





















GAME N° 4		
DROP DEAD		
A fun and easy-to-grasp game with an unnecessarily confrontational name. That's just how it is, sometimes. We don't make the rules. Well, most of the time we do, but not this time.		
DICE		5
PLAYERS		2+
AGE		6+

Once the final die has turned up as a 1 or 2, you are said to have *dropped dead* – but not really! It's just a game – and the next player is up. Players keep running totals of their scores and whoever has the highest score after everyone has had a go **WINS THE GAME** and can crown themselves Ruler of the Zombies.

EXAMPLE TURN		
NUMBERS ROLLED	ROLL SCORE	TOTAL SCORE
 +  +  +  + 	0	0
 +  + 	13	13
 +  + 	0	13
 + 	10	23
 + 	7	30
 + 	0	30

HOW TO PLAY

Each player take turns rolling the five dice, and scores when none of the dice rolled show a 1 or a 2. If no 1 or 2 are rolled, you score the total of the numbers rolled. If a 1 or 2 is rolled, you score nothing and put aside all the dice showing a 1 or 2. These dice are *dead* and you then continue rolling without them. You carry on putting any dice showing a 1 or a 2 aside, and scoring when neither are rolled, until all the dice are eliminated.