number in each round.

How to Play: Roll three or four dice, depending on the place value you are studying. Arrange your dice so that you make the greatest number. The winner of the round is the player with the greatest number. The winner of the game is the player with the most wins at the end of 10 rounds.

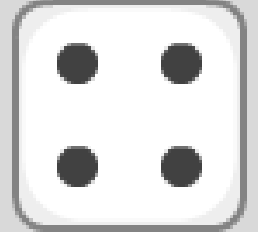
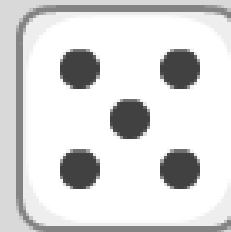
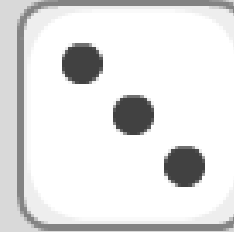


Beat it

Player 1 Current Value: 354

Roll

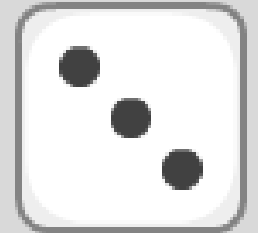
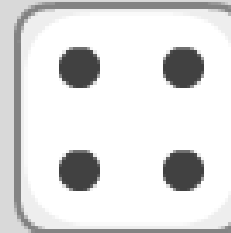
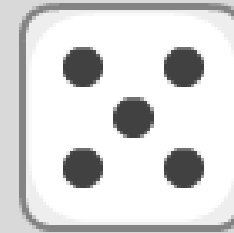
Turn Done



