

GAMES WITH CLASSICAL POINT DICES

For most games you will need to have a pencil and a piece of paper.

You can use matches as chips.

BANK

number of players unlimited

You will need:

1 dice

Rules of the game:

Each player shall receive 5 chips and throws the dice three times in a row. The one having the highest sum of points wins the round and puts one chip into the bank. The player who has got rid of all chips in this way wins the whole game and get all the chips from the bank.

SWING

number of players unlimited

You will need:

1 dice

Rules of the game:

Each player throws 1x in a row. The points for the 1st and the 2nd throw are added, the 3rd throw is deduced, the 4th throw is added, the 5th deduced, the 6th added and the 7th deduced. The player having most points in the end is the winner.

BAD THREE

number of players unlimited

You will need:

1 dice

Rules of the game:

The game has an arbitrary number of rounds. The player scoring number **three** falls off the game. The player having most points in the end of the game is the winner.

SIXTEEN

number of players unlimited

You will need:

1 dice, matches or chips

Rules of the game:

At the beginning of the game, the players must prepare twice as much matches (chips) than the number of players plus one match extra. For example for 4 players he will need 9 matches and put them in the middle of the table. The goal of each game round is to come as near as possible to **number 16**. So **the best** sum of points is **15**. The first two throws are without risk because the sum cannot exceed 12. The player must decide after the first double throw whether he will go on throwing. If he decides to go on throwing, he must throw 2x again. This rule applies also to any possible further throwing. Warning! If the player throws more than 15, he falls off and has lost the round. If the player throws less than 16, he will record his points and the next player continues the game. If no player falls off the game,

the one having the lowest point score loses the round. If several players have the same number of points, the one who was the first to throw such lowest sum will lose. The player who has fallen off or lost the round must take one match and start the next round. After all the matches have been taken out, only those players who have kept some matches go on playing. The player who loses a round in this part of the game will receive a match from the player who has won the round. The player who has all the matches at the end of the game has lost the whole game.

COW TAIL

number of players unlimited

You will need:

1 dice, matches or a piece of paper and a pencil.

Rules of the game:

Each player puts or draws a “cow tail” (see figure) in front of himself. The first row consists of 6 matches, the second of 5, the third of 4 etc.

The players throw one by one. The player always removes or crosses out the row corresponding to the number of points scored. A row crossed out cannot be crossed out again. The player who was the first to remove (cross out) all the rows, i.e. to get rid of his “cow tail” will win. If the game is played with matches, the player will receive the matches remaining on the table as award.

The game can be changed to remove the matches only in parts according to the number of the points scored.

GAME WITH SIX

number of players unlimited

You will need:

1 dice

Rules of the game:

One of the players draws a chart with six lines for numbers 1-6 and one column per player. The players throw one by one. After each throw, the game leader records the scored number of points to each player in his relevant column, while the player himself decides in which line. The number of the points scored is multiplied by the number of the line and the result is recorded immediately. So number six in line 6 will bring 36 points, while in line 1 only 6 points. Each line may be used only once. After six rounds, the points are added up and the player having most points is the winner.

AIRSHIP

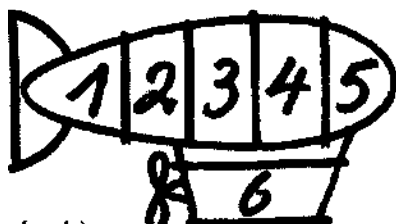
number of players unlimited

You will need:

1 dice, matches or chips, a piece of paper and a pencil

Rules of the game:

First a big airship is drawn (see figure) and divided in 5 fields. The gondola gets number 6. This is freight space.



Each player gets 6 matches. The players throw one by one. The player scoring 1-5 puts one match on the relevant field. If a match is lying already on the field, the player may take it and need not hand in any. The player scoring 6 must always hand in one match because the gondola can hold any quantity of them. The player not having any matches more will fall off the game. The player being the last to remain in the game is the winner. He can take all the matches from the gondola as reward.

HIGH HOUSE NUMBER

number of players unlimited

You will need:

1 dice, a piece of paper and a pencil.

Rules of the game:

The goal of the game is to score the highest possible three-digit house number. Each player has 3 throws. After each throw he must decide immediately whether to write the points on the first, second or third place.

EVERYTHING OR NOTHING

number of players unlimited

You will need:

1 dice, a piece of paper and a pencil.

Rules of the game:

The goal of the game is to obtain 301 points. The player whose turn is the first starts throwing the dice. He adds up the points he scores. The player throws as long as he wants in one round. Any time the player decides to finish the game in the respective round, the points are recorded for him and the next player continues the game. The scoring is as follows: 5 = 50 points, numbers 2, 3, 4, 6 have their point value. Warning! If a player scores 1, he must stop throwing and all his points of the respective round are cancelled. The player being the first to achieve 301 and more points is the winner.

