

# Wipeout!

The object of the game is to bank 30 points.

(You can change this total to suit your child's ability)

## Player 1

Roll the dice and jot down your score. Roll again and add to the previous score. Keep a running total. At any time, you can bank your points and pass play over to the other player. Any points that are banked are safe and cannot be lost. However, any points that are not banked are lost if you suddenly roll a 6 or a 9!

## Player 2

Wait until player 1 feels like their luck is going to run out and they bank their score or wait until they roll a 6 or a 9. Then, your turn begins. It is your go until you bank your points or until you roll a 6 or a 9.

Keep an eye on how many points you have in the bank.

The first to 30 wins.

**GOOD LUCK!**