



Wooden Lawn Dice



Please keep this instruction manual for future reference

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IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings



WARNING: Recommended for ages 8 and over.
Not for use by children without adult supervision.

This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can prevent damage or injury.

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Parts List



6 solid wood lawn dice (3.5" x 3.5" ea.)

1 draw string carrying bag

Game Instructions

Simple Dice Games

There are countless games and variations of games that can be played with dice including Liar's Dice, Farkle and others. The instructions below are for a few simpler games to get you started.

For all games:

Each player throws two dice to start. The player with the lowest total goes first to start the game.

Bunco (or Bunko)

Dice needed: 3

Object of the game: Throw 1 – 2 – 3 – 4 – 5 – 6 in succession to reach 21 first in each round.

There are six rounds within a game where the number of the round number serves as the target for that round's throws. Within a round, players alternate turns rolling three dice, aiming to obtain the target number. Players score points for each die matching the target. If the player gets three-of-a-kind of the target number (a Bunco), they get 21 points and wins that game. The game stops when a player reaches 21 points. The winner wins the most games.

Variation: A player can keep throwing the dice during their turn until they fail to get the number for which they are trying.

Blackjack 21

Dice needed: 6

Object of the game: Throw 21 in each round without going over.

Before play begins select an odd number of rounds for the match. In each round players start by tossing three of their six dice attempting to get as close to 21 as possible without going over. Players may then, at their option, toss up to three additional dice in the round. If the score is tied then that round is replayed with the last person to score the tie starting the repeated round. The winner wins the most rounds.

Round the Clock

Dice needed: 2

Object of the game: To be the first player to throw all the numbers from 1 to 12 in order

The first player throws both dice, hoping to throw a 1. Players then take turns (in a clockwise direction) trying to throw a 1.

On the next round, those players who threw throw a 1 will try to throw a 2. Any player who did not throw a 1 in the first round will try again this round. Players can do so by throwing a 2 or two 1s.

Play continues round-by-round with players trying to throw all the numbers from 1 to 12 in sequence. Players may count the spots on just one die or on both dice added together. For example, throwing a 3 and a 6 could be counted as 3, 6, or 9.

The first player to go "Round the Clock" – throw all the numbers from 1 to 12 in order – wins the game.

Variation: A player can keep throwing the dice during their turn until they fail to get the number for which they are trying.

Stuck in the Mud

Dice needed: 5

Object of the game: Avoid throwing 2s and 5s to accumulate points

Start with 5 dice to play. Before play begins select an odd number of rounds for the match. Five works well.

The first player rolls all five dice. If any 2s or 5s are rolled, no points are scored for this throw. If no 2s or 5s are rolled, add up the total of the dice and write it down.

The player sets aside any 2s and 5s, and throws the remaining dice. Again, if any 2s or 5s are thrown, no points are scored. If there are no 2's or 5s, add the total to the previous score.

Continue in this way until all the dice are "Stuck in the Mud." After the score is totaled, play passes to the left.

Pig

Dice needed: 1 – each player gets one die for the game.

Object of the game: Reach 100 in fewest rounds without throwing 1s.

With each turn a player repeatedly throws a die until either a 1 is rolled or the player decides to "hold":

If the player throws a 1 they score nothing and it becomes the next player's turn.

If the player rolls any other number, it is added to their turn total and the player's turn continues.

If a player chooses to "hold", their turn total is added to their score, and it becomes the next player's turn.

The first player to score 100 or more points wins.

For example, the first player begins a round with a toss of 4. That player can hold and score 4 points for that round or choose to roll again. If that player then throws a 6 that player may choose to hold at 10 and lock in that first round score. If that player instead decides to throw a third die and rolls a 1 then the turn ends with a score of zero.

Maintenance

Your dice are sealed with a varnish finish. If dice should require cleaning wipe with a warm wet cloth or paper towel. Soap should not be needed. Dice can get wet but should not be exposed to prolonged dampness or moisture. Dice should not be returned to their carry bag if they are wet.