

# Hail Mary Dice Game

This dice game is named for the last-ditch football play because players can come from behind by making a high-risk, high-reward dice roll. This means that even players who are trailing in points can surge to a last-minute win.

**Number of players:** 2–8

**Object of the game:** Predict dice rolls correctly to earn the most points.

**Supplies:**

- Two six-sided dice, or use our [electronic dice roller](#)
- Whiteboard and dry-erase marker for scorekeeping (or similar)

**Pregame preparations:**

- Decide how many rounds you are going to play. A round with five players should take no more than 10 minutes.
- Write the players' names on the whiteboard for scorekeeping.

**Scoring:**

- Correct higher/lower guess: 1 point
- Correct equal (or "Hail Mary") guess: 20 points

**Directions:**

1. Player 1 rolls the dice and adds the two numbers to get the sum. Then Player 1 says aloud whether they think the sum of their next roll will be higher, lower, or equal to the sum they just rolled. (**Note:** For this game, *equal* means "equal to the sum of the first roll," not rolling the exact same dice. For example,  $3 + 2$  is the same as  $4 + 1$ , because both equal 5.)
2. Player 1 rolls again. If their guess was correct, they score 1 point for a higher/lower guess or 20 points for an equal ("Hail Mary") guess. If their guess was incorrect, they score 0 points for that roll.
3. If Player 1 guessed correctly, they keep taking turns by guessing again (higher, lower, or equal compared to their most recent sum) and rolling to try to earn more points. The moment they guess incorrectly, their turn ends, and they pass the dice to the player on their left.
4. After every player has had a turn, add up each player's points for the first round.
5. Play the decided number of rounds and add up the accumulated points to determine the winner.

