

Name \_\_\_\_\_

# Unlucky Seven



Roll 2 dice. Add the numbers. Cross out the top sum on the chart. If it is crossed out on the top row, move down the rows. The winner is the first player to be able to cross out the numbers 2 - 12 in the first row without crossing out all seven 7s. If a player covers all seven 7s before crossing out 2 - 12, the game is over.

2	3	4	5	6		8	9	10	11	12
2	3	4	5	6		8	9	10	11	12
2	3	4	5	6		8	9	10	11	12
2	3	4	5	6		8	9	10	11	12
2	3	4	5	6		8	9	10	11	12
2	3	4	5	6		8	9	10	11	12
2	3	4	5	6		8	9	10	11	12