

Shut the Front Door

This game is a variation of **Shut the Box**

You will need the score sheet (attached) and a pair of dice of different colors for each player involved. The number of players is really only limited by the numbers of paired dice available.

Setup

- The box has **tiles numbered 1 through 12**
- All tiles start **open**.
- Players take turns.

Dice

- Normally played with **two six-sided dice**, of different colors for each player.

How a Turn Works

1. The player rolls ALL the dice.
2. The player must **shut the total rolled, or a combination of numbers** that equals the total using his color dice.
3. All other players do the same with the numbers on their dice.
4. If the rolling player rolls doubles, he may use the total, a single number, or treat them as *Wild*, allowing him to shut one box of his choice. Any dice of the other players that rolled doubles can only be used to shut a single die number or the total of the dice, they do not get wild dice.

Examples

If the roll is **8 (5,3)**, the player could shut:

- 8
- 5 + 3

Numbers can only be used **once per roll**.

When a Player Cannot Move

If the player cannot make a combination equal to the dice roll:

- He may add (+1) or subtract (-1) to one die, changing the total as well.
- In the example above, he could add 1 to the 5 or 3 giving him a 6, $3+3=9$, or a 5, $4+4=9$
- Or he can subtract 1 to the 5 or 3 giving him a 4, $3+7=10$, or a 5, $2+7=9$
- If this still doesn't allow him to shut at least one door, his turn ends immediately.
- The **sum of all remaining open numbers becomes their score**.

Lower scores are better.

Example

Remaining tiles: **2, 4, 7**

Score = **13**

Winning the Game

Two ways to win depending on the variant.

Standard Scoring Game

- All players take a turn.
- The **lowest score wins**.

Instant Win

If a player **closes all numbers**, they “**Shut the Front Door**” and win instantly. A player that **closes all numbers** because another player rolled the dice to what he needed does win even though he didn't roll the dice.

Single-Player Version

Try to **shut the front door** in the fewest turns, 12 or less

Strategy Tips

- Close **higher numbers early** (7–9 are harder to hit later).
- Keep **flexible combinations** available.
- Avoid leaving numbers like **1, 2, and 9** at the end.



Doors

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

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

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

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

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

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