

LAST ONE STANDING

Dice



JUGAR | LIFE

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INSTRUCTIONS

Game Objective:

To be the first player to run out of dice. Each player scores points based on the dice they have left when someone wins.

Players:

3 - 6 players

Game Materials:

- Six six-sided dice per player

Gameplay Start:

Each player starts with six dice.

Round Play:

Players simultaneously count down and roll their dice. Players perform actions based on their roles:

One: Move the die to the centre.

Two: Pass the die to the left.

Three, Four: Keep the die.

Five: Pass the die to the right.

Six: Perform a physical activity (burpee, squat, or star jump) and announce it.

Next Rounds:

Collect any dice passed to you and dice you kept, and roll again as in the first round.

Ending the Game:

The game ends when a player has no more dice. Each remaining player scores one point per dice left. Multiple games can be played, and the player with the lowest total score wins.

Variation:

Incorporate positive reflection or gratitude prompts when players roll a six, providing a meaningful pause during the game.