

Don't roll a 5 or 2

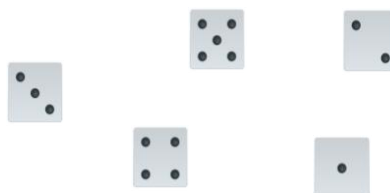
Written by Liz Gibbs

The Busy Lizzie Maths Library

Don't roll a 5 or 2

You will need...

- five 1 → 6 spot dice
- pencil and paper



Players take turns to roll five dice.

If a 5 or 2 is rolled then it cannot be rolled again, nor the spots be counted towards the score.

The player adds up the remaining dice and this becomes a running total.

The remaining dice are repeatedly rolled until all the dice show a 5 or 2.

The running total is the final score for that player.

The second player then rolls the five dice.

The winner is the player with the highest score after 5 rounds.

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Player 1

First roll 


Score 5

Second roll 


Score 10

Third roll 

Score 6

Fourth roll 

Score 3

Fifth roll 

Score

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