

1	2	3	4	5	6	7	8	9	10
36	<h1>MUGGINS</h1> <p>Scoring</p> <ul style="list-style-type: none"> 1 point for each marker placed 2 points for a run of two 5 points for a run of three 7 points for a run of four 10 points for a run of five <p>Runs can only be counted once for bonus points</p>								11
35									12
34									13
33									14
32									15
31									16
30									17
29									18
28									27

Players: 1 to 4

Materials: Two players: 20 markers, three players: 17 markers, four players: 15 markers. And three six-sided dice

How to play:

- Each player rolls three dice, the player with the highest sums goes first.
- On a player's turn, roll the dice then add, subtract, multiply or divide to determine a number on the Muggins game board. A marker is placed on that number.
- Object of the game is to place as many markers in a row to create a "run" for bonus points.
- If a player states there are no possible spaces on their turn, but another player sees a space that that player overlooked, they can say "Muggins" and put their marker on that space.
- Any player rolling triples must remove one marker of their choice from each player, then uses the triple for a normal turn.
- The game ends when
 - All 36 spaces are filled
 - One player uses up all their marbles
 - After three consecutive rolls by each player with no available move