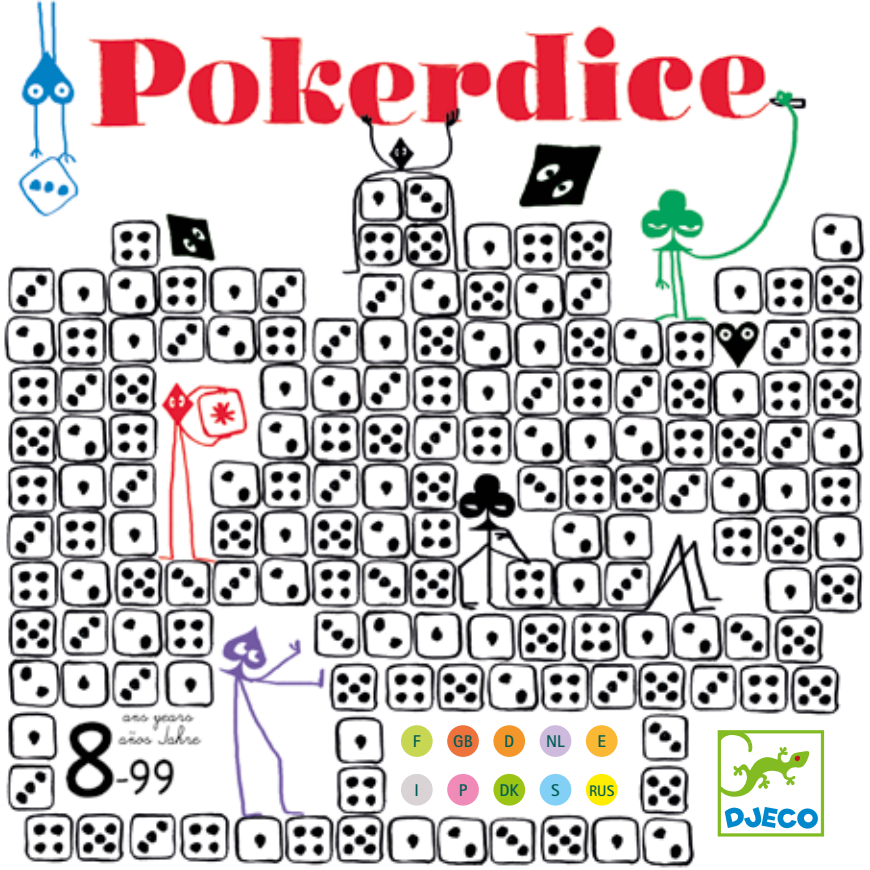


Pokerdice



800 years
800 Jahre

8-99

- F
- GB
- D
- NL
- E
- I
- P
- DK
- S
- RUS





Pokerdice

Contenu • Contents • Inhalt • Contenido
Contenuto • Inhoud • Innehåll • Indhold
Conteúdo • Игровой комплект



x 50



x 5



8-99 years



2 to 5 players



10 min

Contents:

5 dice, 50 cards : 5 sets of 10 "objective" cards.

Object:

To win the most points by rolling combinations of dice.

Preparing to play:

The players each take a set of 10 cards of the colour of their choice.

The youngest player is designated the "active player" for the first round, and then on the second round it will be the turn of the player to his left, and so on.

How to play:

The active player rolls the five dice.

In view of the result showing on the dice, the players each secretly choose one of the "objective" cards they have not yet played, which they lay "objective" side down in front of them.

Once all of the players have chosen their card, the active player, and he alone, turns his card over so that the "objective" side is showing.

The active player may then, if he so wishes, roll all or some of the five

dice once more, and then again for a third time. (He does not have to do so: he has the choice of not rolling again at all, or rolling the dice once or twice more; there are no restrictions on the choice or the number of dice to roll again.)

When the active player decides to stop rolling the dice, the result is final. Then it is the other players' turn to reveal their "objective" cards and all the players check to see if they have met their objective.

- If a player (whether or not he is the active player) **has met his objective**, he **wins his card** and places it with the "objective" side face up in front of him. He wins the number of points indicated on the card.
- If the **active player did not meet his objective**, he **loses his card** and it is permanently discarded from the game.
- If **another player failed to meet his objective**, the **active player wins that player's card** and places it in front of him with the back of the card face up, along with any other cards he has already won. This card will earn him one point, as shown on the back of the card.

The objectives

Joker



Win : 1 point

One pair

2 identical dice faces



Win: 1 point

Three of a kind

3 identical dice faces



Win: 2 points

Two pairs

The faces of the two pairs must be different



Win: 3 points

Small straight

A strict sequence of 4 dice faces



Win: 3 points

No evens

No dice face with an even number



Win: 4 points

No odds

No dice face with an odd number



Win: 4 points

Full house

3 of a kind + 1 pair:
The faces of three identical dice and the pair must be different



Win: 5 points

Long straight

A strict sequence of 5 dice faces



Win: 7 points

Four of a kind

4 identical dice faces



Win: 7 points

NB1: A player automatically wins the "Joker" objective, regardless of the result of the dice.

NB2: "He who can do more can do less" or in other words, for example, a player will win his objective of "one pair" even if there are three identical dice on the final roll. Likewise for certain other objectives.

Winning:

When all the rounds have been played, the players each count their points: they add up the points showing on the "objective" cards they have won and one point for each card won from the other players. The winner is the one with the most points.

In the case of a draw, the player who was the last to be the active player wins.

NB3: In the case of a game involving fewer than five players, the objective cards that have not been played are removed from the game.

Strategic variant for 2 players: each player takes two packs of cards, and plays two cards in each round.