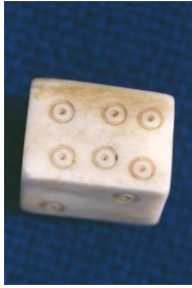


Dice Game



Vikings & Saxons played dice games, how they played them no one will probably ever really know. But below is a set of rules for a dice game that they could have played.

Equipment two six sided dice, a dice cup and five counters for each per player, to win the game one player must win all of the counters from the other players or is the one who has the most counters at the end of the game.

Start

Every player puts one counter in the middle of the table, if there is five players there should be five counters in the middle of the table.

Player (1) throws both dice they roll a 2 and a 5, the highest number on the dice is classed as 10`s so the 5 rolled is actually 50 the second dice a 2 is classed as the units 2 so the actual roll is $50+2=52$. They may if they wish throw again if they think the throw is to low or stick after just one throw. If they do stick then the other players have only one roll of the dice each to beat that score. But if they throw again the previous roll is ignored. So if they throw 62 great because that is better than 52, but if the second roll is 35 then it is worse and their score would be 35 and all the other players would have 2 throws to beat 35.

The first player can throw up to 3 times, third throw will be the last and what ever score that is the other players have to beat. See below for what score beats what



Antler Dice & Cup

31 is the lowest dice roll possible.

65 is the highest dice roll possible

Double 1 dice roll will beat a score between 31 & 65.

Double 2 dice roll will beat a double 1 roll

Double 3 dice roll will beat a double 2 roll

Double 4 dice roll will beat a double 3 roll

Double 5 dice roll will beat a double 4 roll

Double 6 dice roll will beat a double 5 roll

If you throw a 2 and a 1 on the dice this beats every thing