

1. THREE OR MORE

Use 5 dice

You get three rolls of the dice to make as many of a kind you can get.

3 of a kind = 3 points

4 of a kind = 6 points

5 of a kind = 12 points

Whoever gets to 100 points first, wins!

2. RUN FOR IT

Use 6 dice

Roll the dice and look for a run (sequences) such as 1-2 or 2-3-4 or 5-6 and so on.

Each turn you can roll the dice up to 3 times to try for the highest scoring run you can get.

When you roll the first time, you may set aside the highest counting run you have, even if only two dice, or roll all the dice again. After that you will try to build on your run. Once a dice is set aside for counting, it cannot be rolled again.

You can add dice from another roll to your run only if the new dice is in sequence. Example: If you have a run of 4-5-6, then you can only add a 3 to it and then a 2 and then a 1.

When your turn is done, add up the total of the dice which are part of your run for your score.

A run of all 6 dice (1-2-3-4-5-6) is 30 points.

Once a player meets or exceeds 100 points then every other player has only one more turn to try to beat the high score. After all remaining players have their turn, the player with the highest score wins.

4. MOUSE

Use 1 dice

Each turn you get only one roll of the dice.

The aim of the game is to be the first to draw a complete Mouse.

Each roll of the dice enables a particular body part to be drawn as follows:

6 = body

5 = nose

4 = whiskers

3 = eyes

2 = ears

1 = tail



The body must be drawn **FIRST** before other body can be added to it, so players must roll a 6 to start drawing. Once the body has been drawn, the other parts of the mouse may be added in any order. If you roll a number which relates to a part you have already added, you can't draw anything and your turn is done.

4. GOING TO THE NORTH POLE

Use 3 dice

Each turn you can roll the dice up to 3 times.

The first roll is all 3 dice and you must save at least one dice — the highest number dice, but you may save as many as you want.

The second roll is the remaining dice and you must save at least the highest number dice. The third roll is only 1 dice.

When you think you have the highest points you can get (maybe three 6's), you can stop rolling dice.

Count the total of all 3 dice and add to your score. Once a player meets or exceeds 100 points then every other player has only one more turn to try to beat the high score. After all remaining players have their turn, the player with the highest score wins.

5. FARKLE or GREEDY

Use 6 dice

Each player rolls one dice, with the highest roll going first. In the event of a tie, the players who tied for the highest roll, roll again. Once the first player is decided, play continues to the left.

Before you can start saving points, you must reach at least 500 points in a single round. When you reach 500 points for the first time, you immediately end your turn. These 500 points are saved.

Scoring: ***you can only count combinations that are rolled at the same time.***

Each 5 = 50	4 of a kind = 1,000
Each 1 = 100	5 of a kind = 2,000
Three 2's = 200	6 of a kind = 3,000
Three 3's = 300	Straight 1-6 = 1,500
Three 4's = 400	3 Pairs = 1,500
Three 5's = 500	2 Sets of 3 = 2,500
Three 6's = 600	

On your turn, place all six dice into the dice cup and roll them. If a dice falls out of the play area, re-roll only that dice. You **MUST** set aside at least one dice worth points after each roll. This forms your running score for your turn. At this point you may stop your turn or roll the remaining dice, setting aside at least one dice worth points after each roll for scoring.

Once dice are set aside for scoring you cannot add dice to previously rolled dice to make combinations such as adding two 5's to an earlier 5 to make three of a kind.

If you have set aside all six dice for scoring, you may re-roll all of your dice and keep building your running total. If after any roll no dice are worth points, you were ***greedy*** and you ***FARKLED***. You lose all your running point total from this turn and your turn is over.

Once a player meets or exceeds 10,000 points then every other player has only one more turn to try to beat the high score. After all remaining players have their turn, the player with the highest score wins.



SANTA'S DICE GAMES FOR CHILDREN & FAMILIES

1. **Three or More — 5 Dice**
2. **Run For It — 6 Dice**
3. **Mouse — 1 Dice**
4. **Going to the North Pole — 3 Dice**
5. **Farkle or Greedy — 6 Dice**