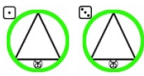
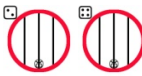




Yosseeya: the 3rd dice game

Age: from 3
Players: 7, 9, 11 or 13 players: an odd number
Time: 5 - 10 minutes
Object: be free, have more players liberated than imprisoned
Category: dice game
Author: Blanche Kails 24.01.2020

Materials needed:

1 special dice 2 x green  2 x red  1 x yellow  1 x white 
 [or 1 normal dice (1 - 6) and
 1 picture set of special dice icons and
 1 neutral token]

13 „cage bars“ pool float sticks or light bamboo sticks

This game is actually meant to be played with the kids on the terrain.

(A somewhat bigger dice would be suitable.)

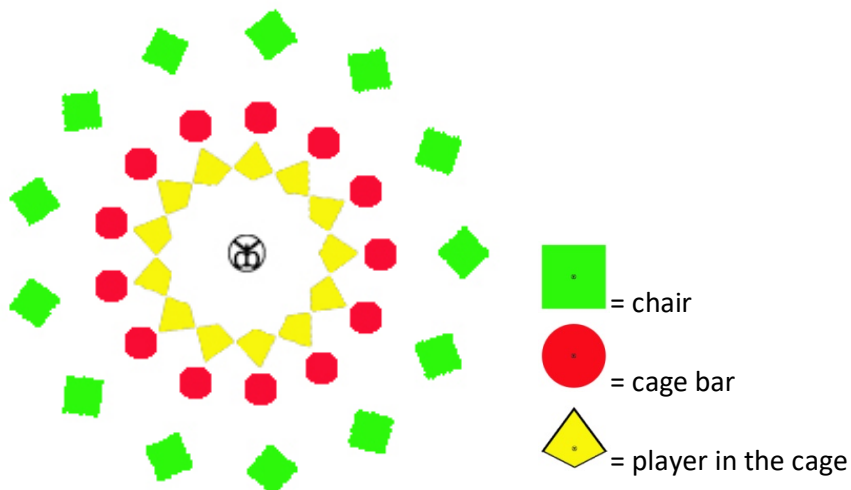
[The special dice can be replaced by a picture set of coloured dice icons .]

Goal of the game: You want to get rid of your cage bar. So that you are free.

If, at the end of the game, the majority of the imprisoned players are free, the whole group has won the game!

Preparation: You define one place of the playing ground as your cage. You put the chairs of the players in a circle.

Plan of the setting:





(All the children together *are* the cage, when they stand and hold their cage bar. They look towards the “outside”. After being free, they sit on their chair and look towards the „inside“.) You have the special dice at hand. [Or you have the picture set of coloured dice icons with the neutral token at hand.]


How to play the game: The children with the cage bars throw the dice themselves. When you play with small children, you need to have a game leader. The game leader passes on the dice. And he may hold the cage bar until the child has thrown the dice.

The game leader gives the dice to the first child. The child throws the dice. (The game leader marks the emplacement of the first dice thrower.)


[After throwing an normal dice, the neutral token is put on the coloured dice icon that shows the upper number of the thrown dice. Like that the child knows the colour that is important for him during that round.]

1)  = **green** = you are free = the cage is open, and the bird can fly = the player lays his bar down, he passes on the dice to his right neighbour and he goes and sits down on his chair. (With „green“ and „red“ and „yellow“ the dice is passed on to the right, in clockwise turn. only with „white“ the dice is passed on to the left.)

2)  = **red** = you stay imprisoned = the cage is locked = the player keeps his bar and he is still imprisoned in the cage. The player passes on the dice to his right. (Special with „white“: when the player is already free, and he has to throw the dice once more because of „white“, then he has to take his bar again and go into the cage.)

3)  = **yellow** = the player is free plus **the next player to the left** who is still locked in, (even if this next player is several positions away to the left,) is as well set free. (Each time: **2 players free with „white“**.) (Except, sometimes at the end there is only one left.) The player passes on the dice to his right.

(Like this it is possible that children are set free, who have not yet thrown the dice. When their turn comes they will throw the dice as well. And if they happen to have a „red“, they take their bar and are imprisoned again!)

4)  = **white** = **nothing changes** for this player. He passes the dice on to his left neighbour, no matter whether this left neighbour is still locked in the cage or free on his chair. This left neighbour throws the dice for his second time. The dice shows one of 4 possibilities: 1) „green“: free, dice to the right; 2) „red“: imprisoned, dice to the right; 3) „yellow“: 2 players free, dice to the right; 4) „white“: player does not change, dice to the left; and so on: 1) to 4).

(Because of this change of direction with „white“, there has to be a game leader. Otherwise it is much too difficult for small children.)

End of the game: after in a clockwise turn each player has thrown the dice at least once, the game is over. (At least once: therefore the first dice thrower is marked out.)

Winner is each player who is free. **And** the whole group has won if 4/5/6/7 players are free when there were 7/9/11/13 players. (The majority must be free.)