"I'm Late!"
A Roll & Write Game for 1–99 Rabbits
Ages 8+, 10–15 minutes
Game by Patrick Blindauer, art by Prawny from Pixabay

You've overslept again! The Queen has a huge list of ridiculous chores for you to do before you can play croquet, but you'll have to get help from as many friends as possible to finish them in time. Make some good choices and get some lucky dice rolls to recruit your friends, scoring points along the way. Finally, challenge The Queen to a game of croquet...but watch out! She cheats.

COMPONENTS: 2 six-sided dice, 1 game sheet/player, & these rules.

PLAY: The game is played over 5 rounds, and each round is played in a different way (see below) *NOTE: You may spend 3 points to add or subtract 1 from any roll. You may do this more than once, but it costs you 3 points every time, and each die can only be affected once.*

1. The Caterpillar (5 rolls)
The Caterpillar is blowing smoke rings, and you're feeling psychic. Circle a 2-by-2 section to represent a small smoke ring, then draw a circle around a 3-by-3 area and finally a 3rd circle around a 4-by-4 area. The areas may overlap or not, as you see fit. Then roll both dice, matching one die to the column on the left and the other die to the row on top. Find the number rolled where your column and row intersect and cross it out. If it's within one of your previously circled areas, you get some points. Repeat this process 4 more times, marking your total on the score tracker at the bottom of the page.

2. The Cheshire Cat (9 rolls)
The Cheshire Cat loves the number 7, and he'll reward you for every box that totals 7 after 9 rolls. Roll both dice. If they add up to 7, great! Put both numbers into any 1 box, 1 above the slash and 1 below it. If they don't add up to 7, you're going to want to split them up and put them into different boxes, hoping that the numbers that will add up to 7 show up later. Repeat this process 8 more times, marking your new score on the score tracker.

3. The Mad Hatter (3 rolls)
The Mad Hatter loves math, or maths as they call it in England. Build a true equation in 3 rolls to earn the most points. You may flip 1 die to its opposite face, if you like. Roll both dice, placing each number rolled onto a blank. Repeat twice more, attempting to build a true statement. $\underline{4} + \underline{6} + \underline{6} + \underline{5} = \underline{2}\,\underline{1}$, for example. Getting within 5 earns you half of the available points.

4. Alice (5 rolls)
Alice will give you 5 rolls to enclose as many numbers as you can. Roll both dice and find the numbers rolled within the field of numbers. Pairs are wild, so rolling a pair lets you pick any two numbers. Locate an adjacent pair and circle them, drawing a line to connect them, as well. Repeat 4 more times, and when you're done, draw more connecting lines between your pairs. Numbers that get enclosed this way should be added together and added to your score.

5. The Queen (5 rolls)
The Queen wants to play croquet, but watch out: she cheats. Roll both dice and add the numbers together. If the sum is below 5 or over 9, great! Put both numbers into any 1 box, 1 above the slash and 1 below it. If they add up to 5, 6, 7, 8, or 9, you're going to want to split them up and put them into different boxes, hoping that the numbers you need will show up later. Repeat this process 4 more times, marking your total on the score tracker at the bottom of the page.

END OF THE GAME: After 5 rounds, compare your points to those of the other players (if any) to determine a winner. For solo players, use the following chart to determine how well you did. Try to beat your previous score.

1–10	Better luck next time!	30–40	Pretty good!
10–20	Keep on trying!	40–50	Impressive!
20–30	Not too shabby!	50–60	That's incredible!

"I'M LATE!"

A ROLL & WRITE GAME FOR 1—99 RABBITS

GAME BY PATRICK BLINDAUER
ART BY PRAWNY FROM PIXABAY

1. CATERPILLAR — 5 ROLLS ✓✓✓✓✓

1	**2**	**3**	**4**	**5**	**6**
1	2	3	4	5	6	7
2	3	4	5	6	7	8
3	4	5	6	7	8	9
4	5	6	7	8	9	10
5	6	7	8	9	10	11
6	7	8	9	10	11	12

2×2 = 5 POINTS
3×3 = 3 POINTS
4×4 = 2 POINTS

___

___

2. CHESHIRE CAT — 9 ROLLS /// /// ///

[boxes with diagonal lines]

OF 7'S ___
× 2 =
___ POINTS

3. THE MAD HATTER (CAN FLIP 1 DIE) — 3 ROLLS ///

___ + ___ + ___

=

___ + ___ + ___

TRUE = 10 POINTS
CLOSE (+/− 5) = 5 POINTS
FALSE = 0 POINTS

4. ALICE (PAIRS ARE WILD) — 5 ROLLS ✓✓✓✓✓

```
    2 6  2 3       2
  2 4  5 1 4       3
5 3  1 4 2 6 1     4
1 4  2 3 1  4      3
5 2  3 2 1
6 1  3 4 5
   3 2 4 2
      4
```

5. THE QUEEN (WINS 5—9) — 5 ROLLS ✓✓✓✓✓

[boxes with diagonal lines]

2 POINTS PER WIN

YOU MAY SPEND 3 POINTS
TO ADD OR SUBTRACT 1
FROM ANY ROLL.

SCORE 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60
61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90