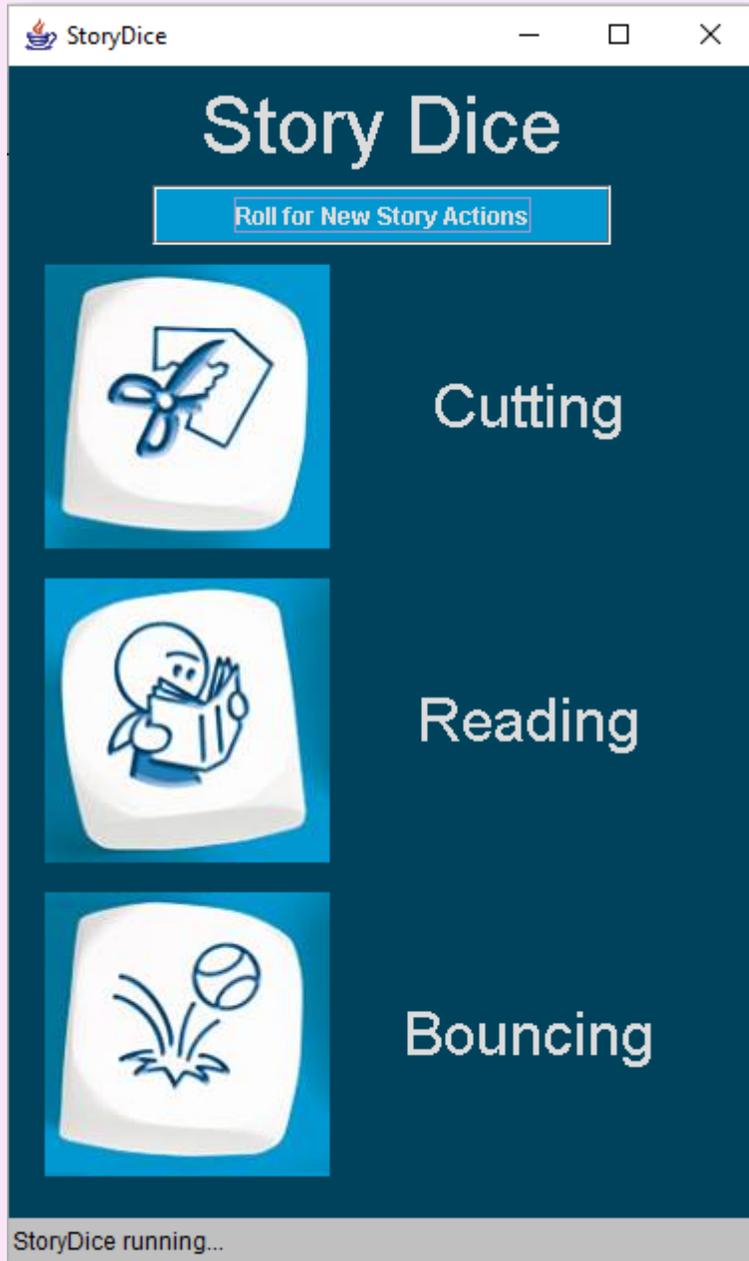


Dice Games

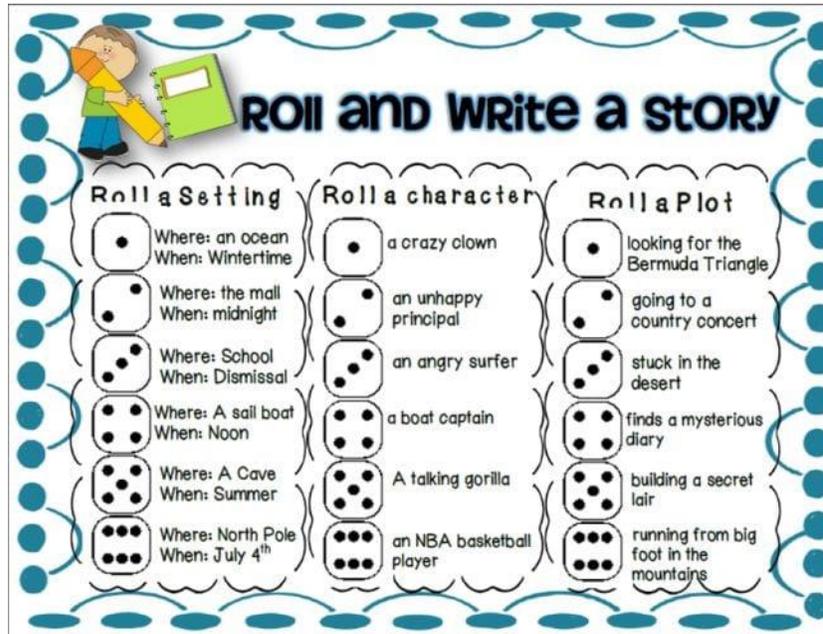
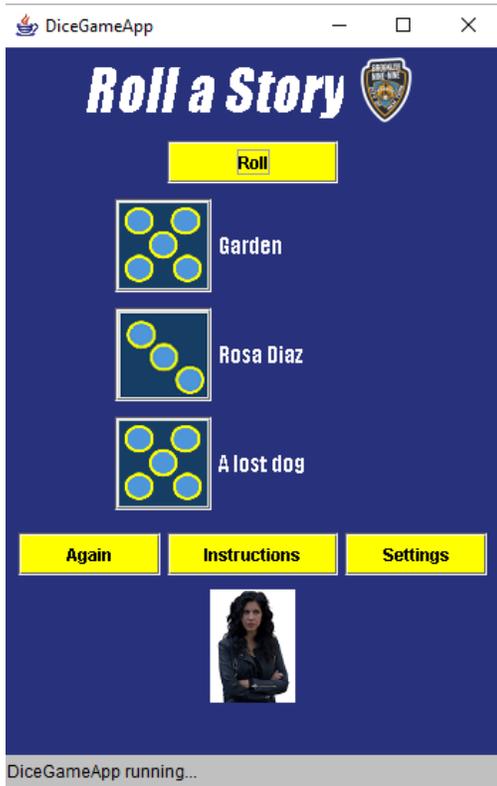
Choices for Project 1