Player 2 Current Value: 543

Roll

Turn Done



Player 1 Wins: 2, Player 2 Wins: 3

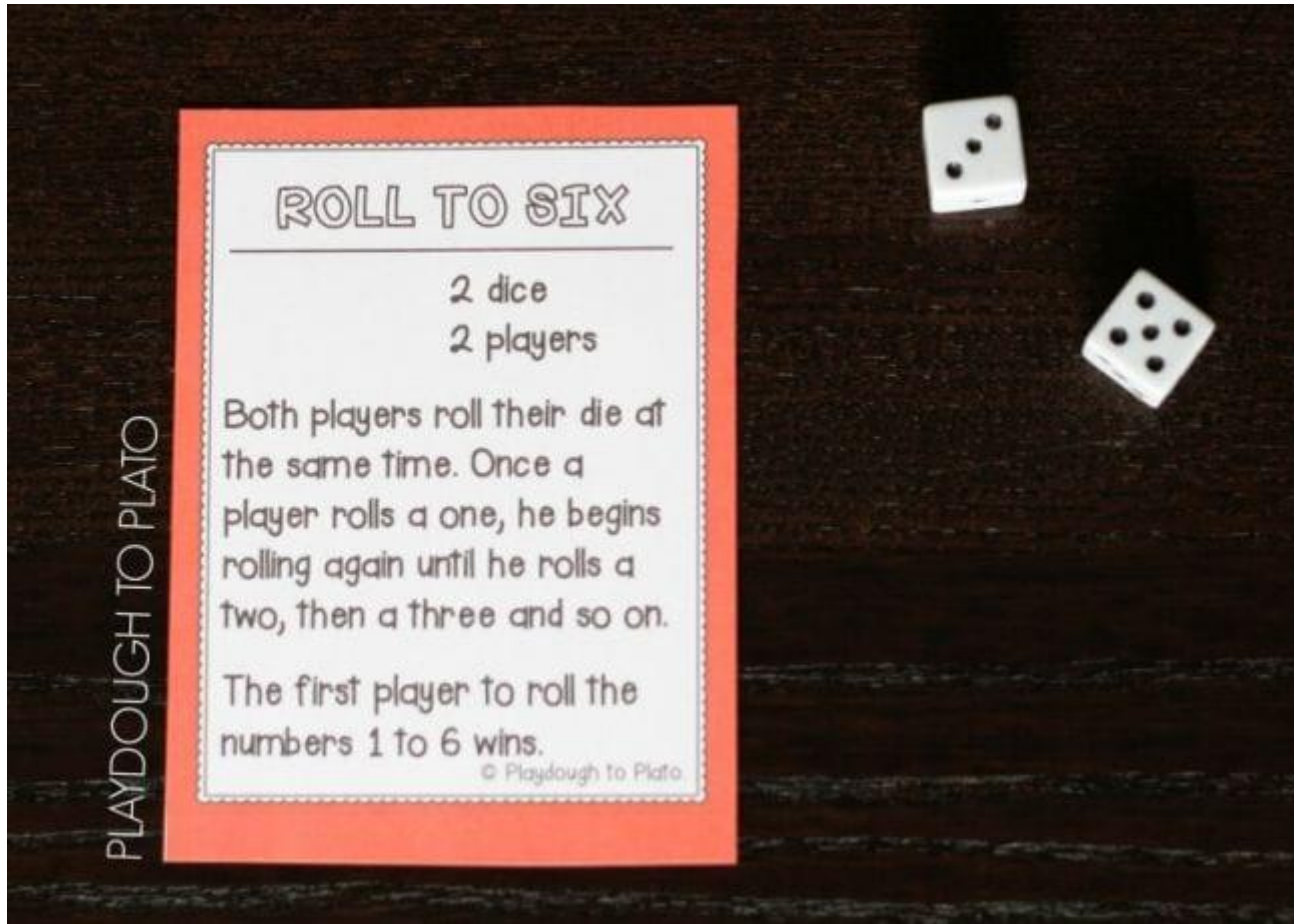
Reset

Instructions

Settings



Roll to six



Roll to



Player 1 Wants: 1

Player 2 Wants: 1

Player 1

Player 2



Roll

Player 1 remains at 1.

Player 2 moves on to 2.

Reset

Instructions

Settings

Going to Boston

Here's a game that's been around for a very long time, and is great for basic addition skills. You need three dice for this one. A player rolls all three dice at once, then sets the highest die aside. Roll the remaining two, and again set aside the highest. Roll the last die, then add all three together. Each player takes a turn doing this, with the highest score winning the round. Play to a set number of rounds, or see who can get to a designated number like 100 first.

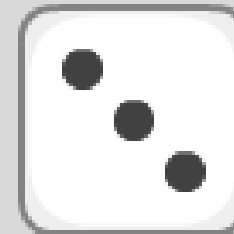
Going to Boston



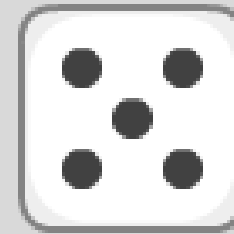
Player 1's Turn

Roll

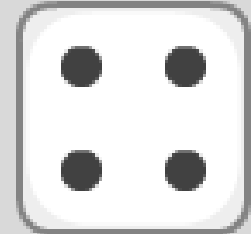
Current Total: 12



Set
Aside



Set
Aside



Set
Aside

Player 1 Sum: 23

Player 2 Sum: 34

Reset

Instructions

Settings

Stuck in the Mud



For each turn, a player rolls all five dice. Set aside twos and fives (they're stuck in the mud!), then re-roll the rest. Set aside twos and fives, and add up any that are left. Repeat until all the dice show twos or fives, add up the totals, and that's your score for that round.

