**Business Dice Game**

**Objective:**

To earn a profit of $10,000

**Number of Players:**

Break up the class into groups of approximately 5 students to keep the game moving quickly. For an engaging game, you will want a minimum of 4 students in each group, and ideally under 8 students.

**Material:**

1. Five dice, or an online dice roller such as <https://www.calculator.net/dice-roller.html>
2. A pen and score keeping paper.

**Rules:**

1. Everyone rolls one di to see who goes first. Keep rolling until you get one person with the highest number, and no ties. That person gets to roll first. The next player is to the right of the first player.
2. The first person rolls all five dice.
   1. If a score (1 or 5) is rolled, the player may continue rolling.
   2. If a score of zero is received, the player must stop rolling, and they receive a score of zero for the round.
3. If a player rolled one scoring die, they are able to:
   1. Continue rolling the remaining 4 dice, to add the new roll to the earned.
   2. End their turn and keep the score earned. They pass on their turn to the player to the right. That player can choose to roll the remaining four dice, and add to the points earned from the previous player, or re-roll all five dice and start the round at zero.
4. If a player rolls more than one scoring dice:
   * 1. Choose to continue rolling the remaining non-scoring dice. Ex. if you have one point-scoring die, you can roll the remaining 4 others. If you have three point-earning dice, you can roll the remaining two dice, etc.
     2. Choose to keep ONLY one point-scoring die, while rolling the remaining 4 dice to increase your score. Ex. If you rolled one 1 and two 5s, you may choose to keep the 1 and re-roll the two 5s with the remaining two other dice to increase your potential score.
     3. You may stop your turn and keep the score you have rolled. The unrolled dice may be passed to the player to your right, and they can continue your score and keep your points plus their earned points, or can choose to re-roll all the dice and start the score at zero. Ex. If you rolled two 1s, you have a score of 200, with three unrolled dice. If you pass your turn, you keep 200, and the player to the right can choose to roll the remaining three dice. If they score on the remaining three, they get that score plus the 200. If they roll a zero, their score for the round is zero.
5. A turn ends when a player rolls no earned points (and earns 0 for the round) or when the player chooses to keep their points and has at least one non-point earning dice left.
6. If a player has five point-earning dice, they MUST continue to roll all five dice. They cannot pass on or keep points if all five dice are point-earning.
7. Before a player may begin to count points, they MUST earn 350 points in one roll. If they earn below that amount, they will receive a score of zero for that round. Once the score of 350 on a single turn is achieved, all subsequent points will be counted.
8. Scoring point system:

|  |  |
| --- | --- |
| **Roll** | **Points** |
| 1 | 100 |
| 5 | 50 |
| 1-1-1 | 1000 |
| 2-2-2 | 200 |
| 3-3-3 | 300 |
| 4-4-4 | 400 |
| 5-5-5 | 500 |
| 6-6-6 | 600 |
| 1-2-3-4-5 | **Select:**  1,500 points, or take 1,000 from another player. |
| 2-3-4-5-6 | Assign one player to lose their next turn. Continue rolling for points. |
| Three rounds of zeros in a row | -1000 |
| 1-1-1-1  **(The next player must start over by rolling all five dice.)** | **Select:**   * 1,100 points   OR   * -1,000 points, but you get an extra 100 points per point-earning round. |
| 2-2-2-2  **(The next player must start over by rolling all five dice.)** | **Select:**   * 2,200 points   OR   * - 2,000 points, but you get an extra 200 points per point-earning round. |
| 3-3-3-3  **(The next player must start over by rolling all five dice.)** | **Select:**   * 3,300 points   OR   * -3,000 points, but you get an extra 300 points per point-earning round. |
| 4-4-4-4  **(The next player must start over by rolling all five dice.)** | **Select:**   * 4,400 points   OR   * -4,000 points, but you get an extra 400 points per point-earning round. |
| 5-5-5-5  **(The next player must start over by rolling all five dice.)** | **Select:**   * 5,500 points   OR   * -5,000 points, but you get an extra 500 points per point-earning round. |
| 6-6-6-6  **(The next player must start over by rolling all five dice.)** | **Select:**   * 6,600 points   OR   * -6,000 points, but you get an extra 600 points per point-earning round. |
| 1-1-1-1-1 | Lose 5,000 points |
| 5-5-5-5-5 | Lose 2,500 points |

**Student Score Sheet**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name: |  | |  | |  | |  | |  | |
|  | New | Total | New | Total | New | Total | New | Total | New | Total |
| Starting Points: |  | |  | |  | |  | |  | |
| **1** |  |  |  |  |  |  |  |  |  |  |
| **2** |  |  |  |  |  |  |  |  |  |  |
| **3** |  |  |  |  |  |  |  |  |  |  |
| **4** |  |  |  |  |  |  |  |  |  |  |
| **5** |  |  |  |  |  |  |  |  |  |  |
| **6** |  |  |  |  |  |  |  |  |  |  |
| **7** |  |  |  |  |  |  |  |  |  |  |
| **8** |  |  |  |  |  |  |  |  |  |  |
| **9** |  |  |  |  |  |  |  |  |  |  |
| **10** |  |  |  |  |  |  |  |  |  |  |
| **11** |  |  |  |  |  |  |  |  |  |  |
| **12** |  |  |  |  |  |  |  |  |  |  |
| **13** |  |  |  |  |  |  |  |  |  |  |
| **14** |  |  |  |  |  |  |  |  |  |  |
| **15** |  |  |  |  |  |  |  |  |  |  |
| **16** |  |  |  |  |  |  |  |  |  |  |
| **17** |  |  |  |  |  |  |  |  |  |  |
| **18** |  |  |  |  |  |  |  |  |  |  |
| **19** |  |  |  |  |  |  |  |  |  |  |
| **20** |  |  |  |  |  |  |  |  |  |  |

**Teacher Instructions**

**Instructional Support:**

To better understand the concept, you can read the following articles:

<https://www.thetaleofthetrail.org/the-dice-game.htm#:~:text=The%20objective%20of%20the%20game,with%20the%20most%20points%20wins>.

<https://www.wikihow.com/Play-10000>

**Spreadsheet Notes**

|  |  |  |
| --- | --- | --- |
| Name: | **Students put their names here** | |
|  | New | Total |
| Starting Points: | Teachers can decide if students begin at 0 points, or at their calculated investment point (i.e. start at a negative value, as calculated in the assignment). | |
| **This column indicates the round. There is no maximum or minimum number of rounds.** | This column is for points earned per round | This column is for total points (i.e. points earned this round plus total points from the previous round) |

* Teachers may print the score sheets as well as the point descriptions for students.
* Groups of 4-8 work best, but teachers can adjust as they see fit.
* Score sheets can be edited to have more or fewer columns or rows.
* Teacher can explain the link towards business with the point scoring system. For example, selecting to lose $1,000 in order to earn $100 at each next turn could represent making an investment in the business which leads to a higher charge to the customer.
* You have the right to adapt the game to suit your teaching and your classroom.