

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:

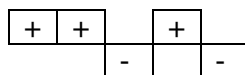
Dice roll	Points scored
1	100
5	50
3-of-a-kind	Number x 100, three ones = 1000
4-of-a-kind	Number x 200, four ones = 2000
5-of-a-kind	Number x 400, five ones = 4000
Straight ((1-5 or 2-6)	1500

Each roll must yield a score or the 5 dice are passed to the player on the left. A player can continue to roll dice that are not yet part of the score to add to it or take the score by passing the remaining dice to the player on the left. However, they lose the accumulated points if a roll fails to add to the score. If the remaining dice are passed to the next player and they roll a 1 or a 5, this is added to the score of the previous player. Once all dice have been scored, all 5 dice are rolled again and points are added to the previous total. The scorekeeper writes down the score for each player (not just a running total) to allow the next player to add to that score. 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.

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.

Cargo

Supplies needed: 5 dice, paper to keep score, pen or pencil, 2-5 players
The first player rolls all 5 dice. They must first roll a 6 (to get a ship), then a 5 (for a captain), and 4 (crew) in that order, although they may use multiple dice from the same roll to prepare their ship. They have 3 total rolls. The cargo is the score of the 2 remaining dice once they have rolled a 6, 5, and 4. If a player fails to organize their ship (6), captain (5), and crew (4), no points are scored that turn. Play continues to the left. Play 10 rounds; player with the highest cargo total wins.

Frozen

Supplies needed: 5 dice, paper to keep score, pen or pencil, 2-5 players
The first player rolls all 5 dice. Any 2s and 5s are frozen, and no score is received for that roll; remaining dice are rolled again. Any roll without a 2 or 5 is scored by adding the value on the dice and this score is immediately written on the scoresheet. Continue rolling until all dice are frozen (as 2s or 5s). Play 10 rounds; player with the highest total score wins.

Frozen Tag

Supplies needed: 5 dice, paper to keep score, pen or pencil, 2-5 players
A variation of Frozen, except any roll without a 2 or 5 can either be scored or used to unfreeze frozen dice and return them to play. A 6 unfreezes one 5 and each 1 unfreezes a 2. Multiple dice can be unfrozen in the same roll. A turn ends when all dice are frozen. Play 10 rounds; highest score wins.

First One Out

Supplies needed: 5 dice and cup per player, paper to keep score, pen or pencil, 2-6 players
The first player rolls all 5 dice, placing any 1s in the center of the playing area, passing any 6s to the player on their left, and placing the remaining dice back in their cup. Play continues to the left, with each player in turn shaking their dice and any that have been passed to them. The first person to run out of dice wins that round. The rest of the players score 1 point for every die they have left. Play 5 rounds; player with the lowest score wins.

How Many?

Supplies needed: 5 dice and cup for each player, 2-5 players

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 1/3 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 a 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 the round starts the bidding for the next round.
6. The winner is the last player to have any dice remaining.