

# Roll To Win/ Strategy Game

## Strategy Reminders

- A. Score 2 with the Hammer
- B. Steal 1 w/o Hammer OR Force to 1
- C. Where do you want to play your rocks for A and B?

## Consider the following:

- Keep a path open for your last rock.
- Strive to control  $\frac{1}{2}$  the sheet w/ or w/o
- Be Patient but consider winning the race.
- High Percentage vs Low Percentage
- Down 1 with - in the last end!

## Then you need to plan the next end.

- What is Desirable?
- What is Acceptable?
- What is NOT Acceptable?

## Also discuss the following topics:

- Other ways to learning about strategy
- 5 Rock Rule Considerations

**Equipment Needed:** 1 die and a magnet strategy board or any other strategy board on an electronic device.

### **How to play:**

1. Call the shot
2. Place the rock/ magnet in the called position
3. Roll for result of the shot
4. Move the rock/ magnet on the board to the appropriate location.

### **Beginner Dice Scoring**

- 1 or 2 - Missed Shot**
- 3 or 4 - ½ Shot**
- 5 or 6 Made Shot**

### **Advanced Dice Scoring**

- 1 - Miss with advantage to the other team.**
- 2 - Total Miss with no advantage**
- 3 - ½ shot with advantage to the other team.**
- 4 - ½ shot with no advantage**
- 5 - Made Shot**
- 6 - Made Shot - with BONUS for the shooting team.**

**OR**

- 6 - Made Shot (for a high degree of difficulty called shots).**

You can also play this game by using Poker Chips with the different percentages or numbers written on one side.

## **Dice Scoring:**

**1 - Miss with advantage to the other team.**

**2 - Total Miss with no advantage**

**3 -  $\frac{1}{2}$  shot with advantage to the other team.**

**4 -  $\frac{1}{2}$  shot with no advantage**

**5 - Made Shot**

**6 - Made Shot - with BONUS for the shooting team.**

**OR**

**6 - Made Shot (for a high degree of difficulty called shots).**