Stuck in the Mud

Player 1's Turn

Roll

2 Dice Stuck in the Mud



Player 1's Total: 34

Player 2's Total: 42

Reset

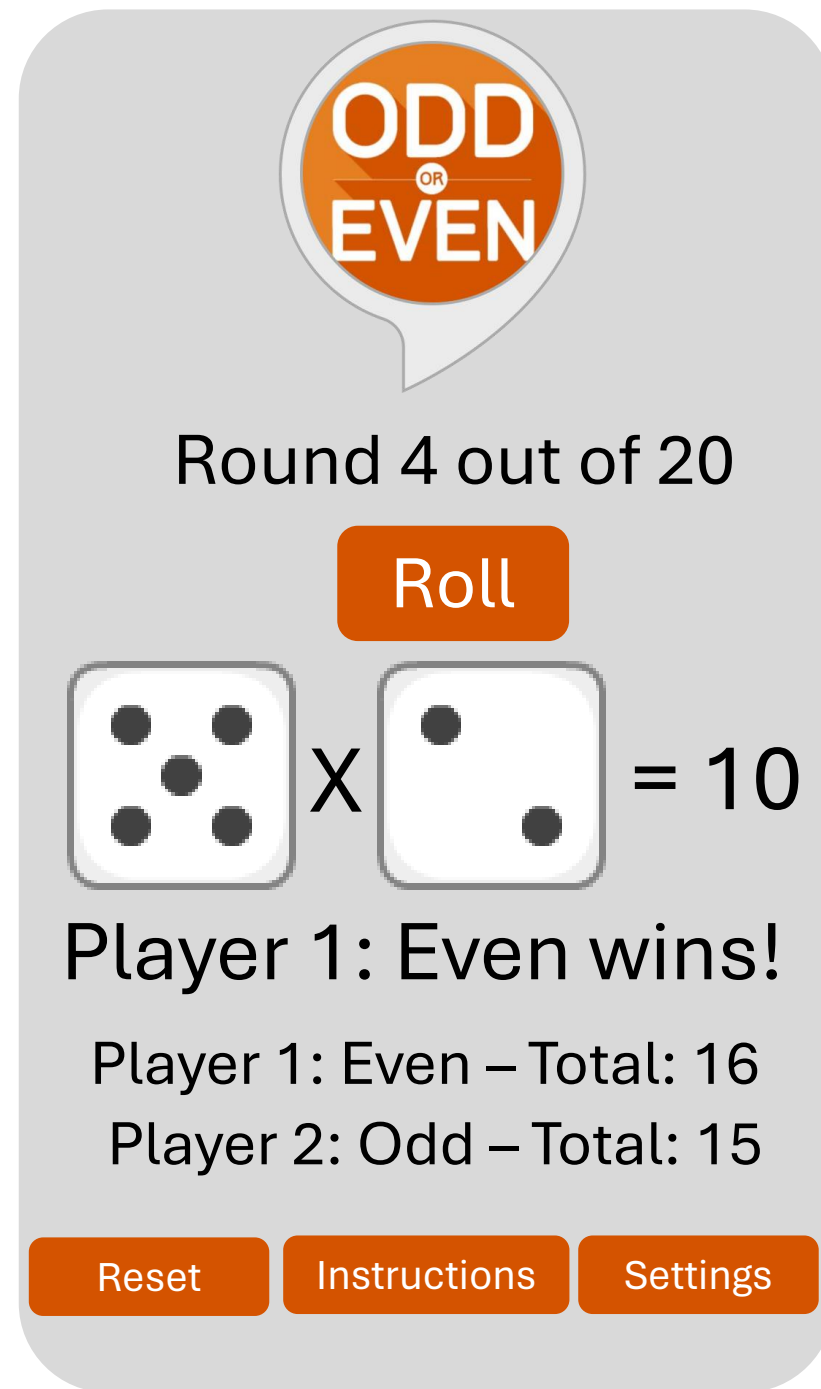
Instructions

Settings

Odd or Even

Object: To be the player with the highest number after 20 rolls.

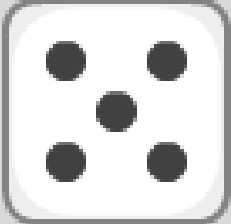
How to Play: Playing with a partner, one is Odd, the other is Even. Roll two dice. Multiply the two numbers. Players receive a point depending on whether the answer is even or odd.



ODD
OR
EVEN

Round 4 out of 20

Roll

 X  = 10

Player 1: Even wins!

Player 1: Even – Total: 16
Player 2: Odd – Total: 15

Reset Instructions Settings

Make 100

Object: To be the first to make 100 or as close to it as possible without going over.

How to play: Take turns rolling 2 dice. You may add, subtract, multiply or divide the two numbers. Keep a running total.

Make 100

Player 1's Turn



Roll

a



b



Add this to total:

a+b

a-b

b-a

a*b

a/b

b/a

Player 1's Total: 34
Player 2's Total: 42

Reset

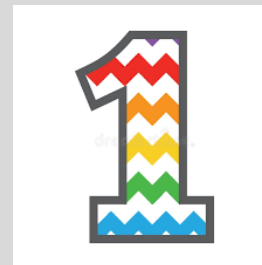
Instructions

Settings

One and Done

This fast-paced dice game is great for counting practice and involves a little luck (don't they all!). The goal is to roll your three dice as many times as possible without rolling one. Start with the oldest player, they roll and add up the three dice, writing down the score each time until they get a one, then it's the next player's turn.

