Lucky Penny Drop™

1 2 3

4 5



Rules - Refer to luckypennyjar.com website

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Lucky Penny Drop™ — Game Rules

Official Rules & Visual Gameplay Examples • luckypennyjar.com

What You Need to Play

- **1 Lucky Penny Drop™ Game Sheet** (print from luckypennyjar.com)
- **10 pennies per player**
- **1 standard six-sided die** (numbered 1–6)
- **Players:** 2–4 players
- **Goal:** Be first to place all 10 pennies in the Lucky Penny Jar

Who Goes First

Each player rolls the die once. The player with the highest number goes first, the next highest goes second, and so on. *(If there is a tie for highest roll, tied players roll again.)*

How to Play

1. First Roll

- The first player rolls the die. For example, if the roll shows **3**, the player places one penny on **circle 3**.
- The player must now choose to either: **Roll again**, or **Stop** and pass the die to the next player.

2. Rolling Again

- **If the circle is empty:** Place one penny on that circle and choose again whether to roll or stop.
- **If the circle already has a penny** (example: rolling another 3): The player must take back **all** pennies on circles 1–5 into their personal penny pile and end their turn. *(Pennies in the Lucky Penny Jar never go back to a player.)*

3. Choosing to Stop

- At any time after their first roll, a player may choose to stop rolling.
- All pennies they have placed on circles 1–5 move into the **Lucky Penny Jar (circle 6)**, and the board is cleared for the next player.

4. Rolling a 6

- **If you have pennies on circles 1–5:** All of them move into the **Lucky Penny Jar**, and you continue rolling on a clear board.
- **If circles 1–5 are empty:** Place one penny directly from your pile into the **Lucky Penny Jar** (you may then choose to roll again or stop).
- Pennies in the Lucky Penny Jar never come out.

Winning the Game: The first player to move all **10 pennies** into the Lucky Penny Jar wins!

Gameplay Examples

Example 1 — Rolling the Same Number Again

A player has pennies on **circle 2** and **circle 3**. They roll the die and get **3** again. Because circle 3 already has a penny, the player must take all their pennies on the board (except pennies already in the Lucky Penny Jar) back into their penny pile. The board is now empty for the next player.



Example 2 — Choosing to Stop

A player has pennies on **circle 1**, **circle 2**, and **circle 5**. They decide to stop rolling. All pennies on the board move into the **Lucky Penny Jar**, and the board is cleared for the next player.



Example 3 — Rolling a 6

A player has pennies on **circle 3** and **circle 5**. They roll a **6**. All pennies on the board move into the **Lucky Penny Jar**, and the player rolls again on a clear board.



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