TWENTY-ONE

number of players unlimited

You will need:

1 dice, a piece of paper and a pencil.

Rules of the game:

The goal of the play is to throw 1-2-3-4-5-6 points consecutively. Each player has 6 throws in a round. The player being the first to achieve number six and so to obtain 21 points is the winner.

EYE

number of players unlimited

You will need:

1 dice, a piece of paper and a pencil.

Rules of the game:

The name of the game is based on the well-known card game. Each player throws until the sum of the points scored achieves the value of 21. The player exceeding this limit will fall off the game. The player who has thrown four times must throw the fifth time as well, although he has achieved 21 already. The player who has achieved the value of 21 in sum becomes winner.

If several players have the same number of points, the one who has achieved the relevant score with the lowest number of throws is the winner.

CROSSING OUT

number of players unlimited

You will need:

1 dice, a piece of paper and a pencil

Rules of the game:

Each player records numbers from one to six on his piece of paper at the beginning of the game. Then the players throw the dice in a row. The player who scores one of the numbers will cross out the same value on his piece of paper. If during the play the player scores a value he has crossed out already, he will cross that number on his left-side or right-side neighbour's piece of paper. If the neighbours have crossed out that number already, the player has no other possibility than to record that number on his piece of paper again. The player who is the first to cross out all the numbers is the winner.

BIG SEVEN

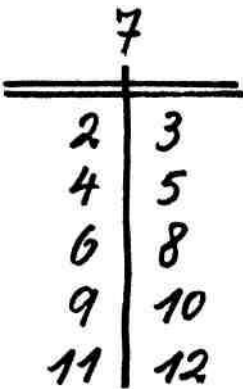
number of players unlimited

You will need:

2 dices, chips, a piece of paper and a pencil

Rules of the game:

First a game plan is drawn according to this figure. The fields must be sufficiently big so that stakes of several players can be put on them. Each of the players receives the same number of chips. One of them will take over the dices and the cashbox. That player throws and plays against all the others. The players stake before each throw. They can stake any number of chips on any fields. After the end of staking, the banker throws the dices. If the sum of points corresponds to the numbers on the left side of the game plan, the banker will receive all the chips lying there, including the chips on number 7. Then he must pay out right away all the stakes lying on the right side, with the double of their value. If the banker scores some number of points from the right side, he will receive all the chips lying there, as well as the chips from number 7, and pay out the stakes on the left side with the double. If the banker scores 7, he will receive the chips of both sides. But he must pay out the stakes of field 7 with the triple of their value. After each payment, the players stake again. The player having no more chips falls off the game.



HUNDRED

number of players unlimited

You will need:

2 dices, a piece of paper and a pencil.

Rules of the game:

The players throw 2 dices in a row and each one has one throw. The points scored are added and recorded. If somebody scores a pair (e.g. two 2), the points are not added but multiplied: $2 \times 2 = 4$, $4 \times 4 = 16$, but $1 \times 1 = 1$ point. The player being the first to achieve or exceed one hundred points is the winner.

ELEVEN GULDENS

number of players 3

You will need:

3 dices, 11 matches or chips

Rules of the game:

The play is intended for three players. 11 chips are put in the middle of the game surface and the players start throwing the dices one after the other. If a player scores less than 11, he takes 2 chips. If he scores more than 11, each of the partners take one chip. If a round 11 are scored, nobody takes anything. The player scoring the highest number will obtain the last chip. The player having the most chips is the winner.

"MACHACEK"

number of players unlimited

You will need:

2 dices, a piece of paper and a pencil

Rules of the game:

The players throw clockwise in a row. The player whose turn it is will throw 2 dices so that the other partners cannot see what he has scored. After the throw he says aloud what value he has on the dices. It must be always more than the player before him has said. That means that even in case he has scored less, he must report a higher number. He lets the dices covered with his hand and waits for the response of the player whose turn it is. That player has two options. Either he challenges the affirmation of the preceding player, or he must throw more than him. If he questions the affirmation, the dices are uncovered. If the number reported is actually on the dices, the player who has questioned the affirmation will get a penalty point. If he was right in not believing, the player who has reported different number from the scored one will get a penalty point. He will start a new round in each case, without having to score more. If the player does not want to question the affirmation, he takes over the dices without checking what is on them and he must score a higher number. The game continues in this way round and round. The player who gets 5 penalty points during the game will fall off the game.

Values on the dices:

The scored number is read always from the higher value. E.g. one dice scores two points and the other five points, so the player will report 52. So the lowest possible score is 32, the highest is 65. Further the Apaches follow - we report them if we have scored the same number of points on both dices. E.g. both dices have scored 5 points, so we report 5 Apaches. The highest throw of the play is "Machacek", i.e. 21. The next player will not throw more than Machacek and he gets a penalty point automatically.

