

GAME N° 6

HELP YOUR NEIGHBOUR

This classic fast-moving dice game is great for two to six players – the more the merrier. Best played with six.

DICE



3

PLAYERS



2-6

AGE








6+

HOW TO PLAY

You need three dice and at least ten counters per player. Good counters: coins, pebbles, tiddlywinks, buttons, raisins. Bad counters: sandwiches, pigeons, atoms.

Each player is assigned a number from 1 to 6, representing the numbers on a die. If only five are playing, the 6 is ignored. If only four are playing, both 5 and 6 are ignored. With three players, each is given two numbers, and with two players, each is given three numbers.

Players take turns rolling the three dice. If your number comes up in a roll you must put a counter in the pot. For example: if the first player rolls   , then the player who was given the number  puts in two counters, and the player who was given the number  puts in one counter.

The first player to put all their counters in the pot WINS and takes the whole potful of counters. They can eat all of the raisins (or sandwiches).