



NASTY



AIM – To make the highest number possible

SCORING – Highest score 4 points down to lowest score at 1 point

NUMBER OF PLAYERS – 2 to 4 players

MATERIALS – gameboard, texta, dice

HOW TO PLAY

- * Player 1 rolls a dice (can be a six sided dice or 10). Player has to decide whether to write the number on their grid or in an opponents' space. Remembering that the aim of the game is to make the highest number possible.
- * Player 2 now has their turn and make makes the same decisions.
- * Player 3 now has their turn and make makes the same decisions.
- * Player 4 now has their turn and make makes the same decisions.
- * Players continue taking turns until they have completed their number and then points are given.
- * Players than play game 2 in the same way
- * At the end of game 8 or the determined number of games the player with the most points is the winner.
- * **REMEMBER** You can be **NASTY**. Think about what you should do if you throw a low number.

E.g.

Game 1

NAME	TH	H	T	O	POINTS
AAA	0			6	
BBB	2				
CCC	9				
DDD					

E.g..

Player AAA rolls a 2 and decides to place it in BBB thousands column.

Player BBB rolls a 6 and places it in AAA ones column

Player CCC rolls a 9 and places it in their thousands column

Player DDD rolls a 0 and places it in AAA Thousands column

Etc.