

AQ26 - Arctic Activities

66 degree North Games

The Arctic Circle is a line of latitude at approximately 66 degrees 33 minutes north (66°33' N), marking the northern boundary of the Arctic region

These games are based on the number 66 being the winning number.

Count to 66

Players sit in a circle and someone is chosen to start the game. The first player starts the game by calling out the number 1, 2 or 3. The second player can then call any number that is 1, 2 or 3 more than that number called by the first player.

E.g. Player 1 calls the number 2, Player 2 can call 3, 4 or 5

Play continues around the circle, until a player is able to call the number 66 and is declared the winner.

Roll to 66

This game is played with two six sided dice. The aim of the game is to get as close to 66 as possible without going over. Players take it in turn to roll the dice and tally their score. Players can roll the dice as many times as they like, adding to their total before ending their turn and passing the dice to the next player.

Roll to 66 version 2

This game is played with two six sided dice. Each player has three attempts to roll the highest score possible. When both dice are rolled the highest number forms the tens and the lower number forms the units, e.g. rolling a 3 and 4 gives a score of 43 and rolling a 1 and 3 gives a score of 31. Double numbers beat all numbers up to the next double digit, i.e. 11 beats 12, 13, 14, 15, 16 and 21 but not 22.

66 is the highest possible score.

Players can choose to take the score on their roll or forfeit it to attempt a better score. If they choose to roll on their third attempt, they must stick with that score.