

**Setup:** You need four dice to play this game. Players use a colour pen to colour their territory. **Goal of the game:** claim the highest value territory by joining your colour of square side to side. **To play:** Roll four dice. Add or subtract the numbers on **two or three of the dice** to make a number shown on the board. If a number is made, the player may colour that number square, or may pass. If they cannot make an available number, or they don't want to take an available number, they pass. The squares chosen do not have to join to established territory, but if they don't join up by the end of the game those squares are deducted from their territory total. **The game ends** when both players need/choose to pass on a round. SCORE method 1: Each square from 1 - 10 is worth 10 points. Other squares are worth what they say - 12 is worth 12 points etc. Add together the points in your territory, subtract the value of any square taken but not joined to your territory. Highest score wins! SCORE method 2: Add the numbers on all squares on your largest territory. Subtract the value of any square taken but not joined to your territory. Highest score wins! **Alternative:** For parent/kid, parent roll only three dice.

8	3	12	15	11
7	18	9	17	5
2	11	6	16	10
14	8	12	6	10
13	9	1	7	4

7	12	18	10	9
6	16	13	7	8
11	17	3	10	6
2	4	12	8	15
1	5	14	11	9

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14	12	13	3	2
15	9	8	6	12
4	9	8	11	11
6	10	17	7	1
16	5	10	18	7

10	7	1	12	9
6	9	8	6	14
12	3	18	11	17
11	16	13	15	2
5	10	7	8	4