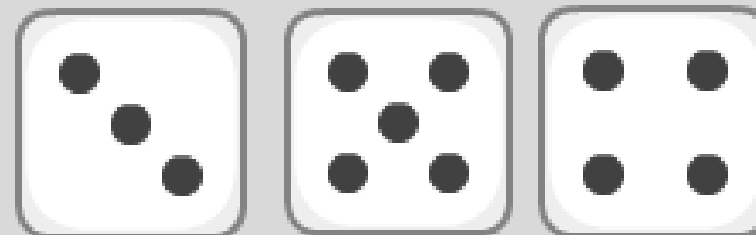
One and Done



Player 1's Turn

Roll

Rolls without 1: 2



Player 1 Rolls without 1: 23

Player 2 Rolls without 1: 34

Reset

Instructions

Settings

Shut the box

The player throws the die or dice into the box and adds up the pips. The player must then cover available numbers that add up to the total thrown. So for instance, if the total is 8, the player may choose one of the following options:

- 8
- 7 & 1
- 6 & 2
- 5 & 3
- 5 & 2 & 1
- 4 & 3 & 1



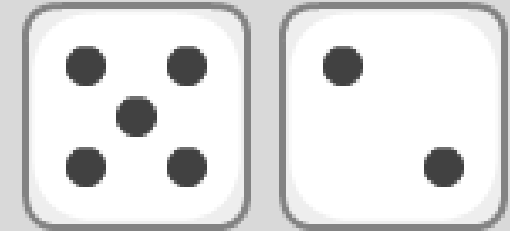
Assuming that one of the options is available to be played, the player selects one, covers the selected number or numbers and play switches to the next person. If none of the options are available because at least one number is already covered in each case, then the player's turn finishes.

If anyone succeeds in shutting the box i.e. closing all the numbers, that player wins.

Shut the Box

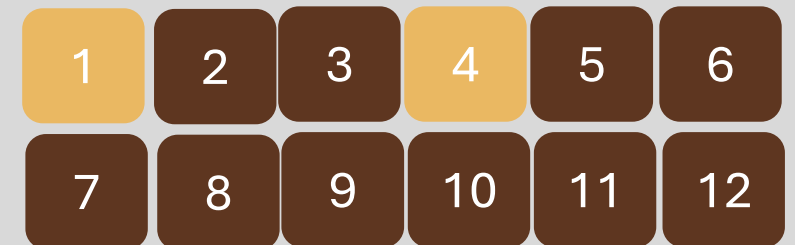
Player 2's Turn

Roll



Possible Moves:
1&6, 2&5, 3&4, 7

Box:



Turns Taken: 1

Reset

Instructions

Settings

Prime

Two dice are rolled. (Doubles can not be rolled on the first roll of a round) Their result is multiplied. That adds towards your score.

The dice keep getting rolled, multiplied and added to your score.

If doubles are rolled, your score for that round is 0.
Double 1's mean that ALL of your previous scores become 0.

You can drop out of the rolling (to avoid doubles) whenever you wish.

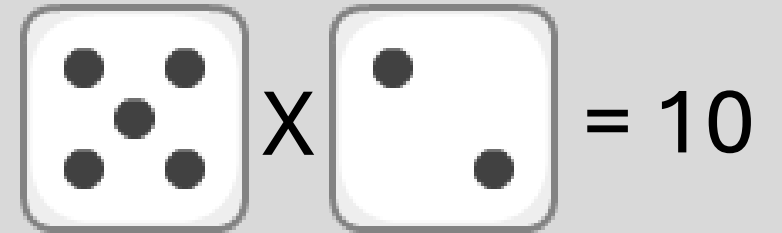
The winner has the highest total after 5 rounds.

Prime

Round #2:

Round Total so far: 22

Roll



Player 1 Hold

Player 2 Hold

Player 1: Sum = 34

P=34, R=?, I=?, M=?, E=?

Player 2: Sum = 22

P=22, R=?, I=?, M=?, E=?

Reset

Instructions

Settings

Prime



P

R

I

M

E

$$6 \times 5 = 30$$

$$4 \times 2 = 8$$

$$3 \times 4 = 12$$

$$1 \times 3 = 3$$

$$2 \times 6 = 12$$

The winner has the
highest total after 5
rounds.

