**INTERCULTURAL CASINO – GAME 1**

Read these instructions carefully to make sure you know how to play the game. You may NOT discuss the rules with any of the other players in your group, or in any other group. Indicate to your group members when you are ready to start playing.

RULES

The person in the group with the shortest fingernails goes first. You take turns (going clockwise) to roll the dice. After every throw of the dice, the corresponding points on both dice are written down. After five rounds, the game ends and you must add up the final scores of each person.

SCORING

**3** If you throw a 3, you must roll that dice again. All points are counted.

**4** If you throw a 4, the next person must miss a turn.

**2** If you throw a 2, you must give yourself 10 points.

**INTERCULTURAL CASINO – GAME 2**

Read these instructions carefully to make sure you know how to play the game. You may NOT discuss the rules with any of the other players in your group, or in any other group. Indicate to your group members when you are ready to start playing.

RULES

The person in the group with the shortest hair goes first. You take turns (going clockwise) to roll the dice. After every throw of the dice, the corresponding points on both dice are written down. After five rounds, the game ends and you must add up the final scores of each person.

SCORING

**5** If you throw a 5, you must roll that dice again. All points are counted.

**1** If you throw a 1, the next person must miss a turn.

**6** If you throw a 6, you must give yourself 10 points.

**INTERCULTURAL CASINO – GAME 3**

Read these instructions carefully to make sure you know how to play the game. You may NOT discuss the rules with any of the other players in your group, or in any other group. Indicate to your group members when you are ready to start playing.

RULES

The person in the group with the longest hair goes first. You take turns (going clockwise) to roll the dice. After every throw of the dice, the corresponding points on both dice are written down. After five rounds, the game ends and you must add up the final scores of each person.

SCORING

**6** If you throw a 6, you must roll that dice again. All points are counted.

**5** If you throw a 5, the next person must miss a turn.

**3** If you throw a 3, you must give yourself 10 points.

**INTERCULTURAL CASINO – GAME 4**

Read these instructions carefully to make sure you know how to play the game. You may NOT discuss the rules with any of the other players in your group, or in any other group. Indicate to your group members when you are ready to start playing.

RULES

The person in the group with the longest fingernails goes first. You take turns (going clockwise) to roll the dice. After every throw of the dice, the corresponding points on both dice are written down. After five rounds, the game ends and you must add up the final scores of each person.

SCORING

**4** If you throw a 4, you must roll that dice again. All points are counted.

**2** If you throw a 2, the next person must miss a turn.

**1** If you throw a 1, you must give yourself 10 points.