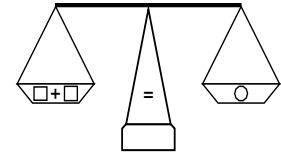


# Balance the Scales



## What you need

- 3 six sided dice
- 1 12 sided die
- 11 chips
- 2 game board per player

**Object of the game**- is to complete the equation so that it balances.

## How to play

- Each player rolls a 6-sided die. The person who rolls the lower number then rolls the 12-sided die. If a 1 is rolled on the 12-sided die then the opposite player automatically gets the point for that round.
- The next player rolls a 6-sided die.
  - They can place it on one of the square spaces on their board however once a die is placed on the board it must stay there until the round is over.
  - They can choose to not take it and then it becomes the next players turn.
- Then it is the next players turn to roll the 6-sided die.

## Winning

- Players will keep taking turns to roll the dice until they are able to have a balanced equation on their board. They then grab the 12-sided die and place it on the decagon space to show the completed equation.
- The player who gets the balanced equation wins the round and gets one of the chips to show they have 1 point.
- The players flip the boards and play the next round.
- The first player to get 6 chips wins the game.