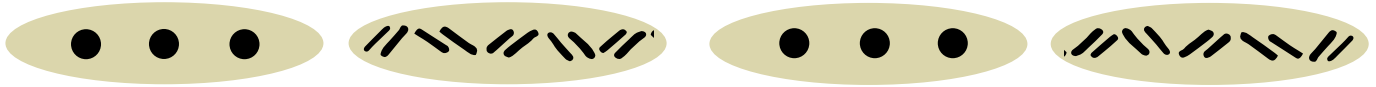


Dice Game

History:

The Dice game is a traditional game played by the Cow Creek and surrounding tribes. This game involves gambling, and was a way for tribes to barter, settle arguments, and a form of entertainment. Common things that were gambled would have been beads, dentalium, shells, tools, and other objects with trade value. Traditionally this game was played with 4 beaver teeth, that had designs carved into one side, or possibly pieces of bone.



Materials:

- a set of 4 beaver teeth or bone dice. If you can't find either of those, 4 coins, bottle caps, or flat throwable objects will work instead. Objects need 2 clear sides, a top and bottom.
- 2 or more people
- something to gamble

Steps:

1. **Decide what you are playing to.** 15 points is an average game, then it goes up in increments of 5. other point options are 10, 20, 25, 30.
2. **Place your bets.** Everyone should put in a bet that is equal value to each other's bet, for example, if one person bets 5 dentalium everyone should bet 5 dentalium, or something of equal worth to that. (If you are playing without gambling, skip this step)
3. **Decide who goes first, then go in a circle from that person.**
4. **Starting person throws the dice** on a mat or table. If a die lands off of the play space, it has to be re-thrown onto it. Each throw, the player says their current score out loud for other players to hear..
5. **If 1 or 4 points are scored, player rethrows** until no points are scored. All points are added as the dice are thrown. [example- player rethrow the dice until he wins] Each player is responsible for keeping their own score.
6. **If a player scores no points, it moves on to the next players turn.**
7. **Continue turns until a player reaches 15 points** (or however many points you are playing to)
The first person to get that many points wins! They get to take all of the objects that were bet.

Points:



Play it in Takelma

How:

- DON'T SAY ANY WORD IN ENGLISH. After you learn the Takelma numbers, its easy to replace the English numbers for Takelma. While you play, each player says their points aloud in Takelma for the other players to hear! Below is a cheatsheet to use as a reminder.

Numbers 1-30 in Takelma

0	pilám
1	mìl'ska'
2	kaà'm
3	xìpiní
4	kamkàm
5	téehal
6	ha'ilimì's
7	ha'ilikaà'm
8	ha'ilixín
9	ha'ilikó
10	ìxtiil
11	ìxtiil mìl'ska' katák ^h
12	ìxtiil kaà'm katák ^h
13	ìxtiil xìpiní katák ^h
14	ìxtiil kamkàm katák ^h
15	ìxtiil téehal katák ^h

16	ìxtiil ha'ilimì's katák ^h
17	ìxtiil ha'ilikaà'm katák ^h
18	ìxtiil ha'ilixín katák ^h
19	ìxtiil ha'ilikó katák ^h
20	yap'amì's
21	yap'amì's mìl'ska' katák ^h
22	yap'amì's kaà'm katák ^h
23	yap'amì's xìpiní katák ^h
24	yap'amì's kamkàm katák ^h
25	yap'amì's téehal katák ^h
26	yap'amì's ha'ilimì's katák ^h
27	yap'amì's ha'ilikaà'm katák ^h
28	yap'amì's ha'ilixín katák ^h
29	yap'amì's ha'ilikó katák ^h
30	xìn ìxtiil