

# GIANT

# LAWN DICE GAME MODES

## BALUT

Combination scoring game

**EASY** **HARD**

The basic rules of Balut ask for players to create a range of scoring combinations and assign points to those combinations.

You can also use the point strategy given by the traditional Balut rules.

Once you've got your combos sorted out, all of the players in your group will roll a set of 5 dice in turns, noting down the points that they've scored.

The idea is to keep rolling until every possible scoring combination has happened at least once.

When you reach that point, the person with the highest score wins.

Another fun rule in the game of Balut is that when any player rolls five of a kind, they need to shout "Balut," like yelling at a game of Bingo.

Additionally, if you want to make it interesting, you can ask your pals to write down how many times they think a Balut will happen in the game.

If someone guesses correctly, they can either get extra points or win a special prize.

## MOUNTAIN

Number rolling game

**EASY** **HARD**

Mountain is a game that is known by many names, and is probably one of the simpler dice games for younger children, as well as being adaptable for older children. All that is needed to play Mountain is two or three dice, a paper and a pencil, and some printouts that are normally easily available online.

A mountain is shown on a piece of paper with a series of number showing them leading up the mountain, and descending down the other side. In order to climb the mountain, children must roll each number that is shown on the mountain. So if the first number is a 1, then a 1 must be rolled before the climb can start. Each number must be attained in order, so there can be no fast forwarding when it comes to rolling a number that appears later on.

The winner is the first person that is able to claim the mountain with a number of a successful dice rolls. They can be tailored for different players. For example, you may want to increase the size of the mountain, or introduce more dice.

## FARKLE

Risk based dice game

**EASY** **HARD**

Do you have friends and family that like to push their luck? Then why not introduced Farkle into their lives, as the whole game is centered around players pushing their luck to achieve the highest score possible.

The game of Farkle is somewhat a straightforward one, although it does require someone to keep track of the scores.

In order to determine who starts the game, each player must roll a singular die. The player with the highest roll is the player who goes first. In the event of a tie, then players who tied with a particular number must roll again to determine their starting position.

Once it has been decided as to who will start the game, players are given six dice to roll for their turn. Each dice rolled will have either a point tally, or be worth nothing at all. The following rolls determine the number of points earned for each die.

A roll of one is worth 500 points to the player.

A roll of five is worth 50 points to the player.

Three dice rolled at the same time that contain the same value are worth 100 times the face value. For example, if a player was to roll the 5s, the score would be 500 points.

In order for a player to enter the game, players must roll a total of 1,000 points or more. The rules applied here are similar to that of the main game, in that players can set aside scoring die, but risk losing

## RUN FOR IT

Chance-based sequence game

**EASY** **HARD**

This particular dice game is not only a lot of fun, but it can also help encourage children to build on their five-times table. All that is needed to play 'Run for It' is six dice, paper and a pencil.

The aim of the game is to roll dice that have sequence numbers, such as 1-2, or 1-2-3. Each sequenced number is worth 5 points, but a sequence cannot be minus any numbers. For example, if the hand thrown was 1,4,6,6,6,3 then no sequence can be recorded, and as such no score is recorded.

The winner of the game is the first person to reach 100 points.

## YARDZEE (BIG YAHTZEE)

Classic, long dice rolling game

**EASY** **HARD**

In a game of Yahtzee, the aim of the game (First created by Milton Bradley), is to roll five dice and try to win points by achieving specific combinations.

You can roll your dice up to three times in a single turn to create the combos that you need, and you have to keep your dice inside the box.

Just one game of Yahtzee includes thirteen rounds, and after each round, a player will choose which category they want to use for that round.

Importantly, once you've used one of the thirteen categories available, you can't use it again – so choose wisely.

Every category has its own scoring system, and you can save specific dice in a roll, choosing to re-roll other dice if you want to.

A "Yahtzee" is when you get five of the same number in one roll, and it's worth 50 points.

As usual, the winner of the game is the person with the most points at the end of the 13 rounds.

## MEXICO

Life-losing chance game

**EASY** **HARD**

Mexico is another game with simple dynamics. The game is played with two dice for rolling, with each player being given an additional die. The die will dictate how many lives each player has after each round, so will start on a six, and deplete accordingly.

After each game, the lowest dice roll will be considered the losing roll, and as such, that particular player will lose a life. The winner of Mexico is the player left standing after all players have rolled their dice and lost their lives.

everything should they choose to roll again.

Once the main game has started, each player will take it in turns to roll six dice. When a player has rolled the dice, they must set aside any dice that are bankable (ones, fives and three-in-a-row.) The remaining dice can then be thrown to try and acquire additional points, or the dice can be passed onto the next player.

Should a player roll the dice and there are no points whatsoever, this is known as a Farkle. As a result, no score will be recorded and the dice must be passed to the next player.

In order for a player to win a game of Farkle, they have to be the first to reach 10,000 points. If a player scores more than 10,000 points that other players will look to beat the score. If no-one does, the player with the highest score is declared the winner.

## SHIP, CAPTAIN, CREW

Chance-based game

**EASY** **HARD**

In a game of Ship, Captain, Crew, each player takes turn rolling their dice to either collect points or out-do their opponents.

Everyone rolls five dice at a time, with three shakes to accrue points. When you roll the dice, you're typically looking for three numbers:

Your ship – the number 6

Your captain – the number 5

Your crew – the number 4

You need all of these numbers before you can start building points, and you have to find each number in order.

In other words, you have to get your ship before you get a captain, and so on.

Once you have all three, you can collect points from the last two dice in your roll, meaning the highest possible score is 12.

If you get your ship, captain and crew in the first roll, then you'll have two more shakes that you can use to collect points.

If you don't get all three in your three rolls, then you'll merely hand the dice over to the next player, and you'll get no points for that round.

The person with the highest points wins!

## GOING TO BOSTON

Educational game

**EASY** **HARD**

Parents who are looking for a fun game that educates as well as entertains should look no further than 'Going to Boston'. All that is needed for this fun-filled game is 3 dice, a pencil and some paper so scores can be recorded.

Each player is given three dice. The dice will be rolled three times, with the highest number set aside each time. At the end of the player's turn, the three numbers must be added up to give the final figure. Each player takes a turn until they have three numbers each. The winner with the highest overall number will be declared the winner.

What's more, 'Going to Boston' can be adapted for those looking for more of a challenge. For example, older children may enjoy multiplying the numbers, as opposed to adding them together.

## LIAR'S DICE

\*requires additional materials

**EASY** **HARD**

To play Liar's dice, everyone in your team will roll their dice at the start of the game. If any of your dice land on top of each other when you're rolling, you'll need to start again.

Remember, you shake and move your dice in a cup to keep them hidden from the other players.

After everyone has successfully rolled, they need to keep their dice hidden, while players make bids on the value of the dice in the whole team.

In other words, if you bet that there's four 5s on the table, and you only have one 5 yourself, you're hoping that the other people around you have at least three 5s to add to your wager.

After each prediction, your team can either continue playing, or one player can challenge another and call them a liar.

If someone is challenged, then all the dice on the table are revealed.

This game is particularly fun because of the deception involved but be careful you don't play with any sore losers!