



Dice Legend

Black Dice	Addition
Red Dice	Subtraction
Green Dice	Multiplication
Purple Dice	Square & square root
White Die	Operators, + - x
White Numbers "Basic"	On 8-sided dice will have the numbers 2-9
Yellow Numbers "Advanced"	On 8-sided dice will have the numbers 6-13

Standards

Common Core Standards:

- K.OA.A

SEL Standards/ Benchmarks:

- 2A, 2B, 3B, 5A

Goal: Cross off as many numbers as possible on the score sheet to earn the most points.

Level: Players who can add or subtract two single-digit numbers (with help if needed).

Materials: 2 black dice, 2 green dice, 2 red dice (all are basic), score sheet (on website), and a pencil.

Setup: Each player gets a score sheet and a writing utensil.

- Numbers in each row must be crossed out left to right—skipped numbers can't be used later. Each player rolls one die; the highest roll starts. Active player roll rotates.

How to Play: Active player rolls all six dice.

- **Red dice:** Add and subtract the two red dice; announce both results. All players may cross out one of these numbers in any row (red is wild).
- **Black & Green dice:** Add or subtract each color pair (choose one operation per color). The active player may cross out up to two numbers total this turn (including red results). Other players cross out only one number from the red results.
- **Doubles rule:** If doubles are rolled, a player may cross out either that number or their sum (e.g., two 5s means you may cross out 5 or 10).

Strikes & Locks: If the active player cannot or chooses not to cross out a number, mark a Strike (–5 points).

- A row locks when a player crosses out the 12 (in an up row) or the 2 (in a down row) and has at least six numbers crossed in that row (including the 12 or 2).
- Locked rows can't be played on after the player locks them, though others may lock the same row via red dice results on the same turn. Two (or more) players may lock the same row on the same turn.

Game End & Scoring: Game ends when any player has 4 strikes or two rows are locked (can exceed two rows if in both are in final turn). Score points per crossed-out number (see score sheet) (e.g. 7 crossed out numbers earns 28 pts...the values are at the bottom of scoresheet). Subtract 5 points per strike. Highest score wins. A player can be done playing before any roll. They will get their earned total up to that point. This can be a smart strategy to avoid more strikes when it is unlikely they will get their needed number(s)

Variation: Play until all players reach 4 strikes. Players may stop early and keep their current score.