50

15

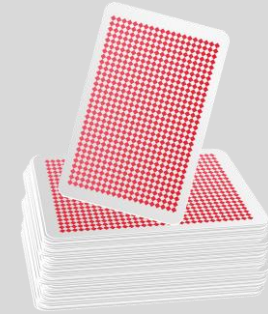
Once through the deck

Players: 1

Object: To be able to practice your multiplication facts by yourself

How to Play: Shuffle cards and make a pile face down. Decide what times family you are going to work on. Flip over one card at a time and multiply that card by the number you have decided to practice and say aloud only the answer. Continue through the deck. If you are not sure, don't guess, figure it out. Don't go so fast that you make mistakes but move as swiftly as you can.

Once through the Deck

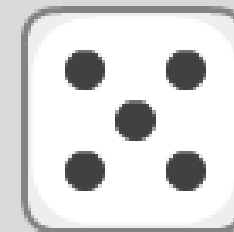


5 Times Table

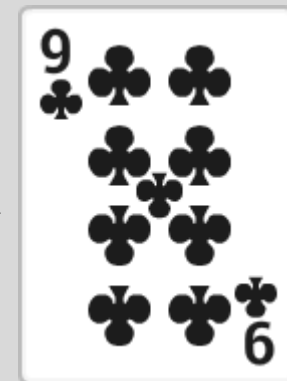
Roll

Flip

Reveal



X




= ?

Reset

Instructions

Settings

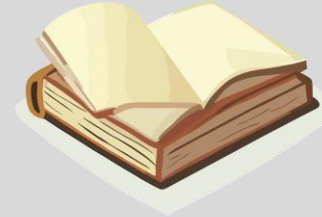
Roll a story



ROLL and WRITE a STORY

Roll a Setting	Roll a character	Roll a Plot
1 dot: Where: an ocean When: Wintertime	1 dot: a crazy clown	1 dot: looking for the Bermuda Triangle
2 dots: Where: the mall When: midnight	2 dots: an unhappy principal	2 dots: going to a country concert
3 dots: Where: School When: Dismissal	3 dots: an angry surfer	3 dots: stuck in the desert
4 dots: Where: A sail boat When: Noon	4 dots: a boat captain	4 dots: finds a mysterious diary
5 dots: Where: A Cave When: Summer	5 dots: A talking gorilla	5 dots: building a secret lair
6 dots: Where: North Pole When: July 4 th	6 dots: an NBA basketball player	6 dots: running from big foot in the mountains

Roll a story



Roll



Cave in the Summer



A Boat Captain



Going to a country concert




Reset

Instructions

Settings

D-icebreakers

D-ICEBREAKERS

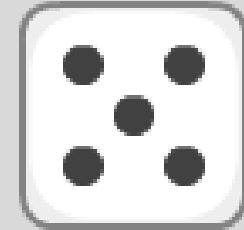
	If you could go anywhere in the world, where would you go?
	If you were stranded on a desert island, what three things would you want to take with you?
	If you could eat only one food for the rest of your life, what would it be?

