

Double Double Trouble Trouble

A Dice Game for Two Players

Materials:

Two 12-sided dice

Scrap paper & pencil

How to Play:

The youngest player goes first. On each turn, the player rolls the dice, multiplies the factors, and keeps a running tally of the points. If the player rolls a double of any kind, the player must **subtract** the multiplied double from the accumulating score.

Determining the Probability:

Since there are only two dice, the probability can be determined by the number of faces on the di (if both have the same number of faces). There is a one-in-twelve chance of rolling a double.

How to Score:

Put a number 1, 2, or 3 by each roll to keep track and then put a longer line at the end of each turn.

84 (12 x 4)

+15 (5 x 3)

99

-81 (9 x 9)

18

How to Win:

This is a timed game, and the designated number of minutes will be decided before the start of play. If necessary, the second player will get fair ups when time is called. Then the player with the most points wins the game.