

Game Document

Speed Dice

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Versions

Version	Date	Author(s)	Notes
1.0	3/29/2023	Mark Lyman	Initial Release

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Introduction

This is a very easy and very fun game that can be played with kids and adults at the same time.

Equipment Needed

- 4 to 15 People
- 10 x Dice Per Person - all in a big pile

Win Condition

In Speed, the winner is the player who wins a round with 6 dice.

In Reverse Speed, the winner is the last player left with dice.

Speed - The Basic Game

1. Everyone starts with 1 dice.
2. Someone rolls a single dice (known as the Game Dice) and loudly announces the number it lands on.
3. Everyone begins rolling their single dice and as soon as it matches the Game Dice, they yell "GOT IT!".
4. Everyone stops rolling, and the person who GOT IT wins an additional dice from the big pile.
 - a. Sometimes there is a tie to who says GOT IT. In this case, both players win an additional dice.
5. Reroll the Game Dice to start the next round.

Having Multiple Dice

As the game progresses, players will gain more dice as they win the rounds. They must now roll ALL their dice to match the game dice before they can yell "GOT IT!".

Example:

- I have 4 dice and the Game Dice lands on 3.
- I roll all 4 dice and one of them lands on 3.
- I set that one aside and re-roll the other 3.
- This time 2 of them land on 3.
- I set those 2 aside and roll my final dice over and over until it also lands on 3.
- Then I yell "GOT IT!"

This gives those with fewer dice an advantage. It's a catch-up mechanic for players falling behind.

Winning

When a player yells "GOT IT!" with 6 dice, they win the game.

Reverse Speed

In Reverse Speed everyone starts with 10 dice each. Like the regular game, you roll the Game Dice and everyone rolls all 10 dice to get that number - setting aside the dice that roll the number and re-rolling the rest. Do this over and over until all 10 match the Game Dice.

As soon as all 10 dice match the Game Dice number, the player yells "GOT IT!".

Everyone else loses one of their dice to the big pile in the center.

Players who lose their dice have an advantage in future rounds because they have fewer dice to roll.

Winning

The winner is the last player left with at least 1 dice.