

Stuck in the Mud Rules

Object of the Game

The object of Stuck in the Mud is to be the first player to score 500 points.

What you need:

- Five 6-sided dice
- Pencil and paper for scoring
- 2 or more players

How to Play:

Choose a player to take the first turn. After that, play proceeds clockwise around the table.

Begin your turn by rolling all 5 dice at once.

- If any of the dice rolled a 2 or a 5, your roll is “stuck in the mud” and you score zero points for that roll. Set aside the dice that rolled a 2 or 5. They are considered to be in the mud pit.
- If none of the dice rolled a 2 or a 5, add up the numbers on all the dice rolled and write your score down.

Dice that have been placed in the mud pit remain there until the end of your turn and may not be used.

Roll again if you have any dice remaining that are not in the mud pit. Continue as above, scoring for rolls that do not include a 2 or 5 and moving dice that roll 2 or 5 to the mud pit.

Your turn ends once you no longer have any dice to roll because they're all in the mud pit. Remove all dice from the mud pit and pass them to the next player.

Winning Stuck in the Mud:

The first player to reach 500 points is the winner!

Variations:***Set Rounds***

At the beginning of the game all players decide how many rounds the game will last, such as five. A round ends when all players have had a turn. The player with the highest score at the end of the all the rounds is the winner.