



Find a partner and a 1-6 dice, or a 0-9 dice if you have one.

Each player begins by drawing a set of four boxes:

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Then decide together which version you'll play...

Nice version

Player 1 begins by rolling the dice and writing the number rolled in one of their boxes. Player 2 then does the same. Players continue to take turns until all the boxes are full, and then each player reads the four-digit number they've created.

The person with the largest four-digit number wins the round, and the first person to win 10 rounds wins the game.

How are you deciding where to place the number you roll?

Nasty version

This is the same game as above, but with a twist.

In this version, you can choose to keep the number you've rolled and write it in one of your boxes, or you can give it to your partner and tell them which of their boxes to write it in.

You might lose a friend this way! It's really important to take turns to start each round to keep things fair.

How are you deciding where to place the number you roll now?



Rule changes

Once you've played this a few times, you might like to change some of the rules of this game. Have a look below for some changes you could make.

How do the new rules change your strategy?

Rule changes:

- Instead of aiming for the largest number, the winner could be the player with the smallest number. Or you could set a target number before the game begins, and the aim is to get closest to the target number.
- Instead of just playing against one other person, you could play with more than two people. (The nasty version of the game becomes even nastier when played in bigger groups!)
- Instead of playing competitively, you could play cooperatively in a group, where all the players work together. Decide in advance which of you will get the closest to the target and who will be second closest, third, fourth, etc. Then work together to decide in whose cells the numbers should be placed, and where.
- Instead of placing numbers as they are rolled, each player could roll the dice four times and then choose where to place all of their numbers in one go.
- Instead of a point for a win, you could work out the difference between the two players' four-digit numbers after each round. The winner will get this score and use it to begin a running total. The first player to reach an agreed-upon target number wins.
- Instead of working with whole numbers, you could introduce a decimal point. This decimal point might be in a fixed place, or you could give each player free choice over where to put their decimal point.