NAME: _____

Ten mini dice games modeled after the Olympic event. Best with 1 to 4 players. you need 8 dice. Each player needs a score sheet and pen. The players try to score as many points as possible in each discipline. The player with the highest total of points wins the competition.

REINER KNIZIA'S
DECATHLON

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8 DICE, 1 ATTEMPT

100 METERS

Divide dice into two sets of four. Throw the first four dice until you are satisfied with the result. Freeze the first set. Throw the other four dice and proceed in the same manner. Try to freeze sets of dice with high values but which contain no sixes. Maximum of seven throws, one initial throw for each set and up to five rethrows which may be divided between the sets as desired. **Scoring:** Total the value of the dice, but subtract any sixes from the result.

x4 x4 7 −

5 DICE, 3 ATTEMPTS

LONG JUMP

Run-up: Start with five dice. After each throw you must freeze at least one die. Try to freeze dice with low values. If the total of the frozen dice exceeds 8, your attempt is invalid. Stop throwing with a total of 8 or less on all frozen dice, you then jump.
Jump: Pick up your frozen dice and throw them all. Freeze at least one die and rethrow the remainder until you freeze all dice. Try to freeze dice of high values.
Scoring: Total the value of all frozen used in your jump.

3 x5 1 1 1 1

1	2	3

8 DICE, 3 ATTEMPTS

SHOT PUT

Throw one die after the other. At any point you can stop throwing and finish your attempt. Your attempt must end after all eight dice have been thrown. If you throw a one you suffer an invalid attempt.

Scoring: Total the value of all thrown dice.

3 x1 x1 x1 x1 x1 x1 x1 x1

1	2	3

5 DICE, 3 JUMPS/HEIGHT

HIGH JUMP

Jumping starts at height of 10 and is increased by increments of 2. At each height you can decide whether you will jump or skip it. If you decide to jump, you have three tries at that height which you take back to back before the next player takes his turn. On each jump you throw all five dice. The jump is successful if the total of all dice equals or exceeds the current height. If you have three invalid attempts at one height you have to stop. **Scoring:** The maximum height which was successfully mastered.

3 x5

10 12 14 16 18 20 22 24 26 28 30

8 DICE, 1 ATTEMPT

400 METERS

Divide dice into four sets of two. Throw the first two dice until you are satisfied and freeze them. Proceed with the second, third and fourth sets in the same manner. Try to freeze sets of dice with high values but which contain no sixes. Maximum of nine throws, one initial throw for each set and up to five rethrows which may be divided between the sets as desired. **Scoring:** Total the value of the dice, but subtract any sixes from that result.

x2 x2 x2 x2 9 −

5 DICE, 1 ATTEMPT

110 M HURDLES

Start by throwing all five dice. If you are not satisfied with the result, pick up all the dice and rethrow them. You are allowed up to five pick-ups of the dice. The number of rethrows should be counted out aloud. **Scoring:** Total the value of all five dice.

x5 5

5 DICE, 3 ATTEMPTS

DISCUS

Start with five dice. After each throw you must freeze at least one die. Only dice with even values may be frozen. Try to freeze dice with high (even) values. Stop throwing to finish your attempt at any time or when all five dice are frozen. If you cannot freeze another die your attempt is invalid. **Scoring:** Total the value of all frozen dice.

3 x5 2 4 6

1	2	3

8 DICE, 3 JUMPS/HEIGHT

POLE VAULT

Jumping starts at height of 10, increasing by 2. At each height, decide whether to jump it or skip it. If you decide to jump, you have three tries at that height which you take back to back before the next player takes his turn. On each jump you decide how many dice you want to use. The jump is successful if the total of the dice is equal to or higher than the current height, and if the throw does not show any ones. If you have three invalid attempts at one height you have to stop. **Scoring:** The max. height successfully mastered.

3 x2-8

10 12 14 16 18 20 22 24 26 28
30 32 34 36 38 40 42 44 46 48

6 DICE, 3 ATTEMPTS

JAVELIN

Start with six dice. After each throw you must freeze at least one die. Only dice with odd values may be frozen. Try to freeze dice with high (odd) values. Stop throwing to finish your attempt at any time or when all six dice are frozen. If you cannot freeze another die your attempt is invalid. **Scoring:** Total the value of all frozen dice.

3 x6 1 3 5

1	2	3

8 DICE, 1 ATTEMPT

1500 M

Start by throwing the first die. If you are not satisfied with the result, pick up the die and rethrow it. This can be repeated several times until you freeze the first die. Then proceed in the same manner with the other seven dice. Try to freeze dice with high values but no sixes. Maximum thirteen throws, one initial throw for each die and up to five rethrows which may be divided between the dice as desired. **Scoring:** Total the value of the dice, but subtract any sixes from that result.

x1 x1 x1 x1 x1 x1 x1 x1 13 −