Category 1

Similar to Story Dice

Roll a story



Roll a story



Roll



Cave in the Summer



A Boat Captain



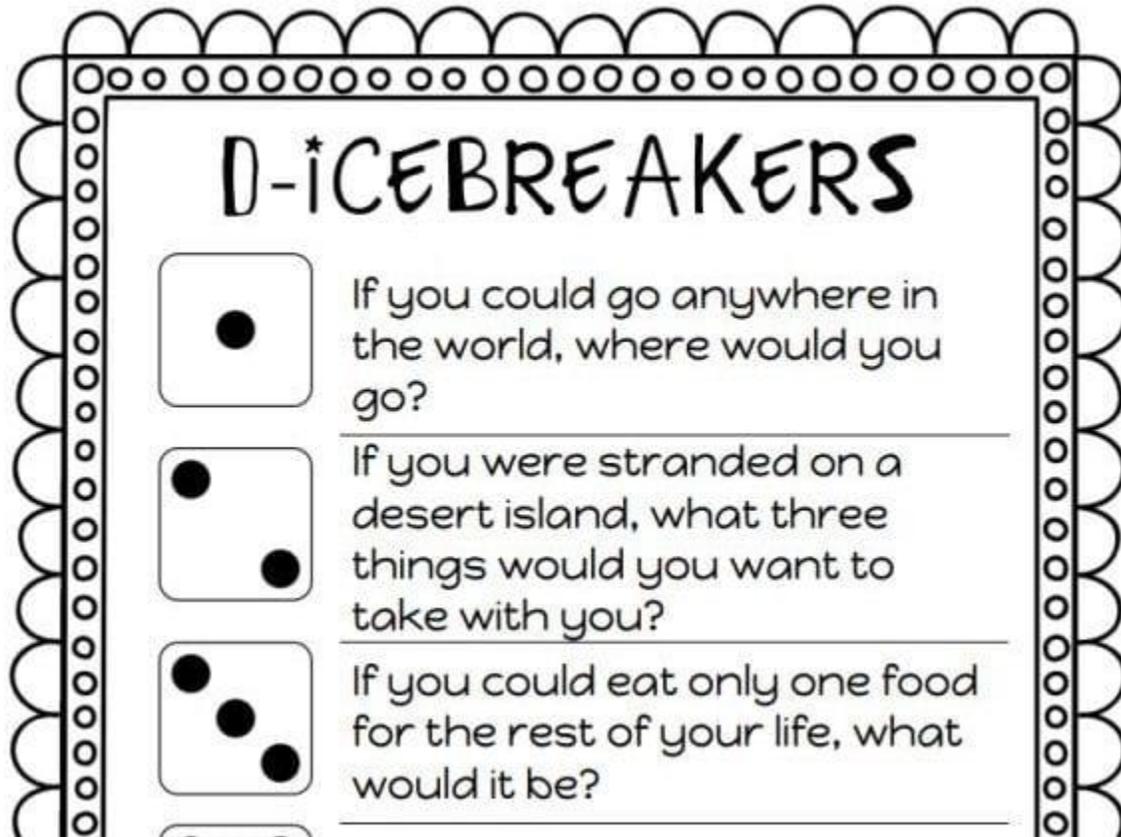
Going to a country concert

Reset

Instructions

Settings

D-icebreakers

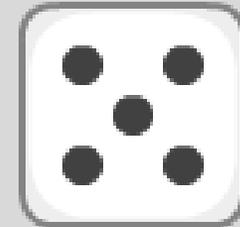


D-icebreakers



Player 1's Turn

Roll



Would you prefer a personal maid or a personal chef?

Reset

Instructions

Settings

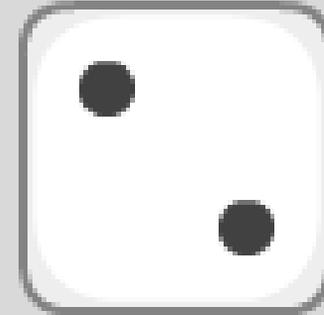
Roll & Read

Roll & Read

	I see the cat in the hat.
	The dog got mad.
	Pig and Pip sat on the mat.
	Dan is a man and has a van.
	Is the girl sad or mad?
	Let's get on the jet!

Roll & Read

Roll



Now read this:

The dog got mad!

You have read 2 sentences.
Good Work.

Reset

Instructions

Settings

Exercise Dice

Design your own dice and your own screen.

Keep track of how many exercises they have done. This would be similar to Roll & Read.



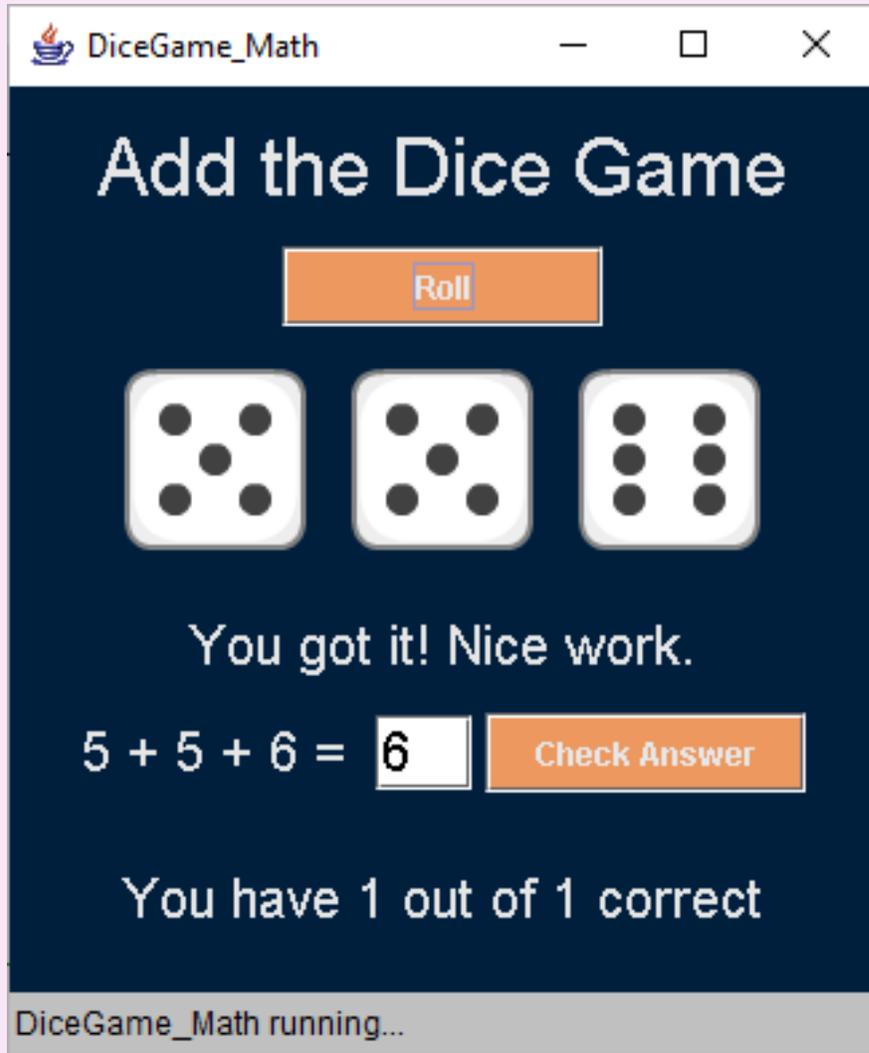
Yoga Dice

Design your own dice and your own screen.

