

# OzoBlockly Editor—**Unlucky 1's Game**—Student Guide

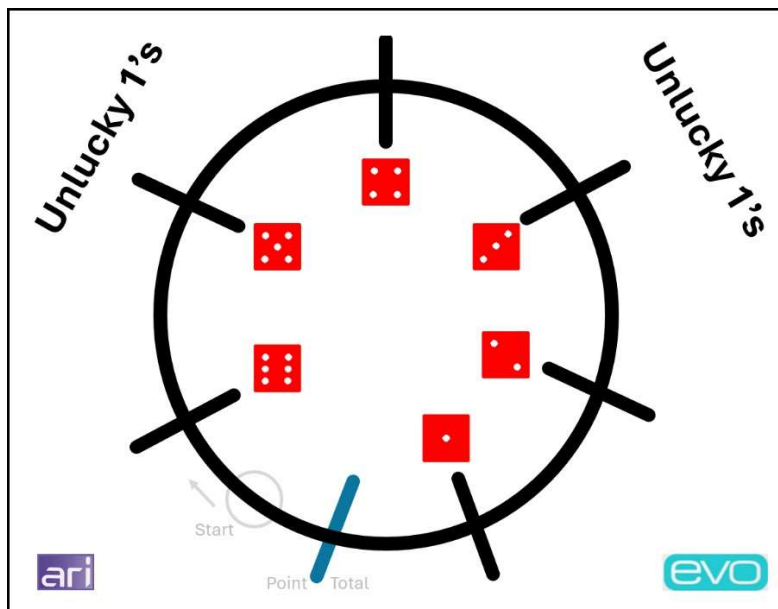
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## **Lucky 1's Game Rules**

You roll an ordinary 6-sided die as many times as you wish. With each roll you score points equal to the result of the roll. Your points accumulate with each roll. For example, suppose that you roll the sequence 5, 2, 6, 2, and 3. Your point total would be  $5+2+6+2+3 = 18$ . Next, suppose that you roll a 1. You lose all previously earned points, your point total is now 0, and your turn is over. This is why the game is called *Unlucky 1's*. After each roll of the die, you can elect to roll again with hopes to earn more points, or you can declare to stop. Play goes on to the next player if you roll a 1 or elect to stop. The player with the highest number of points is the winner. In the event of a tie, those involved in the tie play each other in a tie breaker game.

## **Ari or Evo is the Die in Unlucky 1's**

Ozobot will simulate being the die in the Unlucky 1's game. It will move clockwise around the circle in a full-page version of the Ozomap shown in the figure below.



The program **Unlucky 1's** is opened in Ozobot Editor. Ozobot is initially placed on the gray start circle facing the direction shown by the arrow. **Run** is then selected from the Ozobot Editor's screen. Ozobot will then move and stop at the location of the random roll of the die, speak the result of the roll, and then move to the blue intersection, where it will speak the point total for your turn. You then have 3 seconds to decide whether to roll again or end your turn. To end your turn, you must select **Stop** on the Ozobot Editor screen within the 3-second period. Otherwise, Ozobot will continue with your next roll of the die.