**30’s**

**What you need:**

* 6 dices
* 2 pads or pieces of paper
* 2 pencils

**The objective**

The object of the game is to take away all of your opponents points before they can eliminate all of your points. You do this by adding up all 6 of the dice to 30 or higher.

**Starting the game**

Each player starts with 30 points written on a T chart. Each player rolls one die, the player which rolls the highest number is the one who gets to go first.

**Each turn**

At the start of each turn the object is to get 30 or higher.

Start the turn by rolling all 6 dice.

Roll 1 Keep Keep



Select the dice you would want to keep and place them to the side. In this case you would want to keep the two sixes and roll the rest of the dice again. Each time you roll the dice you need to keep at least 1 of the die. Before rolling the remaining dice the player needs to state how much the kept dice add up to. So in this example it would be 12.

Roll 2

 Keep Kept Kept

Select the dice you would want to keep, state home much they add up to and roll the remaining dice.

 Keep Kept Kept Kept

**When all the dice are totalled one of three things can happen.**

**Scenario 1**

If the person has ran out of turns and they are still under 30 they will minus however many they are under 30 from their own score.

Example

|  |  |
| --- | --- |
| Player 1 | Player 2 |
| 30  28 | 30 |



This hand adds up to 28 so Player one would minus 2 points from their own score.

**Scenario 2**

If they get exactly 30. Nothing happens with the score it simply becomes the next players turn.

|  |  |
| --- | --- |
| Player 1 | Player 2 |
| 30 | 30 |

Example

|  |  |
| --- | --- |
| **Total** | **Trying to get** |
| 31 | Ones |
| 32 | Twos |
| 33 | Threes |
| 34 | Fours |
| 35 | Fives |
| 36 | sixes |

**Scenario 3**

If the player get over 30 as shown below then they will get a chance to roll the dice again to minus points from the other persons score. The player who got over 30 will get to roll all 6 dice again. This time they are looking to get as many of a specific dice as possible. If the player gets 32 that would mean they are trying to get as many twos all twos. The number the person would be going for is on the chart beside. Just like with the first part of the turn they must keep one die each time they roll. They keep rolling till they do not get one of that die or till they run out of dice. Then they minus one point from the opponents score for ever die they rolled of the number. So if they rolled 3 twos before not rolling any other two they would minus three points from their opponents score.

Example

|  |  |
| --- | --- |
| Player 1 | Player 2 |
| 30 | 30  27 |



If this person rolled 3 twos they would minus three from their opponents school.

One final rule once a player is below 10 they may choose to instead of minusing points from their opponent’s score they have the choice of adding those points to their own score. So if I am below ten and I get 33 and roll 4 threes I can either minus 4 from my opponents score or add 4 to my own score.