**Stuck in the Mud**

The fun of this dice game is the unpredictability. Some turns end immediately and some seem to go on forever. Players can only score on a roll which does not include the numbers 2 and 5. Any dice, which show a 2 or a 5, become “Stuck in the mud!”

**Dice needed:** 5

**Object of the game:** To achieve the highest score

**Directions for play:**

1. The first player rolls all five dice. They set aside any 2s and 5s (they are now “Stuck in the Mud”.) If **all** 2s and 5s are rolled, no points are scored for this throw. If no 2s or 5s are rolled, add up the total of the dice, write it down and roll the remaining dice.

2. Continue in this way until all the dice are “Stuck in the Mud.” After the score is totaled, play passes to the left.

Agree a number of rounds – five works well – and total up the score.

**Variations:**

***Easier:*** *Use dot dice.*

***Easier:*** *Use less than 5 dice.*

***Harder:*** *Use numeral dice.*

***Harder:*** *Use more than 5 dice.*

***Harder:*** *Use 8-sided, 10-sided, 12-sided, or 20-sided dice. (add more numbers to be “Stuck in the Mud”)*