D-icebreakers



Player 1's Turn

Roll

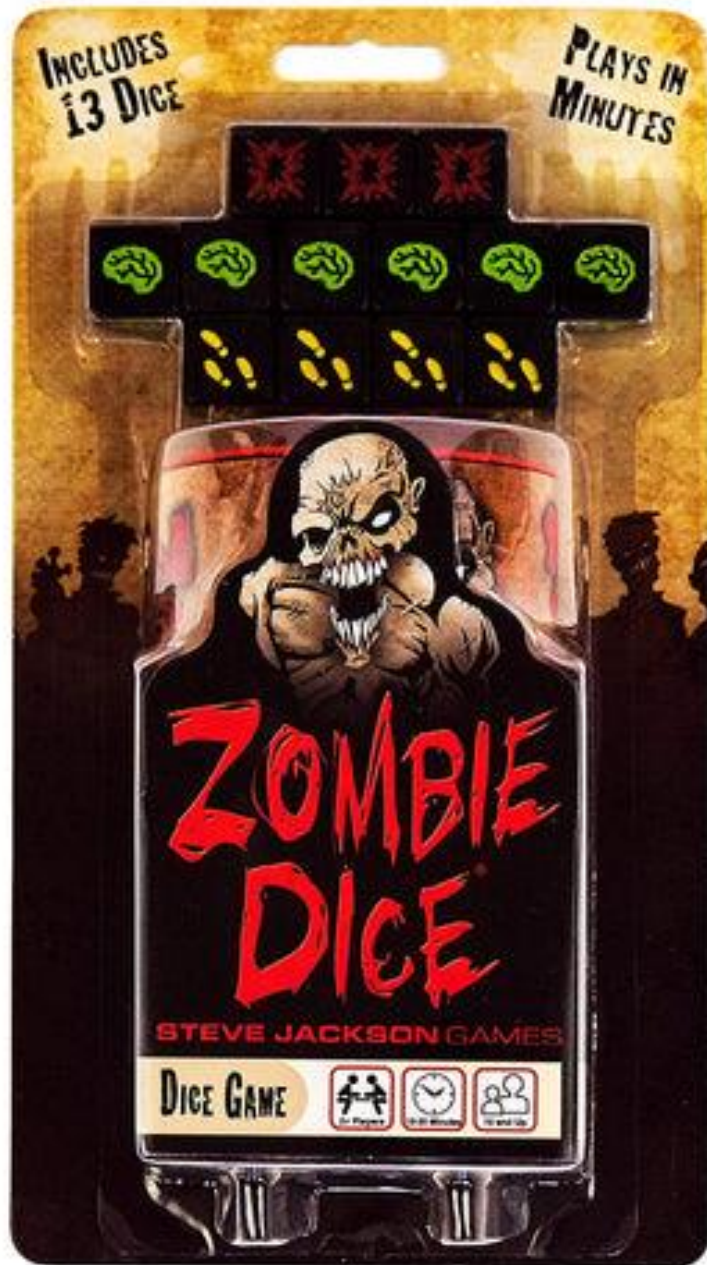


Would you prefer a
personal maid or a
personal chef?

Reset

Instructions

Settings



Eat brains. Don't get shotgunned.

This game includes these rules, 13 dice, and a cup to hold them. You'll need some way to keep score. Two or more can play.

The first player is the one who won the last game, or the one who can say "Braaaaaains!" with the most feeling.

Mmm! Brainnnns!

On your turn, shake the cup, take three dice from it without looking, and roll them. Each one is a human victim. The red dice are the toughest. Green are easiest, and yellow are medium tough.

The dice have three symbols:

Brain – you ate your victim's brain. Set your Brain dice to your left.

Shotgun – he fought back! Set your Shotgun dice to your right.

Footprints – your victim escaped. Keep your Feet dice in front of you. If you choose to roll again, you will re-roll these dice, along with enough new ones to bring the total to three.

If you rolled three shotguns, your turn is over. Otherwise, you can choose to stop and score, or continue.

If you decide to **stop**, score 1 for each Brain you have, and put all the dice back into the cup. It's the next player's turn.

If you choose to **keep going**, leave all your Feet on the table. Unless all three of your dice are Feet, take enough random new dice from the cup to total three, and roll again. Whenever you roll, you will roll three dice at a time.

After you take new dice, you can't decide to stop . . . you have to roll.

Set aside Brains and Shotguns as above. If you are up to 3 Shotguns, your turn is over and you score **nothing**. Otherwise, you can stop and score, or take another roll . . .

Brrraains?

If you don't have three dice left in the cup, make a note of how many Brains you have and put them all in the cup (keep the Shotguns in front of you). Then continue.

BRAAAAINS!!!

Play until someone reaches 13 Brains. Then finish the round. Whoever has the most Brains at the end of that round is the winner. If there's a tie, the leaders (only) play a tiebreaker round.



