

Ten mini dice games modeled after the Olympic event. The players try to score as many points as possible in each discipline. The player with the highest total of points wins the competition. 8 dice, a pen and a score sheet for each player.

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.


Scores

Score sheet design by Eric Gaudet.
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Scores

Reiner Knizia's Decathlon

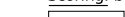
cores

x5


110 Metre Hurdles




Throw all five dice, up to 6 times, until you are satisfied with the result.
Scoring: total value of all five dice.






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.

Scoring: best total value of all frozen dice.

Discus




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.

Scoring: the maximum height which was mastered.

Pole-Vault



3


x6

1+

odd

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.

Scoring: best total value of all frozen dice.




Javelin

x1

x1

x1

x1



1500 Metres

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. Scoring: total value of the dice, 6s count negative.

