

Pass or Keep

OBJECTIVES: To build sets of select numbers.

MATERIALS: (each player)

3 dice
gameboard (laminated)
erasable marker

RULES:

1. Players take turns rolling their 3 dice.
2. Add 2 or all 3 dice to create a number that helps build one of the circles.
(You may build circles in any order and may switch from one to another on each turn.)
Example: You roll 2, 4 and 5.
You may add all of them ($2+4+5 = 11$) or you may add 2 of them.
3. Select a gameboard circle to add the number to. Write the total of each roll in only one section of one circle.
4. SPECIAL RULES:
 - (a) Roll a double (2 dice of the same number) **you may choose to "X"** out any **one** number you have already written in a circle section instead of using them to help build a number for a circle section. "X" out changes. Do NOT erase numbers.
 - (b) Roll all 3 dice with the same number **you may choose to "X"** out **two** numbers you have already written in a two circle sections instead of using them to help build a new number for a circle section. "X" out changes. Do NOT erase numbers.

BUT: (a) and (b) only apply to unfinished numbers. Once a player had built the number shown in the center of a circle, that total is safe from being changed.
5. If the number you roll is higher than you want to use, you may pass it to a player IF the player has that total amount written in one of their circle sections. BUT, if your partner doesn't have that specific number amount written in a section you must KEEP and write that number in any circle section on your gameboard.
6. If a written number makes your total go above the number in the center of your circle, you must "X" out the entire set of numbers.
7. Draw a wide line at the end of every set of numbers that match the center number as you work to build the most matches on the gameboard.
8. The person with the highest number of matches on the gameboard wins.

OPTIONS

Subtract using the same numbers on the gameboard.
Create new gameboards with different numbers
Build fraction circles but roll only 2 dice and skip special rule (b).

Pass or Keep Gameboard

x out removed numbers

