

Share-the-Wealth Dice Game

Supplies needed: 5 dice, paper to keep score, pen or pencil

The first player rolls all 5 dice. To score, a player must roll:

Dice roll	Points scored
1	100
5	50
3-of-a-kind	Number x 100, three ones = 1000
4-of-a-kind	Number x 200, four ones = 2000
5-of-a-kind	Number x 400, five ones = 4000
Straight ((1-5 or 2-6)	1500

The player sets aside the dice wanted for scoring and can roll the remaining dice or pass them on to the next person and take their score. The next player rolls whatever dice remain to get a 1 or 5 and adds that score to the previous score, passing the remaining dice on or continuing to play. Once all dice are scored, the player rolls all 5 dice over again. If the player does not get a score for the roll, play passes to the next player and no score is received that turn.

A predetermined number of points may be selected to determine the winner or player with the highest number of points wins after a set time expires.

How Many?

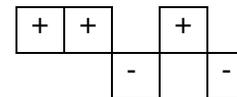
Supplies needed: minimum of 2 players + 5 dice and cup for each player

1. Players dump their dice, concealing them under their cup. Everyone looks at their roll to determine how to bid. Ones are wild and always count toward the final bid.
2. Select a player to start the bidding. (For example, with 4 players and 20 dice, the first bid could be 6 4's, especially if the player has 3 or 4 on their own dice, including 1's. Statistically about a third of the dice ought to be either 2, 3, 4, 5, or 6, since 1's count for any number. Note: If you bid too low, you risk the bid will come back to you, but if you start too high you risk losing a die.)
3. The next player must increase the bid by either increasing the quantity and/or the dice number, or ask for a count if they think the last player's bid is too high. (For the example above, they could bid 7 4's or 6 5's.)
4. If a player asks for a count instead of changing the bid, players remove their cup and put all their 1's and the number selected in the middle. The number of dice are counted. If the bid is met, the player asking for the count loses 1 die. If the count is less than the number bid, the player who made that bid surrenders 1 of their dice.
5. The player who lost a die starts the bidding for the next round.
6. The winner is the last player to have any dice remaining.

Plus-Minus (+/-)

Supplies needed: 5 dice, paper to keep score, pen or pencil

1. Shake all 5 dice and set aside the 2 dice with the highest value.
2. Shake the remaining 3 dice, remove the die with the lowest value, and place below the other two.
3. Shake the remaining 2 dice, select the die with the highest value, and place on the top row.
4. Shake the last die and place underneath at the end.
5. Add the 3 dice on the top row and subtract the 2 dice on the bottom row.



6. Each player scores 5 rounds. Person with the highest total score wins.