Create a multi player version with different colour dice.

Keep track of how many Yoga Poses everyone has done. This would be similar to Roll & Read.





Category 2

Similar to Math Game

Multiplication Game

Dice are rolled.

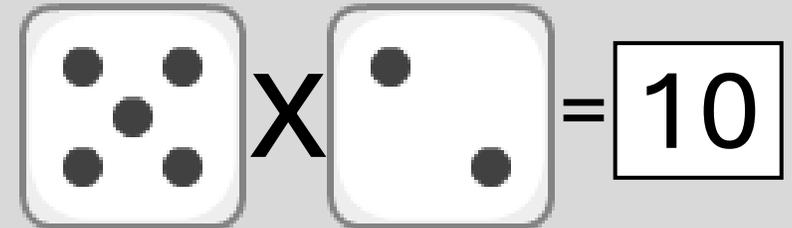
Keep score over 20 rounds.

Multiplication Game

Round 4 out of 20

Roll

Check


$$5 \times 2 = 10$$

Correct!

You have 3 out of 4 correct.

Reset

Instructions

Settings

Subtraction Game

Dice are rolled.

They always need to have a positive answer when subtracted.

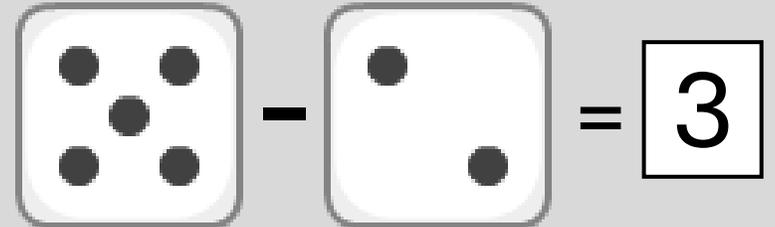
Keep score over 20 rounds.

Subtraction Game

Round 4 out of 20

Roll

Check


$$\begin{array}{|c|} \hline \bullet \\ \hline \end{array} - \begin{array}{|c|} \hline \bullet \\ \hline \\ \hline \\ \hline \bullet \\ \hline \\ \hline \end{array} = \boxed{3}$$

Correct!

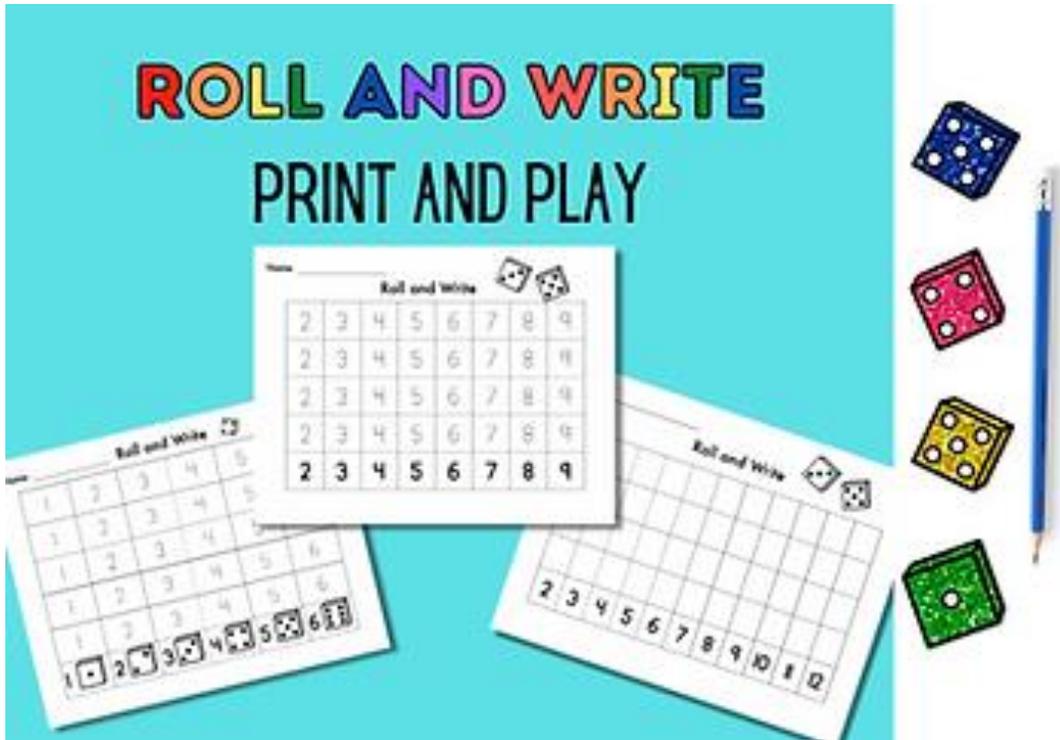
You have 3 out of 4 correct.

Reset

Instructions

Settings

Roll and Write



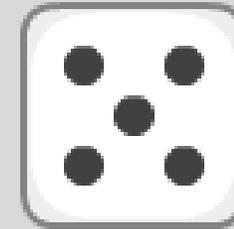
Toddlers have trouble fingering out the number on the dice.

Roll and Write

Type the number.

Roll

Check



=

5

You got it!

