




<b>GAME N° 7</b>		
<b>KNOCK-OUT</b>		
A simple, quick and fun game that's great for everyone.		
<b>DICE</b>		<b>2</b>
<b>PLAYERS</b>		<b>2+</b>
<b>AGE</b>		<b>4+</b>

## HOW TO PLAY


Before you start, decide how many rounds you want to play. (10 is a nice round number.)



Each player rolls the two dice. Did you roll a total of 7? No? Good. You get the total number of points from the roll.



But let's say a player rolls a total of 7 on the two dice. 7 is the knock-out number. That sounds bad, because it is. If a player rolls a 7, they lose all their points.

However, if a player is "knocked out," the game isn't over – they can start again the next round, because the game is only over when all of the rounds have been played. When the game is over, the player who's managed to hang on to the most points wins.

## EXAMPLE TURN

*Round one.* Player 1 rolls . Great! Two points.  
Player 2 rolls . Nice! Six points.

*Round two.* Player 1 rolls . What the flip? Back to zero.  
Player 2 rolls . Another two points, giving a total of eight.

*Round three.* Player 1 tries to get back in the game.  
! Six points.  
Player 2 rolls . NOOO! Knocked back to zero.

And so on.