QUICK HUNDRED

number of players unlimited

You will need:

3 dices, a piece of paper and a pencil

Rules of the game:

The goal of the game is to achieve exactly 100 points as quickly as possible. The players take turns regularly after each throw. The game has two parts. In the

first part, only one dice is thrown. The player scoring a six can proceed to the second part of the game. In that part he can throw up to three dices at a time. The points obtained are added and recorded. The player being the first to achieve 100 points is the winner. If the player does not throw the necessary number up to 100 with his last throw, the throw is not counted in for him and he waits for the next round.

FOR THREE

number of players unlimited

You will need:

3 dices, matches or chips

Rules of the game:

At the beginning of the play, each player takes 3 matches. The goal of the game is to put away all the matches as quickly as possible. The important numbers for this game are: 3, 10 and 11. The player whose turn it is will define the number he wants to score. He can decide for the variant 10, 11. If this number of points is scored on the dices, he can put away 1 match. If he decides for 3 and he really scores it, he can put away all the 3 matches at a time. If the player does not score the necessary number of points, the next player continues the game. The player getting rid of all the matches is the winner.

THE LOWER TAKES

number of players unlimited

You will need:

3 dices, matches or chips

Rules of the game:

Each player throws three dices one time. The player scoring the lowest sum of points wins and gets one chip from the bank. The player being the first to get 5 chips is the winner of the game.

TREACHEROUS NUMBER ONE

number of players unlimited

You will need:

3 dices

Rules of the game:

Each of the players throws three dices. The player scoring number one will take one dice from the play. The next player continues the game. If only one dice stays in the game and the player scores one, he falls off the game. The game continues until only one player remains. That player becomes winner.

FIVE

number of players unlimited

You will need:

3 dices, matches or chips

Rules of the game:

Number 5 is important for this game. The players stake one chip into the bank at the beginning of the game. Each player has 5 throws available, during which he tries to score a number divisible by five (exactly). The individual throws are added. If

the player does not succeed to achieve the necessary number in five throws, he passes the dices to the next player. If the player scores the necessary number, he can stop playing. The next player continues the game.

Example: The player has achieved total sum of 15 points ($15:5=3$) in the third throw. He reports five in three. The task of the next player is to obtain at least the same number of points with the third throw. If he wants to win, he must achieve a higher value in the third throw (e.g. 20) or score a number divisible by five with a lower number of throws. After all players have played, the evaluation starts. The player with the best result will obtain the bank. If some players have the same result, the bank will be divided between them.

MOROCCO

number of players unlimited

You will need:

3 dices

Rules of the game:

Each player has 3 throws available to obtain “Morocco” (two identical dices) or “Big Morocco” (three identical dices). After the first and the second throw, the player can let one or two dices lying and throw the remaining ones in order to obtain “Morocco”. The game is played for victories in individual rounds. The player who has achieved the highest point value in “Morocco”, scored “Big Morocco” or obtained the highest point value in “Big Morocco”.

ATLANTA

number of players unlimited

You will need:

3 dices, a piece of paper and a pencil

Rules of the game:

Each player has 3 throws available. The goal is to obtain as high number of points as possible. Scoring: 1 point is for 100, 6 points for 60, all the remaining points have their own value.

The player will consider after each throw whether he will let some of the dices out of play or whether he will go on throwing all the three dices. Only the end sum of points after the last throw is recorded. The player having the highest number of points at the end of the play becomes winner.

BY HOW MANY

number of players unlimited

You will need:

4 dices, a piece of paper and a pencil

Rules of the game:

The play has 5 rounds. The goal of the game is to obtain as many points as possible. The player throws twice in one round. He uses 2 dices for the first throw. The sum of points he scores constitutes the number from which the sum of points of the two dices in the next throw will be deduced. The player records the result under his name. Evaluation is made after five rounds. The player having the most points or the lowest loss is the winner.

TEN THOUSAND

number of players unlimited

You will need:

4 dices, a piece of paper and a pencil

Rules of the game:

The goal of the game is to exceed 10 000 points. The player being the first to achieve that number becomes the winner of the game. Method of point counting: One point on the dice = 100 points, five points on the dice = 50 points, 3×2 points on the dice = 200 b., 3×3 points on the dice = 300 b., 3×4 points on the dice = 400 b., 3×5 points on the dice = 500 b., 3×6 points on the dice = 600 b., 3×1 point on the dice = 1 000 b., rows 1,2,3,4 (2,3,4,5; 3,4,5,6) = 2 000 points. Other points are not counted. Each player may throw three times and he can let any number of dices on the table after each throw. But he must put off at least one dice, even if it is not favourable for him.

