

# The Cheese Cupboard

Players, in turn, roll the dice in an attempt to get combinations that score highly. Players are allowed up to four rolls each turn.

**Roll 1:** roll all six dice and decide what you want to aim for from the list below (though this decision can be changed after a player sees what they have re-rolled later in the turn). Put to one side the dice you are keeping.

**Rolls 2 and 3:** re-roll the remaining dice and keep those that build up a scoring combination, or reassess your decisions and re-roll any of the 6 dice in the hope of rolling something useful!

**Roll 4:** last chance – re-roll any of the 6 to get the dice that will make up your final score.

Cease rolling at any stage if you want to stick at what you have – it may be a very high score and you don't want to lose it.

## Scores

3 Faeries score 2; 3 Trolls score 4; 3 Cheeses score 6

The Cheese Committee	6 Faeries	6
Waitin' in Line	3 Faeries:3 Trolls	8
Bring on the Cheese	3 Faeries:3 Cheeses	10
A Light Lunch	2 Faeries:2Trolls:2Cheeses	10
Happy Trolls	3 Trolls:3 Cheeses	12
Hungry Trolls	6 Trolls	14
Grumpy Trolls	5 Trolls:1 Cheese	16
Lucky Troll	1 Troll:5 Cheeses	18
The Cheese Cupboard	6 Cheeses	20

**Play to 100**