

Nada

Materials

- Six dice
- Paper and pencil

Object of the game

The first person to reach 5000 points is the winner.

Directions

1. To play *Nada* the numbers on the dice are used to collect points.
2. To begin play, everyone rolls a die. The person with the largest number begins. Each person then proceeds going clockwise.
 - Ones are worth 100 points each.
 - Fives are worth 50 points each.
 - Other numbers do not count as any points unless you get groups of three of a kind.
 - Three dice of any number equals ten times the number on the dice.

Example: Three dice with six = 60 points, three dice with two = 20

3. A person must have 250 points to begin collecting points and writing down a score.
4. If you don't get a one or a five on the first roll, your turn is over. You have *Nada*.
5. If you get a one or a five you can continue to roll as many rolls as you dare. If you roll without getting any additional ones or fives you lose all the points you have gained during your turn.
 - You must have a one or a five each roll to continue play.
 - A straight 1-2-3-4-5-6 is worth 1,500 points and must be made in one roll.
 - The game is over if any player who gets six of any one number, and that player automatically wins.

Have fun playing *Nada*!

