# TIC-TAC-TOE DICE 

Object of the Game: To be the first player to cross out four numbers down or three numbers across

Dice Needed: Two dice

## Rules:

Each time you throw the dice, cross out a number or numbers on the score card:

- You may cross out the total you throw. If you throw a 4 and a 3, you may cross out the 7.
- You may cross out two or more numbers that equal the total you throw. If you throw a 5 and a 2 , you may cross out 6 and 1 ; or 5 and 2 ; or 4 and 3 ; or 1,2 , and 4 -all equaling a total of 7.

Each player throws the dice only once per turn. If a player cannot cross out a number on his or her throw because the number has already been crossed out, the dice are passed to the next player. The player does not cross out any numbers on that turn.

## Winning and Scoring:

The winner is the player who crosses out three numbers across or four numbers down first.
The player who wins scores zero. The other players score is the total of the numbers not crossed out.

Play five rounds. The player with the lowest total score is the overall winner.


Source: Dice Games by John Belton (1976)



| 1 | 2 |  | 3 |  | 4 | 5 |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

## TIC-TAC-TOE DICE

 ROUND 1 ROUND 2 ROUND 3| 1 | 5 | 9 |
| :---: | :---: | :---: |
| 2 | 6 | 10 |
| 3 | 7 | 11 |
| 4 | 8 | 12 |


| 1 | 5 | 9 |
| :---: | :---: | :---: |
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| 1 | 5 | 9 |
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$$
\text { ROUND } 4 \text { ROUND } 5 \quad \text { SCORING }
$$

| 1 | 5 | 9 |
| :---: | :---: | :---: |
| 2 | 6 | 10 |
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| :---: | :---: | :---: |
| 2 | 6 | 10 |
| 3 | 7 | 11 |
| 4 | 8 | 12 |


| ROUND 1 |  |
| :--- | :--- |
| ROUND 2 |  |
| ROUND 3 |  |
| ROU |  |
| ROUND 4 |  |
| ROUND 5 |  |
| TOTAL |  |