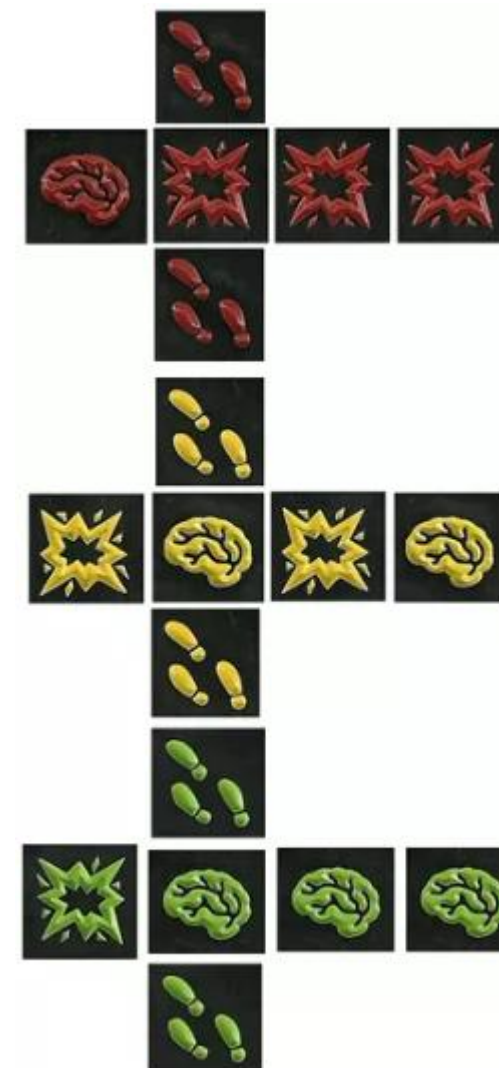
Brain



Shotgun



Footprints

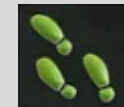
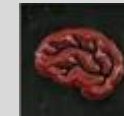


Zombie Dice

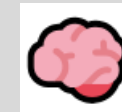


Player 1's Turn

Roll



Current Brains Total: 1



Scored:

Player 1 Brains: 2

Player 2 Brains: 3

Reset

Instructions

Settings

YOU ARE A ZOMBIE.



YOU WANT BRAAAAINS.



DON'T GET
SHOTGUNNED!



EAT 13 BRAINS
AND WIN!

A delicious, brain-filled package of
Zombie Dice!

In this box, you get the classic game plus
two expansions:

🧠 *Zombie Dice 2 – Double Feature*. Add the
Hunk and Hottie dice to raise the stakes.
Or toss in Santa's die to get gifts every
zombie will love.

🧠 *Zombie Dice 3 – School Bus*. The living
call it the School Bus. The zombies call it
a lunch wagon. With this massive die,
you get 12 sides of pure mayhem.

🧠 Play with both *Zombie Dice* expansions to
create a Christmas-themed action movie
where the heroes try to save a school bus
before the zombies eat everyone's ...
braaaaaaaains!



CONTENTS

- 16 custom six-sided dice
- 1 giant custom twelve-sided die
- 10 Brain counters
- 4 Shotgun counters
- 1 score pad
- 1 dice bag
- 1 rulesheet