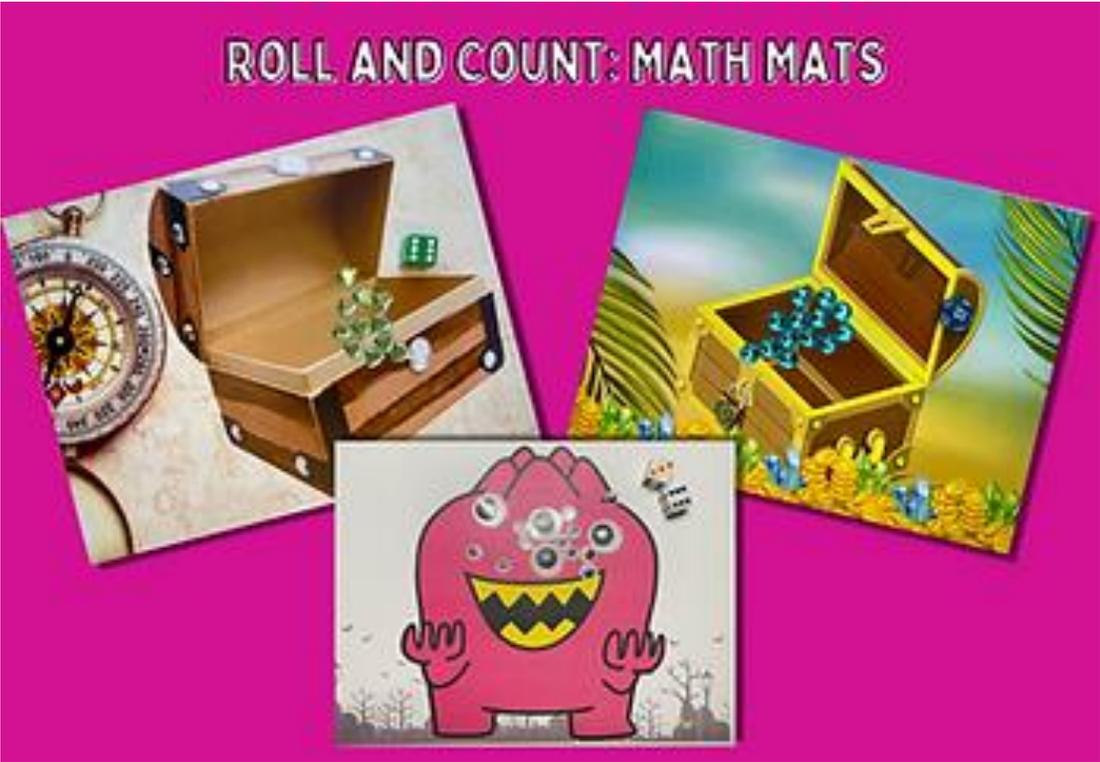
You have 3 out of 6 correct.

Reset

Instructions

Settings

Roll and Count



Roll and Count

Click on the right number of stars.

Roll



Check



You got it!

You have 3 out of 6 correct.

Reset

Instructions

Settings

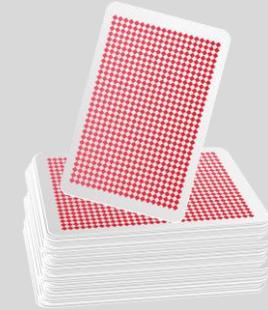
Once through the deck

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

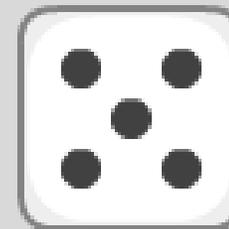


5 Times Table

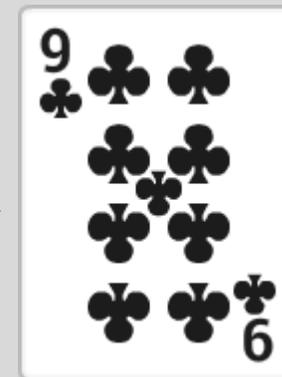
Roll

Flip

Reveal



X



= ?

Reset

Instructions

Settings



Shake and Make

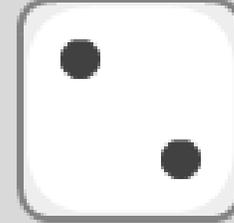
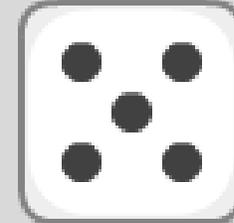
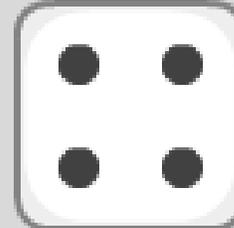
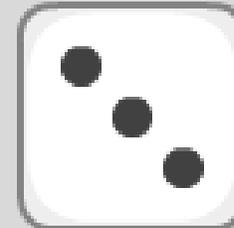
The instructions say:

- 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

First Orchard



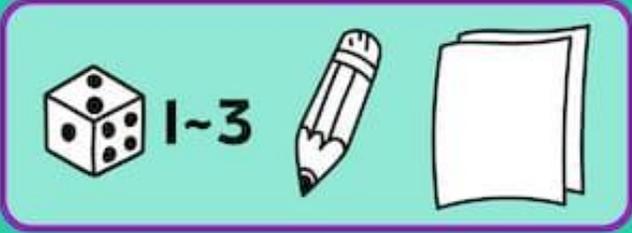
- This is one you need to design the screen yourself.
- Game Idea: Working as a team, the children try to pick the fruits from the trees before the raven reaches the end of the path.
- If the players succeed in harvesting all the fruit before the raven reaches the orchard, they win together! If the raven gets there first, they lose together against the quick, ravenous raven.
- This cooperative Orchard game is designed to foster social skills and understanding of game rules, develop color recognition skills, and teach counting by ones.



Going Somewhere

GOING SOMEWHERE? YOU'LL NEED:

Be the first to reach your destination!



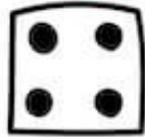
A purple arrow points from the 'YOU'LL NEED:' text to the illustrations of a die, a pencil, and a notepad.



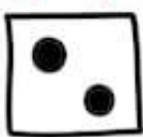
Be the first to reach your destination!



