

### Three-Peat Dice Game

Try to roll an equation that equals three.

**Number of players:** Any sized group

**Supplies:**

- 2 dice
- Paper and pen or whiteboard (for scorekeeping)

**Object of the game:** Roll dice that equal 3 to gain points and win.

**Get rolling:**

1. The first player rolls the two dice.
  2. If the dice can be added, subtracted, multiplied, or divided to equal 3, the player gets 3 points. Here are some examples of possible dice rolls:
    - 3 and 1 ( $3 \times 1 = 3$ ): Win 3 points
    - 2 and 1 ( $2 + 1 = 3$ ): Win 3 points
    - 6 and 3 ( $6 - 3 = 3$ ): Win 3 points
    - 6 and 2 ( $6 \div 2 = 3$ ): Win 3 points
    - 5 and 1: No points
    - 4 and 6: No points
    - Rolling double 3s is the exception to the rules. If a player rolls double 3s, they get 5 points. (No math is involved!)
  3. After a player's score of 0, 3, or 5 is written down, the dice pass to the next person.
  4. Play for a set number of rounds and add up the scores at the end.
  5. The player with the most points is the winner.
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