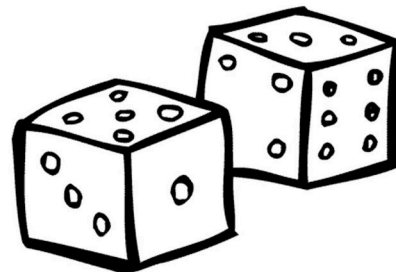


Knucklebones!

Introduction: This game takes a classic game, Jacks, and puts a fun, math spin on it! It is a fast-paced game where multiplication and addition skills meet hand-eye coordination. As players move further in the competition, the challenges become more difficult and demanding. The object of the game is to be the first team to complete all the stages in the least amount of time to become Knucklebones Champions!



Materials:

- Punt Catcher (1)
- Mentalist (1+)
- Tossers (3-4)
- 5 six-sided dice per team
- Prizes
- A sharp mind
- Stopwatch or Time

Directions and Rules:

- The team who has the youngest member goes first.
- You have 7 seconds to complete each toss/math-calculation/call-out/catch combination.
- Keep track of your teammates! You could be penalized for incorrect calculations!

Stage 1 (Four Tosses):

- Tosser 1 rolls 5 dice and using only one hand, pick up one die, toss it into the air and quickly grab another die. The Mentalist has to call out the product of the two numbers BEFORE the die is caught, and the Punt Catcher must catch the flying die. For example, Tosser 1 rolls a 1, 2, 4, 4, and 6, picks a die, say that 2. He tosses it in the air, grabs another die, the 6 for instance, and the Mentalist calls out "12!" The Punt Catcher must catch the flying die and return the die back to the Tosser.
- Put the die you picked up (the 6 in the example above) in your other hand.
- Play continues in this fashion until all four dice have been picked up and multiplied. YOU WILL ALWAYS BE TOSSING THE SAME DIE. Continue to Stage 2 with a different Tosser.

Stage 2(Two Tosses):

- This is the same as Stage 1, except Tosser 2 rolls all five dice must pick up two dice while one is in the air, the Mentalist calls out the product of the three dice (two you picked up and one in the air). The Punt Catcher must catch the flying die. Continue until all the dice are gone.
- If you succeed, continue to Stage 3 with a different Tosser.

Stage 3 (Two Tosses):

- This is the same as Stage 2, except Tosser 3 rolls all five dice and must pick up three dice while one is in the air. The Mentalist calls out the sum of the four dice, and the Punt Catcher catches the die in the air. Return the die to the Tosser.
- On the second toss, the Tosser will pick up the remaining die, the Mentalist will add.
- If you succeed, continue to Stage 4 with a new Tosser.

Stage 4 (One Toss):

- This is the same as Stage 3, except Tosser 4 (could be the same as Tosser 1) rolls five dice and must pick up all four dice while one is in the air. The Mentalist calls out the sum of the four dice, and the Punt Catcher catches the die in the air.
- When you have completed, your whole team must yell "KNUCKLEBONES!"

Penalties:

- +2 seconds if you have an incorrect mathematical calculation
- +1 second if the flying die hits the floor before being securely caught
- +5 seconds if you lose a die and require a new one from the judges

****REMEMBER! Be QUICK and ACCURATE with your calculations!****

Sample Player's Turn:

Here you will find a sample turn for each of the 4 stages.

Stage 1:

Roll: 2, 3, 4, 4, and 5

Tossed Die: 2

- a.) Pick up 3
- b.) Pick up 5
- c.) Pick up 4
- d.) Pick up 4

Stage 2:

Roll: 1, 1, 4, 5, and 6

Tossed Die: 1

- e.) Pick up 5 and 6
- f.) Pick up 4 and 1

Stage 3:

Roll: 2, 3, 3, 5, and 5

Tossed Die: 3

- g.) Pick up 2, 3, and 5
- h.) Pick up 5

Stage 4:

Roll: 3, 4, 4, 6, and 6

Tossed die: 3

- i.) Pick up 4, 4, 6, and 6

a.) 2(3)=6	b.) 2(5)=10	c.) 2(4)=8	d.) 2(4)=8	e.) 1(5)(6)=30
f.) 1(4)(1)=4	g.) 3+2+3+5=13	h.) 3+5=8	i.) 3+4+4+6+6=23	