Game of SKUNK



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N



Each letter of "skunk" represents a different round of the game; play begins with the "S" column and continues through the "K" column. The object of "skunk" is to accumulate the greatest possible point total over the five rounds. The rules for play are the same for each of the five rounds.

To accumulate points in a given round, a pair of dice is rolled.

A player gets the total of the dice and records it in his or her column, unless a "one" comes up.

If a "one" comes up, play is over for that round and all the player's points in that column are wiped out.

If "double ones" come up, all points accumulated in prior columns are wiped out as well.

If a "one" doesn't occur, the player may choose either to try for more points on the next roll or to stop and keep what he or she has accumulated.

Note: If a "one" or "double ones" occur on the very first roll of a round, then that round is over and the player must take the consequences.

SKUNK fame Hayer 2 layert 5 Stopped after 3rd roll Storped at after 2nd roll roll Polled 2nd time kgot volled 1st MOI Sloppedl after 2nd not got So Score is reset to So Score Zero is reset to Fero $\geq Player1 = 22+0+14+16+0$ Z Player 2 = 0+23+14+16+20 1111, Player 1 is the loser offer Playing 10 rounds after playing 12 rounds SKUNK Game- Failure Rules If (one of the 2 dies is a one). then (you lose points for that round) If (You get Shake eyes) then (you lose points for that round { you also lose points for all the previous rounds as well

Value, Diez Value Calculating Habability for Failure Rules Total Combinations = 36 from rolling 2 dies = 36 otal Combinitions (10m 10/10 2 die all combinations in which the of the dies con have I p/ one of the 2 dres = (1)+(1,2)+(1,3)+(1,4)+(1,5)+(1,6)+(2,1)+(3,1)+(4,1)+(5,1)+(61) Total Combinations flom holling 2 dies 11 = 30.55% of losing current rounds score 36 = 2.77% of losing all rounds Score due to folling (1,1) in-the Skunk game Indgendant Hobability of the 1st Of the 2nd dre giving diegming a one a one

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