

Twist

2+ players

You will need:

- One/two dice
- Paper and pen/pencil

Skills used in the game:

- Adding two single-digit numbers

Aim of the game:

- Set up your TWIST board on your piece of paper. Each letter is a round of the game. Each player gets a go at each round to try and score as many points as possible.

T	W	I	S	T
Round 1	Round 2	Round 3	Round 4	Round 5

On your turn, roll both or one dice, add the numbers together as you go and record the score underneath the letter.

- You now get to decide whether to:
 - 'stick' = your turn ends and it's your partner's go now.
 - 'twist' = you get another go at rolling both dice to add to your score for that letter/round.
- You can continue to 'twist' as many times as you like BUT if you roll a 1, you lose all points for that round and your go ends.
- If at any point you roll two 1s, then you lose all of your points from every round you've completed so far.
- Are you willing risk twisting or will you stick after your first roll?
- After each player has had a turn at each round, add up all of you scores to get a final total. Whoever has the most pints wins!

➔ To make it easier/harder - use 1 or 3 dice.

➔ To make it even harder - Begin with a total of 40, 50 or 100 and subtract your score each time. The winner is the person closest to 0.