

Double Trouble

The Game

Players take turns rolling the dice and claiming spots in order to get 4 spaces in a row 2 times to win the game.

Supplies

2- Six sided dice

2- Sets of 30
markers

1- Game board

Starting the game

To start each player rolls a die the player with the lower number goes first.

Game play

A player takes a turn by rolling both dice multiplying them and then placing a chip on a space that matches that total. Then it is the next persons turn.

If all of the spaces with that number have already been taken the player does not get to place a marker and it becomes the next players turn.

If a player rolls a zero on the die they will lose their turn.

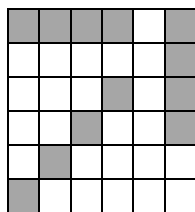
Double Spaces

The Darker spaces are doubles spaces that have a different set of rules.

- A doubles space can only be claim when you roll a double.
- unlike the other spaces a double space can be stolen! If the other player rolls that same double they may steal that doubles space and claim it as their own.
- When a player rolls a double after they claim their space they get to go again.

Winning the game

A player wins when they get 2 lines of 4 spaces in a row either horizontally, vertically, or diagonally.



Double Trouble

1	2	3	4	5	6	7	8	9
2	4	6	8	10	12	14	16	18
3	6	9	12	15	18	21	24	27
4	8	12	16	20	24	28	32	36
5	10	15	20	25	30	35	40	45
6	12	18	24	30	36	42	48	54
7	14	21	28	35	42	49	56	63
8	16	24	32	40	48	56	64	72
9	18	27	36	45	54	63	72	81