

Dice Probability Game Design - Worksheet

Name: _____

Date: _____

Instructions:

Design your own board game or tabletop game mechanic using dice. Your game must:

1. Use at least one type of die (D6, D10, etc.).
2. Have clear win/lose conditions.
3. Include a way to score or measure progress.
4. Use probability concepts for balance (e.g., more difficult outcomes give higher rewards).

Fill out the sections below to plan your game:

Game Title:

Objective of the Game:

Type of Dice Used (D6, D10, etc.):

Game Rules and Mechanics:

How Probability Is Used in Your Game:

Created by FreeOnlineDiceRoller.com