**SUBTRACT YOUR ROLLS UNTIL YOU REACH 0.
EXAMPLE: 12 - 4 = 8 KM**



4 KM



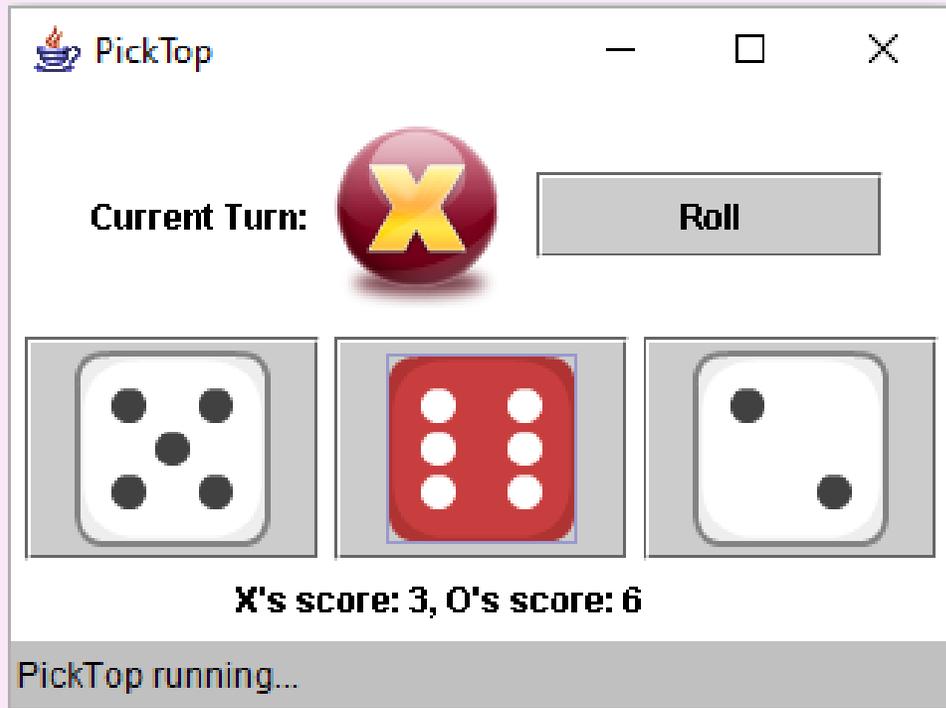
2 KM



6 KM

- NEED A PLACE TO GO?
TRY A CAPITAL CITY!**
- FREDERICTON
 - IQALUIT
 - HALIFAX
 - QUEBEC CITY
 - EDMONTON
 - VICTORIA
 - TORONTO
 - CHARLOTTETOWN
 - ST. JOHN'S
 - YELLOWKNIFE
 - WINNIPEG
 - REGINA
 - WHITEHORSE

This is one you need to design the screen yourself



Category 3

Similar to Pick Top

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

5 X 2 = 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.

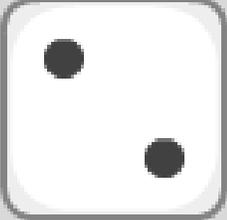
How to play: Take turns rolling 2 dice. You may add, subtract, multiply or divide the two numbers. Keep a running total.

Make 100

Player 1's Turn



Roll

a   b

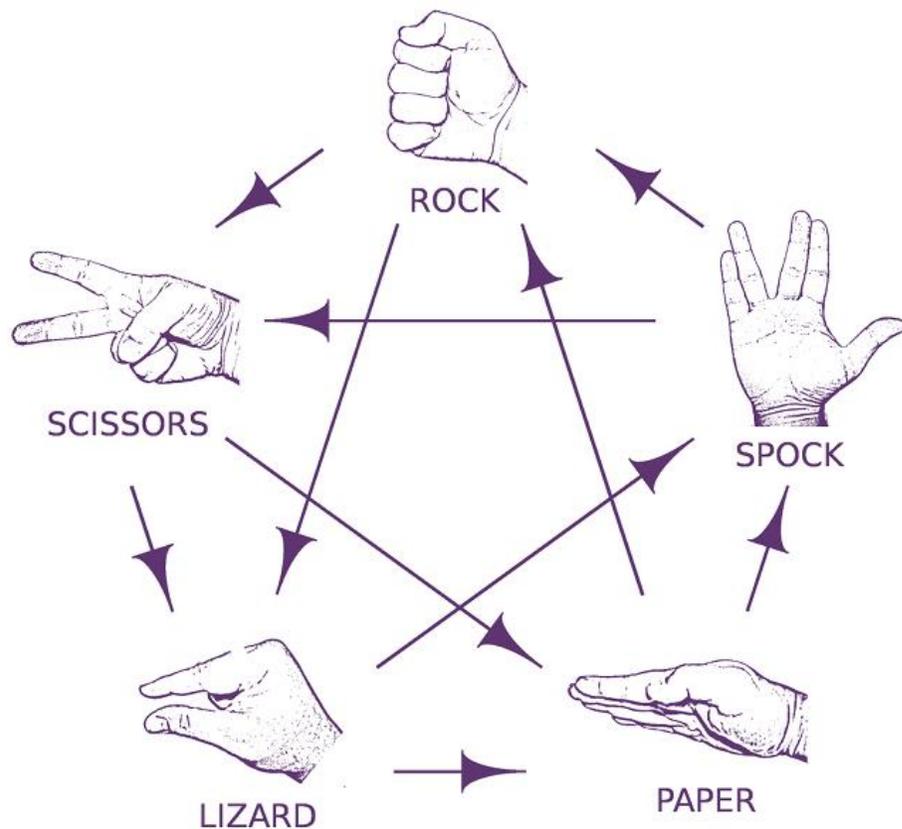
Add this to total:

$a+b$	$a-b$	$b-a$
$a*b$	a/b	b/a

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

Reset Instructions Settings

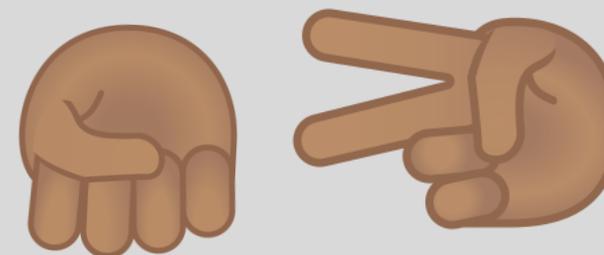
Rock Paper Scissors Lizard Spock



Rock Paper Scissors Lizard Spock

Player 1

Player 2



Roll

Player 1 wins.

Player 1 Wins: 2, Player 2 Wins: 3

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.

