KNOCK YOURSELF OUT

LEVEL: 2 – 6

SKILLS: adding, subtracting, probability, problem solving, multiplication, division for variation, creating outcomes charts, analyzing outcomes

PLAYERS: 2 (1 vs 1) or 4 (2 vs 2)

- **EQUIPMENT:** tray of dice (each player needs 6 dice of their own color plus 2 of their opponent's color, and one half of the tray for their gameboard)
- **GOAL:** to be the first player to remove all six of their dice from their side of the tray.

GETTING STARTED:

Players set up the gameboard as follows:



The dice in the tray are arranged in a numeric sequence 1 - 6 and remain in that order for the entire game.

Once the tray is set up, play can begin. Players alternate turns and play as follows: The two extra dice are rolled on each player's turn. The dice may be either added for a sum OR subtracted for a difference. The answer must be a number from one to six. A player can choose which operation to perform and remove only one die per turn. The removed die must not be changed, i.e. if the die removed is the \bullet (three), it must remain a three, and it must be placed back into the third position if required during the course of the game.

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If a player is unable to either add or subtract to equal any of the numbers left on their side of the tray, the player receives a STRIKE and they must CHOOSE and REPLACE any die that has been earlier removed. If there are no dice to replace, the player simply misses that turn.

ROLL WARNING: Double 6's, double 5's and double 4's are automatic strikes. The player will either miss a turn or put a die back if these rolls occur.

EXAMPLE:

Player One only



Player must now put a die back. Player chooses 1

Players continue to alternate turns rolling, analyzing, adding and subtracting combinations until one player has successfully removed all six of their dice at once.