POKER

number of players unlimited

You will need:

5 dices, a piece of paper and a pencil

Rules of the game:

Draw a chart at the beginning of the play so that each player has his column. It is good to define how many rounds the game will have – e.g. 7 rounds. (Suggestion: the less rounds are played, the more thrilling is the play because each throw is important.) This is important for further tactics. The players throw three times in each round. The player whose turn it is throws all the 5 dices. In next two throws he decides whether to throw all five dices again or use only some of them. The goal of each round is to obtain the following combinations: row 1,2,3,4,5, = 20 points, row 2,3,4,5,6 = 250 points, 2 or 3 dices with the same number of points = 30 points + sum of the value of the dices, 4 dices with the same number of points = 50 points + sum of the value of the dices. The player achieving the most points in total after having played all rounds becomes the winner.

VABANK

number of players unlimited

You will need:

5 dices, a piece of paper and a pencil.

Rules of the game:

At the beginning of the play, the players make a deposit to create the bank for which they will play and appoint one banker to watch over the rules of the game. The banker does not take part in throwing. The number of rounds depends on the number of the players. Each dice is thrown separately. The player throws the first dice, then the second, and decides what mathematical operation to use. In the course of one round, he must use adding, subtraction, multiplication and division, each of them only once. After making the calculation, he throws the third dice and repeats the whole procedure. Example: The first throw 3, the second throw 5 points. The player decides to add, $3+5=8$. The third throw scores 6. The player decides to multiply. $8 \times 6=48$. The fourth throw scores 1. The player decides to divide, $48:1=48$. The fifth throw scores 4.

Only deduction remains, $48-4=44$. The player has achieved 44 points. Warning! The results must be exact.
The player with the highest number of points wins the bank. If the player does not succeed to create an exact result, the bank goes to the banker. After all players have played, a new banker is appointed.

LINE

number of players unlimited

You will need:

6 dices, a piece of paper and a pencil.

Rules of the game:

The players throw in a row. Each player throws only once all the 6 dices. Before the actual throw, each player announces what he wants to be counted in. The sets ("announcements") counted in the evaluation: Odd – the player will count in only the points from the dices scoring odd numbers (1, 3, 5); Even – the player will count in only the points from the dices scoring even numbers (2, 4, 6); Row – a sequence of three consecutive numbers = 10 points, a sequence of four consecutive numbers = 15 points, a sequence of five consecutive numbers = 30 points, a sequence of six consecutive numbers = 50 points; Pair – the player will obtain 20 points for each pair; the player will obtain 30 points for each trio. The player having most points in the end of the game is the winner.

MARATHON

number of players unlimited

You will need:

6 dices, a piece of paper and a pencil.

Rules of the game:

The players play with 6 dices. Each player can throw up to three times in one round. He puts away the dices with the necessary values away after each throw. He goes on throwing only with the remaining dices. But it can occur that he changes the tactics during throwing and uses all 6 dices for next throw again.
Each player will get one column of the chart. The play is either free, i.e. the record is made into the chart only after the end of throwing, and the player chooses where to record each of the points, or the play goes "from above down", in prescribed sequence. If the conditions are not met, the relevant fields are crossed out. The play can also have two rounds, i.e. a compulsory and a free set.

Scoring:

- | | |
|---------------|--|
| <i>Ones</i> | - only the dices scoring one point are counted in
(so the maximum possible points in this round is 6) |
| <i>Twos</i> | - only the dices scoring two points are counted in |
| <i>Threes</i> | - only the dices scoring three points are counted in |
| <i>Fours</i> | - only the dices scoring four points are counted in |
| <i>Fives</i> | - only the dices scoring five points are counted in |
| <i>Sixes</i> | - only the dices scoring six points are counted in |

SUBTOTAL – subtotal from previous disciplines

Bonus – the player having a subtotal of at least 63 points will get a bonus of 25 points

1 pair – the points from two dices having the same value are recorded

2 pairs – the points from two pairs of dices having the same value are recorded

Trio – the points from three dices having the same value are recorded

Four identical values – points from four dices are recorded

Small way – the player having the following sequence gets a bonus of 15 points: 1-2-3-4-5

Big way – The player having the complete sequence gets a bonus of 25 points: 1-2-3-4-5-6

Pyramid - all points are recorded, if the following set was created: „1 dice alone, 1 pair and 1 trio"

Chance - the number of points from any throw can be recorded here if the respective throw cannot be classified otherwise (this option is used in case of high number of points).

Game - independently from the number of points of that throw, 50 points are recorded in the GAME field if all dices have the same value.

SUM – the player having most points in final sum is the winner.