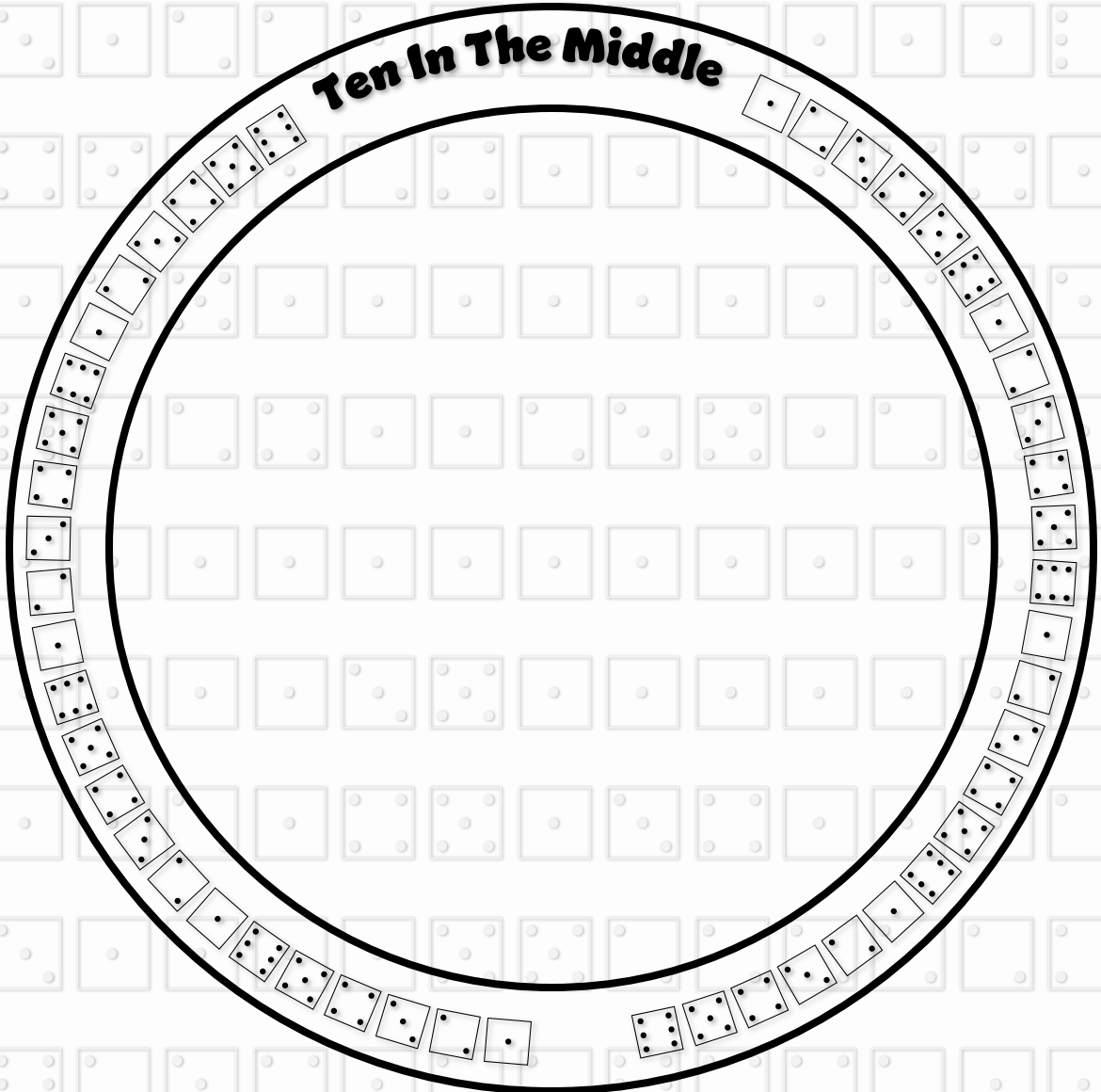
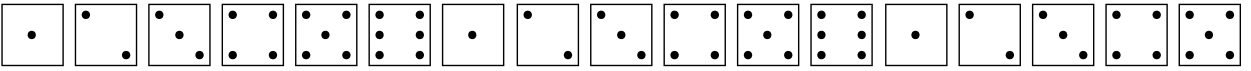


# Ten In The Middle





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## Supplies

10 dice for each player

## Starting the Game

Each player rolls 1 die and then, the person with the lowest number goes first. If playing with more than 2 people the play then goes in a clockwise direction.

## Game play

The first player rolls a die and places it in the middle. The next player rolls 1 die and places it in the middle circle. If that player can make an even 10 using any or all of the dice in the circle then the player takes the dice that add up to ten. If they cannot they let the next player know it is their turn.

A players turn officially begins when the player before them lets them know they have finished their turn. At the start of a turn if the player notices a 10 in the circle that the previous player had missed, they may take the dice to add to their pile. The player can then roll their die to be placed in the circle to try make an even ten.

If a player takes dice from the circle and it does not add up to an even ten, they must give the player that noticed the mistake the dice they picked up plus 1 die from their own pile.

## Winning

A player wins when there are no other players that have a die to roll.

