

ROLLING FRENZY

Supplies

- 1 twenty- sided die
- 4- six- sided dice for each player.

Rolling the 20 sided die

Starting a Round

- *At the start of the game everyone rolls 1 six sided die and the highest number gets to roll the 20 sided die for that turn.*
- *For every round after that the 20 sided die will be rolled by the winner of the previous round.*

How to Play a Round

- *The 20- sided die is rolled. This is the number that you are trying to build.*
- *Each player starts by rolling one of their 6- sided dice. If they want to keep that number, they put the die to the side. If they want to they can roll that die until they get a number, they want to keep however once they put it to the side it must stay there.*
- *Then they roll their next die until they get a number they want to keep, put it to the side and then roll the next die.*
- *A player wins the round by building the number correct number and then grabbing the 20- sided die.*

Ending the Game

This game can be played either to a set number of rounds that is established at the start of the game or for how many rounds can be played in a set time frame. The Winner is the person who had won the most rounds.

