**ClimbUp**

* **Please be careful with children handling the dice. Dice should never go in their mouth as they can be a choking hazard!**

**Dice Legend**

| Black Dice | Addition |
| --- | --- |
| Red Dice | Subtraction |
| Green Dice | Multiplication |
| Purple Dice | Square & square root |
| White Die  | Operators, + - x |
| White Numbers“Basic” | On 8-sided dice will have the numbers 2-9 |
| Yellow Numbers“Advanced” | On 8-sided dice will have the numbers 6-13 |

**Type of Game:**  ClimbUp is a competitive game, but that does not mean that “whoever is better at adding”will win. Winning will be determined by decisions that you make and the luck of the roll.

**Who Should Play:** Basic ClimbUp is for players who can add the white numbered black dice, although proficiency in adding is not needed to play and have a great time. Players can help each other with the addition without affecting their chances of winning the game.Eventually players will play using the advanced yellow colored dice and then also the red subtraction dice.

**Materials Needed:** Basic (white numbered) black dice for Basic ClimbUp, advanced (yellow numbered) black dice for Advanced ClimbUp and basic (white numbered) black dice and advanced (yellow numbered) red die for ClimbUp with subtraction.

**Skills Reinforced:** Addition and subtraction and prudence (patience)

* **Basic level**
* Players take turns (there is no limit to how many players can play at a time) and the game will typically be played to 100, although players may decide to play to whatever score they choose. First player to 100 (or more) is the winner except that all players get the same number of turns. If I go first and go over 100 on my turn you can still win if you top my total on your last turn.
* In ClimbUp, 2’s are bad. When it is your turn you roll the two dice and whatever the two dice total is, that is your score. Unless you roll a 2, in which case you score no points and your turn is over.
* For example, if you roll a 6 and a 5 your score is 11. You may bank your 11 points and your turn is over and it is now my turn or you may decide to roll again and add the total of your next roll to the 11 you already have. If you choose to do that and you roll an 8 and a 4 you have just added 12 points to the 11 you already had and now have 23. You may bank your 23 or you can roll again. You can try to get all the way to 100 on one turn, but as soon as you roll a 2 you will have lost all of your points. And that is how it works, with one tricky equalizer.
* If you bank your 23 points you will start your next turn with 23 and can never lose those 23 unless (remember 2’s are bad) you roll double 2’s, in which case you lose all of your points. Of course, double 2’s will not happen very often, but seem to strike just when you are getting near 100!
* **Variation 1**
* Play exactly the same way except use the yellow numbered dice and have 13 be your unlucky number. Everyone knows 13 is unlucky. Everything plays exactly the same except that you will probably want to play to 200 at least.

* **Variation 2**
* The next variation is also played with the yellow (advanced) black dice but requires a little different strategy as there are two unlucky numbers. We would recommend having both 6 and 7 as your “bad” numbers where either a 6 or a 7 ends your turn with no points.
* This game plays like the other versions except that it is now much more likely that you will roll a “bad” number so it is less likely to have an extended turn without rolling a 6 or a 7.While a 6 or a 7 will end your turn, a 6 and a 7 will not send you all the way back to zero. Only a double 6 or a double 7 sends you all the way back.
* **ClimbUp with subtraction**
* Players roll the two basic (white numbered) black dice and the one advanced (yellow numbered) red die. If the total of the two black dice is more than the red die they get the score of the two black and can bank it or keep going. If the total of the two black dice is the same as the number on the red die they get those points, but their turn ends. If the sum of the two black dice is less than the number on the red die their turn is over and they got zero points for that turn.
* The way you go all the way back to zero in this game is when you roll two identical black dice whose sum is less than the red die.For example, if you rolled two black 4’s and a red 9 you would go back to zero because you rolled two black 4’s and their total of 8 was less than the red 9. On the other hand, if you rolled two black 4’s and a red 6, you would be fine and could keep going if you chose to, while if you rolled two black 4’s and a red 8 you would get your 8 points but your turn would be over. A great way to add some excitement at the end of this game is to play that after a player reaches 80 (when playing to 100) the only points that player scores are the difference between his two black dice total and the red dice. For example, let’s say I just got to 85 and on my next turn I roll a black 8 and a black 6 and a red 11. Well, my black 8 and my black 6 add up to 14, which is more than my red 11, but rather than getting those 14 points, I only get the difference between the 14 and the 11, which is 3. It is a lot more difficult to finish off an opponent that way.

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