Rolling in the Money Game

Ages 7+
Grades 2+

WARNING:
CHOKING HAZARD - Small parts
Not for children under 3 years.
Contents
Shaker Cup
5 Coin Dice
Score Pad

Object of the Game
Be the player with the most winning rolls in a five-round game. A round consists of up to three rolls of the dice by each player. Try to reach a total of $1.00 without going over.

How to Play
• Choose a player to roll first.
• On your turn, place all five dice into the shaker. Shake and roll out the dice.
• Add together the coin values on the dice.
• The value of the $X$ is zero. If you roll an $X$, remove it for the remainder of your turn. You may not re-roll the $X$ die.
• You may roll the dice a total of three times to help you reach $1.00$:
  
  Roll 1 = Initial roll: you must roll all five dice.  
  Roll 2 = You may roll any of the coin dice again or stop your round at the current total.  
  Roll 3 = You may roll any of the coin dice again or stop your round at the current total.

• At the end of your turn, add the total aloud and record the sum on the score sheet.
• If the dice sum is more than $1.00$ at the end of three rolls, you must record a total score of zero for that round.
• Play advances clockwise to the next player.
• At the end of each round, compare the totals of all players. The player with the highest total wins the round. Circle the winning score(s) on the score sheet.
• The player who wins the most rounds out of five wins the game!
• If there is a tie, players who have the same score should play another round until a winner is determined.

For a Greater Challenge:
• Instead of scoring each round, add the total of all five rounds. The player with the highest total after five rounds wins. Five dollars is a perfect score!

Alternative Rules (Subtraction)

Object of the Game
Be the player with the most winning rolls in a five-round game. A round consists of one roll of the dice by each player.

How to Play
• Place two dice in the cup.
• On your turn, shake and roll out the dice.
• Add together the coin values on the dice and then subtract their sum from $1.00. The difference is your score for the round.

Example: $1.00 - 30¢ = 70¢

• An X has a value of 0.
• After scoring, play advances to the next player.
• After five rounds, compare the totals of all players for each round. The player with the highest total wins the round.
• The player who wins the most rounds out of five wins the game!
• If there is a tie, players who have the same score should play another round until a winner is determined.