The Manual of Kniffeliger

Kniffeliger is a fun and easy game to play with your friends and family. The following manual describes the rules and the detailed game play.

Contents

How to start the Game

To execute the jar you need to open the terminal where the jar-file is located. To start the client enter:

```
java -jar kniffeliger-VERSION.jar client ipAddress:port [username]
```

And to start the server:

```
java -jar kniffeliger-VERSION.jar server port
```

How to play the Game

To start the game, follow the instructions as written below:

1. To start a game a player first needs to create a lobby.

2. After creating a lobby, at least two players need to enter the lobby.

3. If there are enough players in the lobby, one player in the lobby can press the start button in the game:

Detailed Rules and Gameplay

Rules and Button Explanation

The objective of Kniffeliger is to score points by rolling five dice to make specific combinations which are on the entry sheet. The game consists of 14 rounds. In each round, there are two phases, a main phase and a shifting/swapping phase. In the main phase, a player can roll the dice up to three times to achieve the desired combination or steal an entry. The main phase also gives the opportunity to cross out or freeze entries from opponents. The Buttons and mechanics of the game including the rules are described below:

At the very beginning of the game, the player rolls all five dice with the lever ("arm") button:
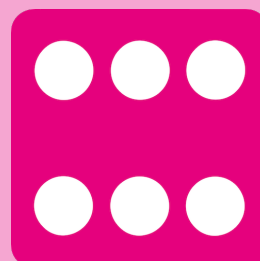
After the first roll, the player can choose to:

1. Keep all the dice as they are,

2. Keep some of the dice and reroll the rest with the lever,

3. Reroll all the dice.

The dice can be chosen to save by clicking on them (they will turn from white to pink) as seen in the example below:
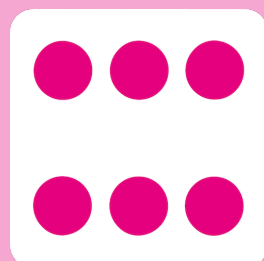
(unsaved dice)   (saved dice)

After the player clicked on the dice and they turned pink, the dice will be saved after the next roll. After the second roll, the player can again choose to keep some or all of the dice and reroll the rest if desired. After the third roll (or earlier if the player chooses), the player must choose one of the 14 scoring categories to score the roll by clicking on them:

| |
|---|
| ones |
| twos |
| threes |
| fours |
| fives |
| sixes |
| threeOfAKind |
| fourOfAKind |
| fullHouse |
| smallStraight |
| largeStraight |
| kniffeliger |
| chance |
| pi |
| |
| |
| |

and then pushing the enter button below:

There are 14 scoring categories, and each can only be used once per game. After you save all the rolled dice, you assign them to a combination on the entry sheet. The scoring categories are the following:

- Ones: Total of all ones rolled
- Twos: Total of all twos rolled
- Threes: Total of all threes rolled
- Fours: Total of all fours rolled
- Fives: Total of all fives rolled
- Sixes: Total of all sixes rolled
- Three of a Kind: Total sum of all dice if at least three are the same

- Four of a Kind: Total sum of all dice if at least four are the same
- Full House: 25 points for three of one number and two of another, so one pair, one triplet
- Small Straight: 30 points for a sequence of four consecutive numbers (e.g., 1-2-3-4)
- Large Straight: 40 points for a sequence of five consecutive numbers (e.g., 2-3-4-5-6)
- Kniffeliger: 50 points for all five dice showing the same number
- Chance: Total sum of all dice regardless of combination
- Pi: 31 points for the combination 3-1-4-1-5 (aka pi)

After you save your dice and assign them to a combination and your saved dice show a sum that is zero modulo 3, you get an action dice. With this dice, you can perform one of the following actions in the next round (in the main phase or the shifting phase):

- Steal an entry (main phase): You can steal an entry of another player instead of rolling the dice. The other player then gets zero points for this combination. Stealing is performed with the steal button, and then choosing your victim and the combination you wish to steal.
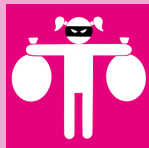
- Freeze a combination (main phase): You can freeze one combination of another player. The other player cannot fill this field in the next round. Freezing can be performed with the freeze button, and then choosing your victim and the combination you wish to freeze.

- Cross out one combination (main phase): You can cross out one combination of another player. The other player cannot fill this combination at any later point. Crossing out can be performed with the cross out button, and then choosing your victim and the combination you wish to cross out.

- Shift all combination sheets (shifting/swapping phase): You can shift the collected points/combinations of all players in a circle by one. Shifting can be performed with the shifting button.

- Exchange two combination sheets (shifting/swapping phase): You can exchange their collected points/combinations with another player. Swapping combination sheets can be performed with the swap button, and then choosing your victim you want to swap with.

- The player can also be lucky and get all of the above actions at once.

The Gameplay

The game consists of 14 rounds. In each round, every player has one turn. Each turn the player goes through the following steps:

1. In the first phase of the game (main phase), the player can roll the dice or play an action that is not the shift or swap action.

    (a) If the player wants to play an action dice, they push the according button and follow the steps mentioned above. If the steal button was pushed, the player cannot roll the dice since each round you can either roll the dice or steal an entry.

    (b) If the player wants to roll the dice, they press the button roll. Each time the player can decide which dice they want to save. Once saved, a dice cannot be played again. The player can roll the dice up to three times or until all dice are saved. If the dice are saved, the player chooses an entry to save the dice for. If the dice are saved then it gets checked if the sum of dice is divisible by three. If so, the player gets one of the action dice mentioned in the rules above.

(c) At the end, the player has to indicate that they want to end their turn via the end turn button, so that the next player can make their move:

2. After every player has rolled their dice, the shifting/swapping phase of the game begins. Every player that has a shift or swap action die can use it now or again press end turn to signal that they do not want to play an action.

   (a) If a player wants to shift the entry sheets, then all entry sheets are shifted by one.

   (b) If a player wants to swap entry sheets, then they need to say with whom they want to swap out their sheets just as described above.

The game continues until all entry sheets are filled, and at the very end, it displays the end of the game. The player with the most points wins. The players can watch the dice and entry sheets of their opponents in the second tab of the game window. The high score list can be accessed via the high score button:

Further Button Explanation

The following lists describes buttons and functions that are not part of the game play but also serve a purpose:
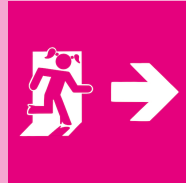
- The sound buttons to mute and unmute the game:

- The home button to return to the lobby:

- The exit button to exit the game:

- The question mark button to access the tutorial:

Further Information

For more information see: www.kniffeliger.com.