

Name: _____

Ten mini dice games modeled after the Olympic event. Best with 1 to 4 players. You need 8 dice, a pen and a score sheet for each player. The players try to score as many points as possible in each discipline. The player with the highest total of points wins the competition. Championship (more players): get gold (3 honours), silver (2 honours) or bronze (1 honour) for each discipline. Tied players all get the better medal. Player with most honours win.

Score sheet design by Eric Gaudet.
Complete rules at www.knizia.com © Dr. Reiner Knizia. All rights reserved.











Reiner Knizia's Decathlon

Name: _____

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Scores

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100 Metres		110 Metre Hurdles	
 <p>Throw the first four dice until you are satisfied with the result. Then throw the other four dice and proceed in the same manner. You have a maximum of seven throws for both sets. <u>Scoring</u>: total value of the dice, 6s count negative.</p>	 <p>Throw all five dice, up to 5 times, until you are satisfied with the result. <u>Scoring</u>: total value of all five dice.</p>		
 <p><u>Run-up</u>: Start with five dice. You must freeze at least one die at each throw. Invalid if frozen dice total is 9 or more. <u>Jump</u>: Start with frozen dice. You must freeze at least one die at each throw. You have three attempts. <u>Scoring</u>: best total value of all dice frozen in jump.</p>	 <p>Start with five dice. You must freeze at least one die at each throw. You can only freeze dice with an even value. You can decide to score at any time. You have three attempts. <u>Scoring</u>: best total value of all frozen dice.</p>		
 <p>Throw one die after the other. You can decide to score at any time. If you throw a 1 you suffer an invalid attempt. You have three attempts. <u>Scoring</u>: best total value of all thrown dice.</p>	 <p>Jumping starts at the height of 10 and is increased by 2 each turn. Players take turn for each height or can decide to skip it. You have three attempts for each height. Throw two to eight dice to equal or exceeds the current height without any 1s. <u>Scoring</u>: the maximum height which was mastered.</p>		
 <p>Jumping starts at the height of 10 and is increased by 2 each turn. Players take turn for each height or can decide to skip it. You have three attempts for each height. Throw all five dice to equal or exceeds the current height. <u>Scoring</u>: the maximum height which was mastered.</p>	 <p>Start with six dice. You must freeze at least one die at each throw. You can only freeze dice with an odd value. You can decide to score at any time. You have three attempts. <u>Scoring</u>: best total value of all frozen dice.</p>		
 <p>Throw the first set of two dice until you are satisfied with the result. Proceed in the same manner for the second, third and fourth set of two dice. You have a maximum of nine throws for the four sets. <u>Scoring</u>: total the value of the dice, 6s count negative.</p>	 <p>Throw the first die until you are satisfied with the result. Proceed in the same manner for each of the remaining seven dice. You have a maximum of thirteen throws for the eight dice. <u>Scoring</u>: total value of the dice, 6s count negative.</p>		