4-Way Count Down

Age 6+

2-4 Players

OBJECTIVE

The first player to flip all 10 keys on his/her side of the game board wins the game

DIRECTIONS

 1. Players lay down all 10 keys on their side of the game unit.

2. Players each roll one die to determine who goes first. The player with the highest roll will begin the game. Play then moves to the left

* + 3.  The first player rolls the dice in the center of the game board. The two numbers must be converted into one number by using any of the following methods:
	+ Example 1: Player rolls a 2 and 4
* ADD: 2 + 4 = 6 Player flips up the 6 key
* SUBTRACT: 4 – 2 = 2 Player flips up the 2 key
* MULTIPLY: 4 x 2 = 8 Player flips up the 8 key
* DIVIDE: 4 ÷ 2= 2 Player flips up the 2 key
* Example 2: Player rolls a 5 and 3
* ADD: 5 + 3 = 8 Player flips up the 8 key
* SUBTRACT: 5 – 3 = 2 Player flips up the 2 key

ROLL DOUBLE 6: If a player rolls a double 6 she/he must flip all of her/his keys back down and start over

ROLL AN 11: if a player rolls a 6 and 5 it may be counted as 1 (using the subtraction option) OR as an 11. If counted as an 11, the player may make any opponent of their choice flip all of their keys back down and make them start over.