

ZERO KELVIN

Round 1 Round 2 Round 3 Totals

HiLo (re-roll 1s & 6s, x2)				=	
Threes (3s = 0, 30 - total)				=	
1.4.24 (1 & 4 to score)				=	
Knockout (lose 1 & highest)				=	
Odds (all evens roll = 0)				=	
Circle = Earned; X = Used Re-Roll				SUM	
Re-Rolls (≥ 23)	+3	+3	+3	=	
Followed (max 3 times)	+2	+2	+2	=	
				SUM	<u><u> </u></u>

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ZERO KELVIN: A FREEZING DICE GAME by Jeff Miller

Components: 6 d6 (six-sided) Dice, 1 Pen and Score Sheet for each player. 1-4 Players, 10min per person, Ages 10+

Game Play: For ALL rolls, **freeze** at least 1 die. Complete 5 challenges per round. Rounds 2 & 3, person with lowest of 5 scores in previous round goes 1st, then next lowest and so on. To score, sum across rounds, then down. High score wins.

HiLo: May re-roll 1s & 6s. Roll 3 dice to highest, roll other 3 dice to lowest, Subtract & multiply by 2 for score. No score < 0.

Threes: Roll 6 dice to get lowest score. 3s = 0, Score 30 - total

1.4.24: Roll 6 dice, must freeze a 1 and a 4 to score the rest

Knockout: Roll 1 die at a time. 1s are removed along with the highest frozen die if available. Stop anytime & score total.

Odds: Roll 6 dice, freeze odds. A roll of all evens scores 0 for challenge. Here, there be dragons—save a re-roll!

Re-Rolls: Earn a re-roll for up to 3 scores ≥ 23 . Use anytime. If earned & unused, score +3 bonus for each.

Follow: (2+ players) Follow to improve a score. Same challenge type only. Followed earns +2 bonus up to 3 times only.

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A FREEZING DICE GAME

Score at least the temperature
you most prefer!

Kelvin	Fahrenheit	Celsius	
> 400	> 260	> 127	On Fire
390	242	117	
380	224	107	Blistering
370	206	97	
360	188	87	Searing
350	170	77	
340	152	67	Scorching
330	134	57	
325	125	52	Blazing
320	116	47	
315	107	42	Hot
310	98	37	
305	89	32	Warm
300	80	27	
295	71	22	Mild
290	62	17	
285	53	12	Chilly
280	44	7	
270	26	-3	Cold
260	8	-13	
250	-10	-23	Freezing
240	-28	-33	
230	-46	-43	Glacial
220	-64	-53	
< 210	< -82	< -63	Frigid

Get your exact temperature in fahrenheit or celsius
Just enter your score as kelvin in the linked table

<https://www.rapidtables.com/convert/temperature/>

This is a playthrough of Round 1. The same sequence of plays is done for Rounds 2 and 3.

F = Freeze R = Re-Roll

HiLo

First set of three dice

Roll 1: → Freeze Re-Roll

Roll 2: → F R

Roll 3: → F

Hi Total 12

Second set of three dice

Roll 1: | R is | → F R

Roll 2: → F

Lo Total 6

Score: $12 - 6 = 6$; $6 \times 2 = 12$ (Recorded score)

[Note in Roll 1 I re-rolled the 6 before I froze any dice]

Threes

Roll 1: → F R

Roll 2: → F R

Roll 3: → F

Score: $1 + 1 + [3] + 2 + 2 + 1 = 7$ [$3s = 0$] $30 - 7 = 23$ (Recorded Score)

Earned Re-Roll on Scoresheet [circled first +3]

1.4.24

Roll 1: → F R

Roll 2: → F R [Now I have the 1 and 4]

Roll 3: → F

Score: $6 + 6 + 6 + 5 = 23$ (Recorded Score)

[Don't count the 1 and 4 necessary to score the rest]

[Note in Roll 1, I didn't freeze the 2nd 6 so I have more dice available to roll for a 4.]

Earned Re-Roll on Scoresheet [circled second +3]

Knockout

Roll 1: → F

Roll 2: → F

Roll 3: → F

Roll 4: → Knockout and [is the highest frozen die]

Roll 5: → F

Roll 6: → F

Score: $3 + 3 + 2 + 4 = 12$ (Recorded Score)

[1 and 5 don't score because the 1 knocked itself and the 5 out]

Odds

Roll 1: → F R

Roll 2: → F R

Roll 3: → F R

Roll 4: → Score 0 But I'll use my free Re-roll and cross it out on my score sheet.

Roll 5: = F Stop and Score with one die left over

Score: $3 + 3 + 5 + 5 + 5 = 21$ (Recorded Score)