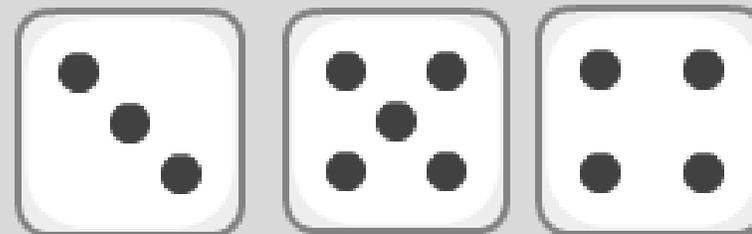
One and Done



Player 1's Turn

Roll

Rolls without 1: 2



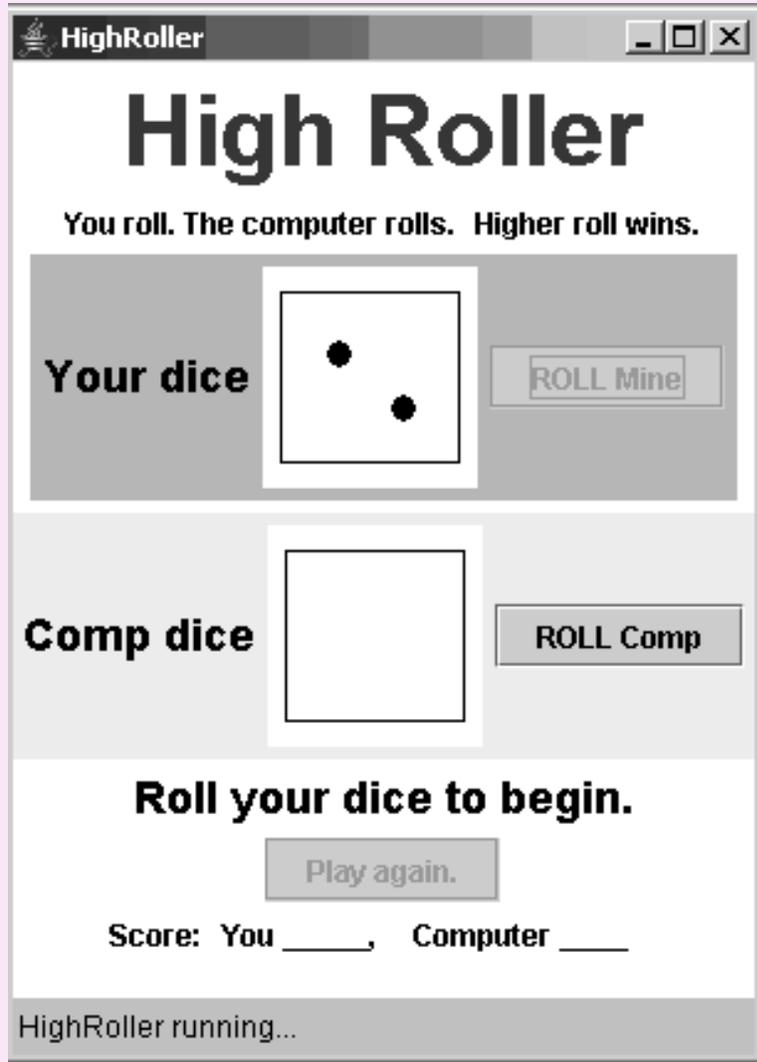
Player 1 Rolls without 1: 23

Player 2 Rolls without 1: 34

Reset

Instructions

Settings



Category 4

Similar to
High Roller

Double Up

If you roll doubles, your score doubles.
Otherwise, you add the two dice and add that to your score.
The first to 100 wins.

Double Up

Roll

Player 1

Player 2



Change Score

Player 1's Score: 5

Player 2's Score: 7



Reset

Instructions

Settings

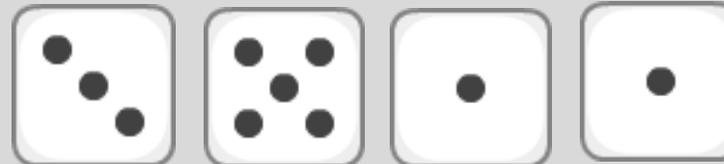
Grow Multiples

Each player rolls four dice and multiplies them; the one with the larger answer gets a point.

Grow Multiples

Player 1

Roll



Player 1 rolled 15.

Player 2

Roll



Player 2 rolled 12.

Player 1 Wins: 2, Player 2 Wins: 3

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.

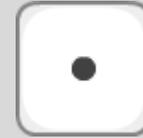
Dice Wars



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

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.

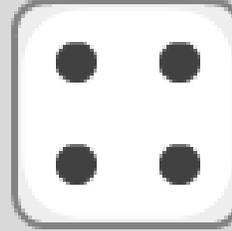
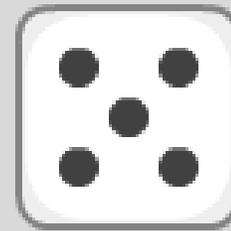
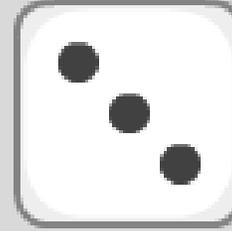


Beat it

Player 1 Current Value: 354

Roll

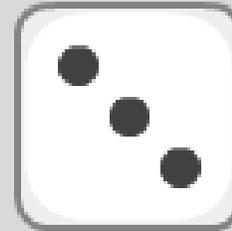
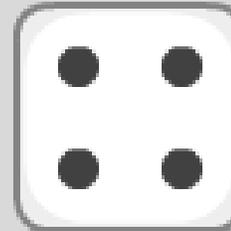
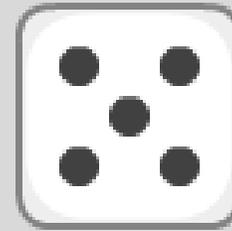
Turn Done



Player 2 Current Value: 543

Roll

Turn Done



Player 1 Wins: 2, Player 2 Wins: 3

Reset

Instructions

Settings



Tenzi

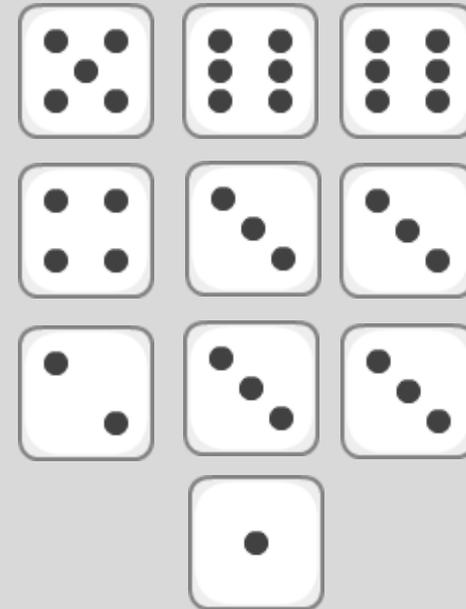
Tenzi is a fast-paced dice-rolling game that's perfect for inside recess! Each player starts with 10 dice. At the same time, all players begin rolling and re-rolling the dice, trying to get all of them to show the same number.

Tenzi

10

Total Rolls So Far: 23

Best Option: 3 has 4 Matches



Reset

Instructions

Settings

Roll & Cross



ROLL & CROSS

the best math game around

Beetle

Beetle Dice Game Drawing Rules

The part of the beetle you draw is decided by the roll of the die. Here's the traditional rolls:



is for the body;
you draw one.



is for legs; you
draw six.



is for the head;
you draw one.



is for antenna;
you draw two.

