

# Double Digit Dice™

Try to get exactly 33 points by rolling and reversing the numbered dice.

8 is an 8 no matter what, but 9 can be 6 and 10 can be 01!

- Sarah chooses to roll 1, 2 or 3 dice. If rolling 2 or 3 dice they must be rolled together at the same time.
- Sarah then chooses how to position each die on the table (8 is always an 8, 9 or 6, 10 or 01). Once rolled, the dice must be used and cannot be re-rolled.
- Sarah marks down her dice score then decides if she wants to roll any of the remaining dice (maximum 3 dice per roll). NOTE: ANY ROLLED DICE MUST BE ADDED TO THE EQUATION. IF SARAH RISKS TO ROLL AND THE TOTAL SURPASSES 33, HER TURN IS OVER AND SHE RECEIVES '0' POINTS.
- Sarah may decide to stop rolling at any time. Her score is marked down and play proceeds to the left.

**SCORING:** Results of exactly 33 = 33 + 5 bonus points = 38 points!!

Results under 33 = their value.

Results over 33 = 0 points

**E.g. 1:** 1<sup>st</sup> roll: 8 / 9 used as 8 + 9 = 17

2<sup>nd</sup> roll: 9 used as 6 = 6

3<sup>rd</sup> roll: 10 used as 10. Score: 17 + 6 + 10 = 33 points + 5 bonus points = 38 points!!

**E.g. 2:** 1<sup>st</sup> roll: 8 / 9 used as 8 + 6 = 14

2<sup>nd</sup> roll: 8 / 10, used as 8 + 01 = 9

3<sup>rd</sup> roll: 9 used as 9. Score: 14 + 9 + 9 = 32 points.

**E.g. 3:** 1<sup>st</sup> roll 8 / 8 = 8 + 8 = 16

2<sup>nd</sup> roll: 9 used as 6 = 6

3<sup>rd</sup> roll 9 used as 6 = 6

4<sup>th</sup> roll: 8 used as 8. Score: 16 + 6 + 6 + 8 = 36. Score 0 points

**WINNING:** The first player to reach exactly 133 points, or the closest to, without going over, wins the game.



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