Here you will find the rules of a basic Sinterklaas dice rolling game. Of course these rules can be altered to your own group's preference!

### For this Sinterklaas dice game you need:

- 2 to 4 presents per person
- 1 die (preferably a big one)
- A timer
- Rules for the two rounds

#### **Basic rules:**

Everybody buys 2 to 4 presents in advance from a pre-determined budget per person. Set a date on which you can all come together to play the game.

When the day has come, put all the presents together and start the game. The game consists of two rounds of throwing a die and following the instructions you are given (see below).

#### IMPORTANT RULE

You can never lose your last present. If following the instruction results in having no presents, throw again.

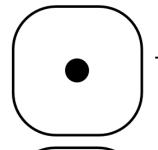
#### Round 1

Throw the die in turns, until all of the presents are divided AND opened. When you can't follow the instruction of the die, throw again.

## **Round 2**

Set a timer (30 minutes – 1 hour), such that nobody can see the timer. Keep throwing the die in turns, until the timer goes off. Every present that you have at the moment the timer goes off, is yours to keep. (Everyone should have at least one present!)

# FIRST ROUND UNTIL ALL PRESENT ARE DIVIDED AND OPENED



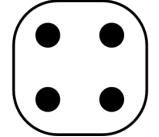
TAKE A PRESENT FROM THE PILE BUT DON'T OPEN IT



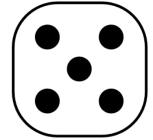
GIVE ALL YOUR PRESENTS TO THE PERSON ON YOUR LEFT



TAKE A PRESENT FROM THE PILE AND OPEN IT



GIVE ALL YOUR PRESENTS EXCEPT ONE TO THE PERSON ON YOUR RIGHT

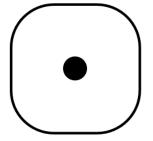


OPEN A PRESENT IF YOU HAVE ONE

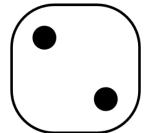


TAKE A PRESENT FROM THE PILE BUT DON'T OPEN IT

## SECOND ROUND UNTIL TIME IS UP



GIVE A PRESENT TO SOMEONE ELSE



EVERYONE HAS TO GIVE ONE PRESENT TO THE PERSON ON HIS/HER RIGHT



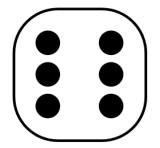
EVERYONE HAS TO SWAP ALL PRESENTS WITH SOMEONE ELSE'S



SWAP ONE PRESENT WITH SOMEONE ELSE'S



STEAL A PRESENT FROM SOMEONE ELSE



EVERYONE MOVES ONE SEAT TO THE LEFT