

GAME 01 / 2-8 PLAYERS / FOUR DICE

4 Throws Classic

Four chances to turn a little luck into a very good score.

1. On your turn, roll all four dice. This is your first throw.
2. Set aside any dice you want to hold, then reroll the rest. You may release held dice between throws.
3. You have up to four throws in total. Stop after any throw if you like your score. If you hold all four dice, stop or release a die before rolling again.
4. Add the four dice, then add the **single highest** bonus below. Write your final score on the sheet.
5. Pass the dice clockwise. When everyone has played, start the next round. After five rounds, the highest combined score wins.

Pattern	Example	Bonus
One pair	2 · 2 · 4 · 6	+5
Two pairs	3 · 3 · 5 · 5	+10
Three of a kind	4 · 4 · 4 · 2	+15
Four in a row	2 · 3 · 4 · 5	+20
Four of a kind	6 · 6 · 6 · 6	+25

A straight is 1–2–3–4, 2–3–4–5, or 3–4–5–6 in any order. If no pattern matches, score only the dice total. Bonuses never stack.

Worked example: $5 + 5 + 5 + 3 = 18$. Add 15 for three of a kind. Score **33**.

Highest possible turn: four sixes = $24 + 25 = 49$.

Tied totals? Each tied player rolls four dice once and scores normally. Highest score wins. Repeat if still tied.

THE SCORECARD / CLASSIC

Let the good times roll.

Date: _____ Host: _____

Round / player	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
TOTAL								

Tiebreak: each tied player rolls four dice once, using this game's scoring. Repeat if needed.

The evening's most memorable roll: