#Howzat – Cricket Dice Game

*Play by yourself, against an opponent or in teams with your family*

Roll a 6-sided dice (d6):

* If you roll 1,2,3,4 or 6 add that number of runs to your score
* If you roll 5 – HOWZAT! No runs are scored and you may be out
	+ Roll a d6 *(or get your opponent to do so)*:
		- 1 – No Ball (Add 1 to your score and keep playing)
		- 2 – Wide Ball (Add 1 run to your score and keep playing)
		- 3/4 – Out (Your team has lost a wicket)
		- 5/6 – Not Out (No run is scored but you have survived the appeal)

Decide how many wickets your team can lose before they are all out and see how many runs you can get…

You can also set a number of balls for your innings to last (unless you are already bowled out!)

**Challenge – You only have wicket to lose, how big a score can you achieve?**