

Dice Games: Passage

Number of Players: 2+

Number of Dice: 2

Objective: To be the first player to reach 11 points.

Instructions:

To set up the game, each player rolls a die. The highest scoring roll will be the player who begins the game. The player who rolled the lowest number will now roll a second time. This roll becomes the “point number.”

Starting with the first player, players take turns rolling two dice. If they roll the point number, they get one point. If they roll doubles of the point number, they get two points. Each player gets only one roll per turn.

The first player to get 11 points wins.

Dice Games: Fifty

Number of Players: 2+

Number of Dice: 2

Objective: To be the first player to reach 50 points

Instructions:

Taking turns, players roll two dice, one roll per turn. If they do not roll doubles, they do not score for that turn.

If they roll doubles, they earn a score as follows:

- Double 1s, 2s, 4s, 5s = 5 points
- Double 6s = 25 points
- If they roll double 3s, their score up to that point is wiped out and they must start back at zero points.

The first player to get 50 points wins.

Dice Games: Run for It

Number of Players: 2+

Number of Dice: 6

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

Instructions:

Each player takes a turn rolling the dice and looking for runs starting with (1-2, 1-2-3, and so on). A run must start with 1. A player can have multiple runs per roll, but dice may only be used once. Each dice in a run scores five points.

For example, a roll of 1-2-4-5-6-6 scores 10 points for the run 1-2.

For example, a roll of 1-2-1-2-3-4 scores 10 points for the run 1-2, and 20 points for the run 1-2-3-4 for a total of 30 points.

If there is no run, no score is recorded. For example, a roll of 1-3-4-4-5-6 scores zero points.

The first player to get 100 points wins.