

tricky



ROLL & PLAY

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*The entertaining gambling game by Leo Colovini
for 2 – 5 players aged 7 and over.*

Game materials

- Game board
- 5 dice
- 1 dice tower
- 130 Chips
- 1 set of rules

Objective of game

All players try to be stingy with their chips, to give as few as possible of them away and to win as many as possible. To do so they cast the five dice and choose from these as cleverly as they can so that afterwards, when they have to place or take from the game board, they get the best possible result.



Preparing for the game

The game board is placed in good reach of all the players. According to the number of players each person receives a number of chips.

- **With 2 players each player receives 18 chips,**
- **With 3 players each player receives 22 chips,**
- **With 4 and 5 players each player receives 25 chips,**

The remaining chips are kept ready as a general reserve.

How to play

The first player is chosen, who takes all the dice and drops them into the top of the dice tower.

After his throw **the player must lay out at least one dice.**

He can also lay out several dice at the same time. In this case it doesn't matter whether the dice show **equal or different numbers**. It is also possible, when three fours are thrown, to lay out only two of these and to throw the third four again.

After he has decided which dice to lay out the player drops the remaining dice back into the dice tower. From the new cast at least one dice must be laid out and so on, etc. **After all the dice have been laid out** (i.e. at the latest after casting 5 times), the score is counted.

Taking score

For **each dice** chips must now be placed on the game board. The following applies:

- The dice chips must always be placed **on the first free field** of the vertical row of numbers (from the top), according to the numbers on the dice which have been cast.
- **2 chips** (per dice) must be placed on the first field of the ones and twos columns.
- The player must take chips to be placed on **green fields from his own store of chips**.
- The player takes chips to be placed on **yellow fields from the general reserve of chips**.
- When a 6 is thrown the player does not have to use any chips.
- When a player places a chip on a **red field**, he is allowed to take **all the chips from this row of numbers**. All other players have to **discard** as many **chips** into the general reserve as are shown by the red number on the arrow below the red field.

Example:

- 1 On the game board the first three fields in rows 2, 4 and 5 are occupied by chips.
- 2 From the first cast the player lays out the 4 and casts the other 4 dice again. From his second cast he lays out the 2 twos. From the third cast he lays out the 6 and on the last cast he has no choice and has to take the 2 he has cast.
- 3 For the 6 he does not have to discard a chip. For the 4 he places a chip on the next free 4 field. As it is a yellow field, he is allowed to take the chip from the general reserve. For two of the twos cast he places 2 (of his own) chips on the two free 2 fields. Then he takes all the chips from the 2 row which is now full. All other players – according to the number on the arrow – have to put one chip each into the general reserve. Finally he must place two (own) chips on the first two fields for the third dice with a 2. That is the end of his turn.



When a row has been emptied, chips showing the same value as the remaining dice have to be placed in the now empty row.

After the score has been counted, the chips stay on the game board and it is the next player's turn.

Special situation during scoring:

It may be that a player does not have enough chips to place all the required chips on the game board. In this case he can borrow up to 5 chips from the general reserve, but must give them back at the end of his turn. To do so the player must be able to complete at least one row in this way and have chips again at the end of his turn, then the game is continued.

End of Game

The game ends as soon as a player has no chips left at the end of his turn. The player with the highest score wins. In case of a tie there is more than one winner.

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Postfach 470437
D-12313 Berlin

www.schmidtspiele.de