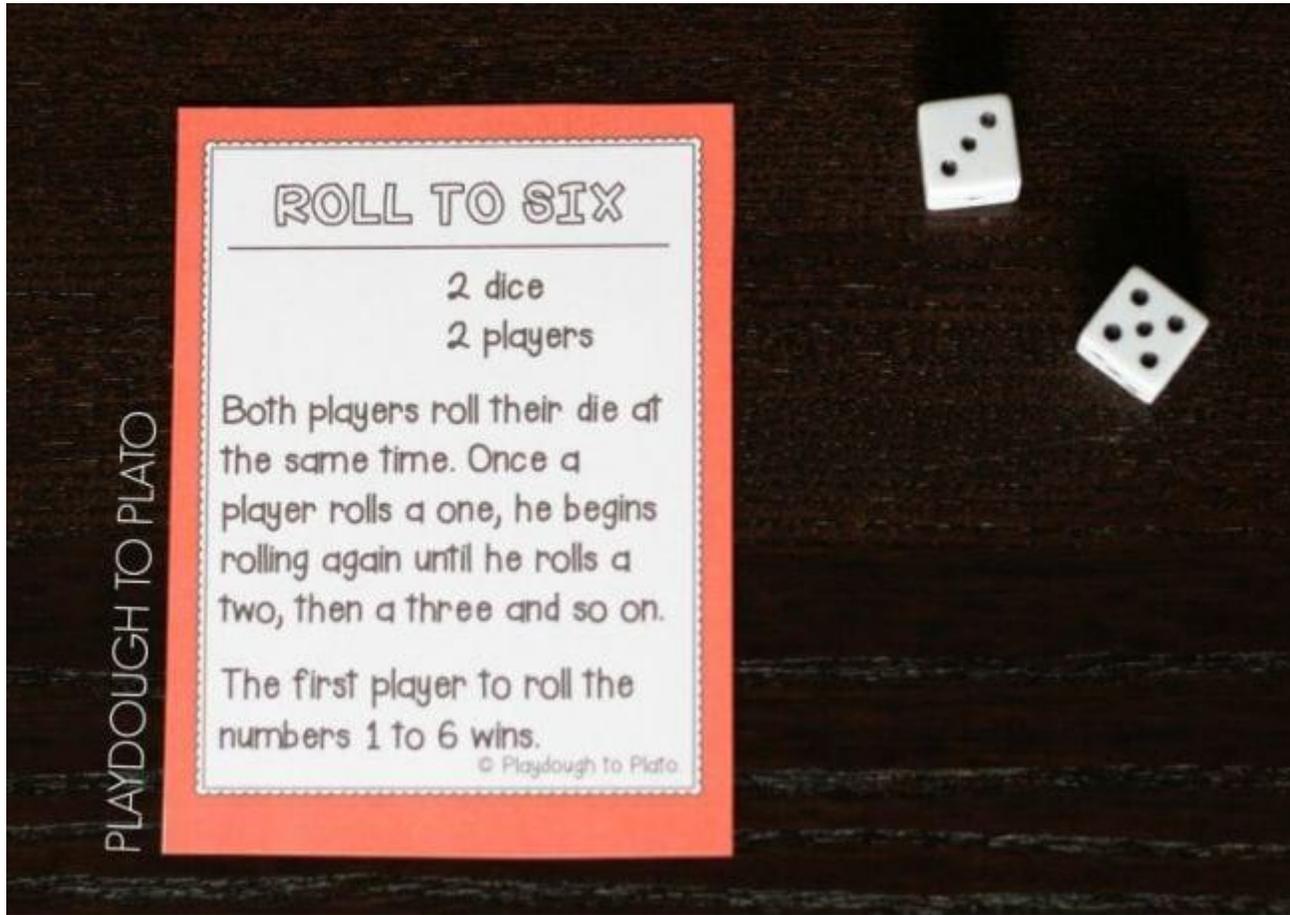


is for the wings;
you draw two.



is for the eyes;
you draw two.

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

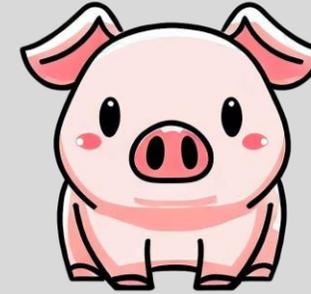
Settings

Pig

Players: 2 or more

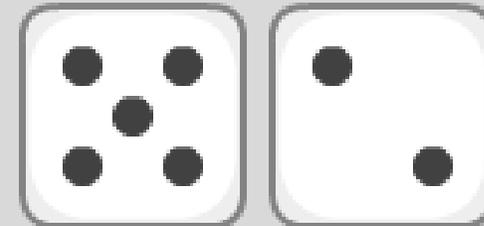
- Object: To be the first to get to 100
- How to Play: First player rolls two dice and finds the sum. He can keep rolling as long as he wants and continues to add each new number to his sum. If he rolls a one, the player scores 0 for that round. If both dice show a one, the player's entire score is erased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

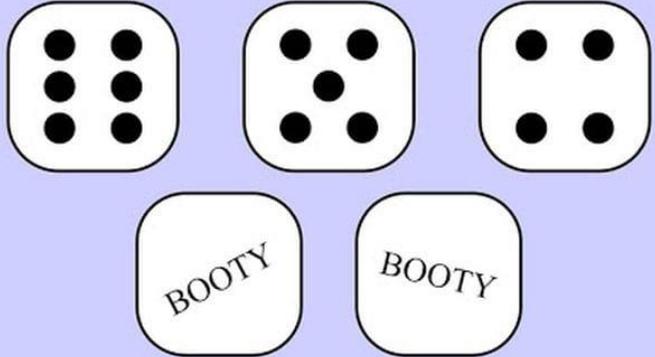
Reset

Instructions

Settings

Pirates

SHIP CAPTAIN CREW



ROLL a ship, a captain, and a crew, plus the most booty to win!

PARTY THROUGH THE USA

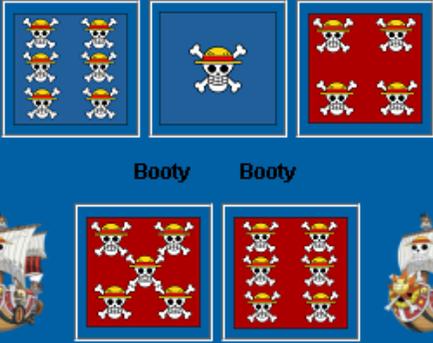
DiceGameApp

Pirates

Nancy 

Roll Turn Done

Ship-6 Captain-5 Crew-4



Booty Booty

Susan:0 Nancy:22

Reset Instructions Settings

DiceGameApp running...

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

Ship Booty Captain Crew Booty



Player 1's Total: 34

Player 2's Total: 42

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

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.