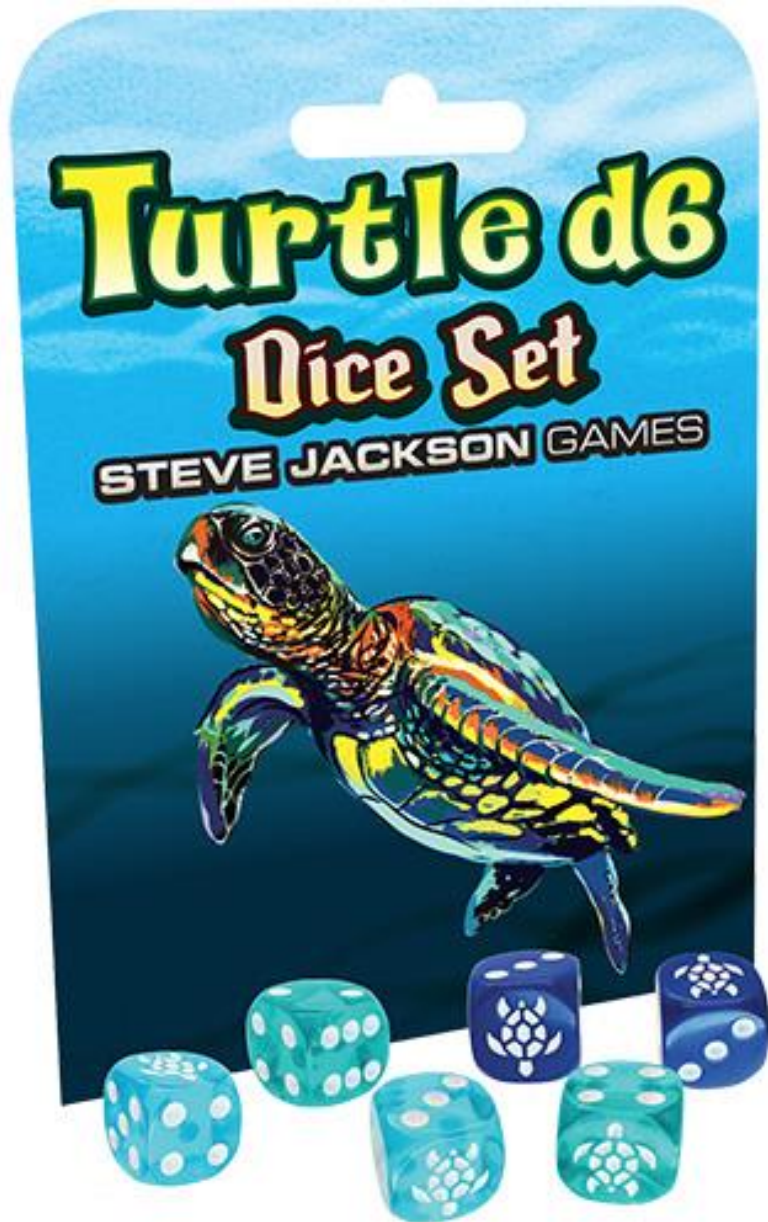
#PLAYBIGGAMES

ONE MORE ROLL!™

STEVE JACKSON GAMES
sjgames.com



Game Design by Steve Jackson • Illustrated by Alex Fernandez



You can add a theme to your dice, by making the six roll something different.





JACK--LANTERNS

Halloween d6 Dice Set
Rules by Steve Jackson

Requires 3 six-sided dice (either standard dice or, for thematic fun, use our *Halloween d6 Dice Set*), 30 counters worth 1, 30 worth 5. You will roll one, two, or three dice at a time in order to collect pumpkins. The more dice you roll at a time, the more pumpkins you get . . . but if the total on your dice is too low or high, you will lose pumpkins.

- Rolling 1 die gives you 2 pumpkins.
- Rolling 2 dice together gives you 5 pumpkins.
- Rolling 3 dice at once gives you 9 pumpkins.

When the total rolled on your dice is 13 or more, stop and score!

If your total is less than 13, you can stop if you want to . . . or you can roll again, taking more pumpkins as above.

When you stop: If your total is under 13, lose one pumpkin for every point by which your die roll is under 13. For instance, a total of 11 would cost you $13 - 11 = 2$ pumpkins.

If your total is over 13, lose TWO pumpkins for every point OVER 13. For instance, a total of 16 would cost you $16 - 13 = 3 \times 2 = 6$ pumpkins!

So: you GET pumpkins for rolling the dice, and you LOSE pumpkins based on how far your dice total is from 13.

Take turns rolling until every player has had three turns. The highest total score wins.

Example

Igor rolls 3 dice for 3, 3, 5. The total is 11, so he decides to stop. He gets 9 pumpkins for rolling 3 dice together, and loses 2 for stopping at 11, so his score is 7.

Cleo decides to roll 2 dice, so she earns 5 pumpkins to start with. She gets 4, 6 – so her total is 10. She decides to roll one more die, so she earns 2 more pumpkins. She rolls 3. Now her dice total is 13 pumpkins exactly, so she loses nothing, and her final score is also 7 pumpkins.

Frank also rolls 2 dice, earning 5 pumpkins. His dice come up 1, 2. That's only 3, so of course he decides to keep going! He feels lucky, and rolls all 3 dice together (rolling 3 at once earns him 9 more pumpkins). This time he gets 3, 5, 6, to bring his dice total to 17. That's 4 more than his target of 13, so he loses 8 pumpkins. His final score is only 6, so Frank is the low scorer this round.



Nonograms: Dragons and Jack-o'-Lanterns includes the rules for two fast-playing dice games, each designed by Steve Jackson.

To play you will need these rules, lots of six-sided dice, several tokens, and your friends. Pencil and paper to track scores will come in handy.

For Editors, Use Previous Page's XXXXX 2021



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