

3 - Dice Take

0	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39

_____ 's Score	_____ 's Score

Instructions

1. Roll 3 Dice.
2. Use all three numbers and any operations (+, -, x, /) to get a number on the game board.

Example: 4, 2, 6 rolled. $(6 - 2) \times 4 = 16$ OR $(4 + 2) \times 6 = 36$

(note: there are many other possible answers with these three numbers!)

3. Mark out the square on the game board for the number you got.
4. Score one point for the taken square and one square for any surrounding squares that have already been taken.

Example: If the game board looks like this, and you “Take” 6, you get 2 points – one for the 6 square and one because it is next to 5, which is already “Taken.” If you “Take” 13, you get 4 points, one for the 13 square, and three more because 13 is surrounded by three “Taken” squares – 4, 5, and 21.

4	5	6
12	13	14
20	21	22

5. Play for a set time or until the game board is full. Winner is the person (or team) with the most points.

TIP: One way to make the game interesting fast (and to take less time to complete) is to randomly cross out 10 squares at the start.