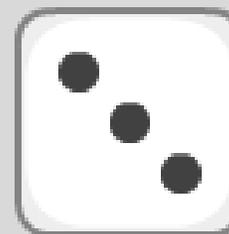
Going to Boston



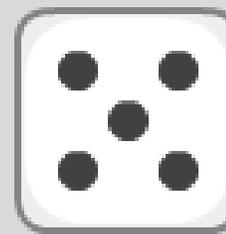
Player 1's Turn

Roll

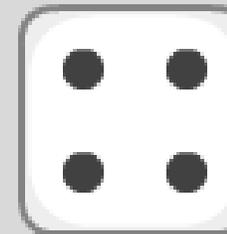
Current Total: 12



Set
Aside



Set
Aside



Set
Aside

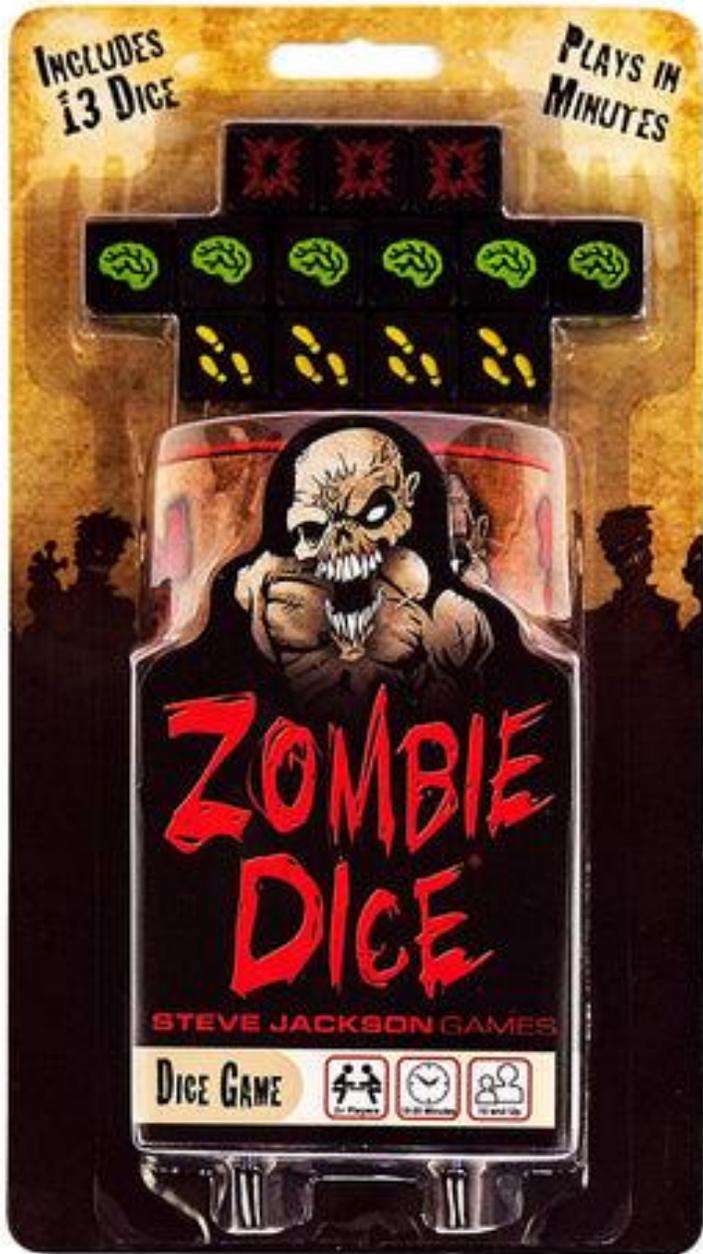
Player 1 Sum: 23

Player 2 Sum: 34

Reset

Instructions

Settings



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! Brainns!

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 . . .

Brrrains?

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.



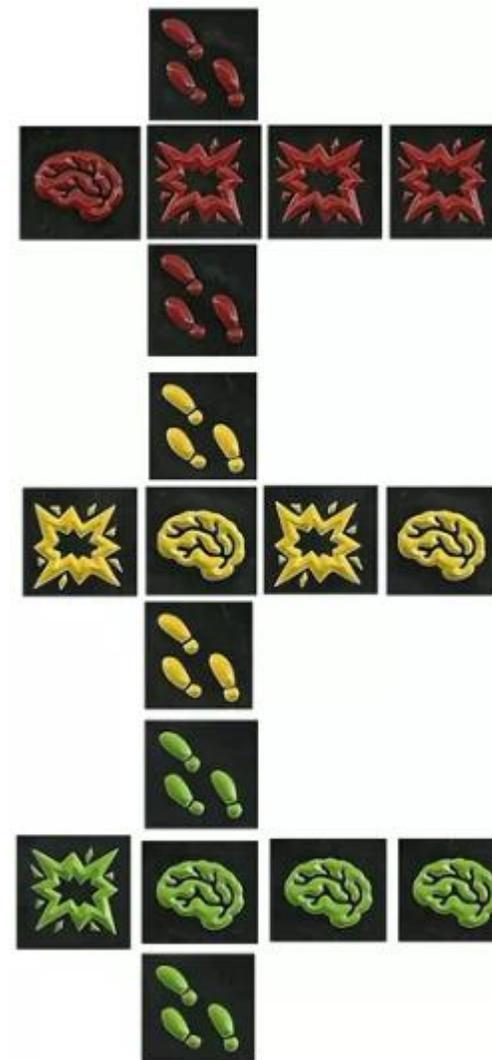
Brain



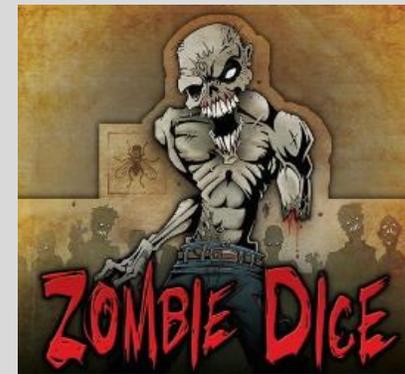
Shotgun



Footprints

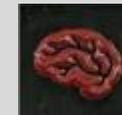


Zombie Dice



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.



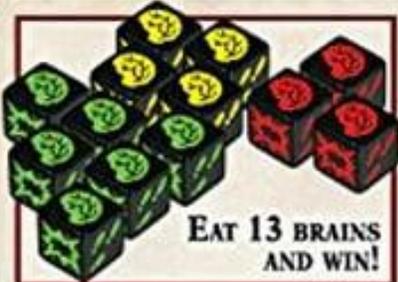
YOU WANT BRAAAAINS.



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



ONE MORE ROLL!™ game

STEVE JACKSON GAMES
sjgames.com

Game Design by Steve Jackson • Illustrated by Alex Fernandez