

River Crossing

Two players.

Each player has 12 boats and 24 passengers.

To begin, the players must put their passengers in the boats.

To begin play, highest roll starts.

The active player rolls and sums the two dice. If a passenger of the active player is in the boat of their sum, that passenger may cross the river – the player can cross off one passenger in that boat.

The first to have all passengers to cross the river wins.

Zig Zag Numbers

Four Dice: Two white; One Green; One Red

To Play:

- Use a counter to mark each player's position.
- Roll four dice: two white, one green, one red.
- Add the numbers on the white dice to find your score.
- If you roll 1, 2, 3 or 4 on the green dice, add your score to your position.
- If you roll 5 or 6 on the green dice, subtract your score from your position. If at 'start' stay at 'start'.
- Follow instructions below for the red dice.
- Land on, or pass 100 first to win!

Red dice score (thanks to Gamewright's *Zeus on the Loose* for these ideas):

1. next player skips a turn
 2. choose: add 10 to your score or subtract 15 from another player
 3. move any player's score to 50
 4. round any player's score to the nearest 10
 5. send the nearest counter back to zero. If two are equally close, chose one.
 6. reverse the digits on any player's score, 19 becomes 91; 8 becomes 80 etc.
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Race To 100

To play cooperatively: Use just one counter. To play competitively: Use one counter each.

To Play: Roll two dice. Add the scores together. Move the counter according to your score.

Cooperatively – take turns to roll the dice and move the counter. If any player rolls a double 6, you lose.

Competitively: roll the dice and move your counter according to your score. Any player who rolls a double 6 goes back to zero. The first to pass 100 wins.

QWIXX

Qwixx is a quick-playing dice game in which everyone participates, no matter whose turn it is. Each player has a scoresheet with the numbers 2-12 in rows of red and yellow and the numbers 12-2 in rows of green and blue. To score points you want to mark off as many numbers as possible, but you can mark off a number only if it's to the right of all marked-off numbers in the same row.

To Play: On a turn, the active player rolls six dice: two white and one of each of the four colors listed above. Each player can choose to mark off the sum of the two white dice on one of their four rows, then the active player can choose to mark off the sum of one colored die and one white die in the row that's the same color as the die. The more marks you can make in a row, the higher your score for that row. Fail to cross off a number when you're the active player, however, and you must mark one of four penalty boxes on your scoresheet. If you mark off the 2 or 12 in a row and have at least five numbers marked in that row, you get to also mark off the padlock symbol in that row, locking everyone else out of this color.

Game ends: When either a player has four penalty boxes marked or a second color is locked, the game ends immediately. Players then tally their points for each color, sum these values, then subtract five points for each marked penalty box. Whoever has the highest score wins.