

Reiner Knizia's Decathlon

An exciting family dice game, best for 1-4 players. You need eight dice and a score sheet (see below).

The Principles of the Game

Decathletes are the kings of athletics. In a gruelling two day competition they run, jump and throw to decide who is the best. Only those who balance the risks and chances of each discipline get to the top.

A decathlon consists of ten independent disciplines: 100 Metres, Long Jump, Shot Put, High Jump, 400 Metres, 110 Metre Hurdles, Discus, Pole-Vault, Javelin, 1500 Metres.

The players try to score as many points as possible in each discipline. The player with the highest total of points after the ten disciplines wins the competition. To record the results, each player uses an individual column of the scoring sheet. The player's name is entered at the top of his column.

Players decide the order of play in the first discipline by the roll of a die. From the second discipline onwards, the leading player always starts, followed by the player with the second highest running total and so on. Ties are resolved by the throw of a die.

If a discipline consists of several attempts, all first attempts are played first, then all second attempts, and so on. Similarly, if a discipline goes over several heights, all players have three consecutive jumps at the first height, then all players jump the next height and so on. All of a player's results are recorded using the left side of his column. The right side of the column is used for the running points total. When a player finishes a discipline, his best result is added to his previous running total to form his new running total.

The ten disciplines are independent of each other. Start playing a discipline right after reading its rules.

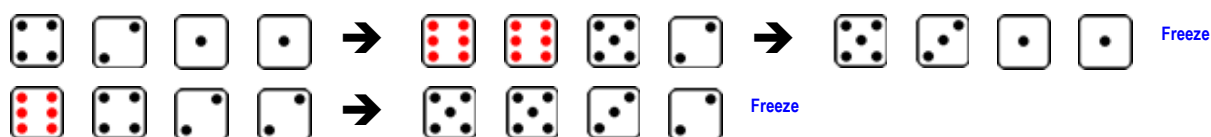
100 Metres (8 dice, 1 attempt)

Divide the eight dice into two sets of four. Throw the first four dice. If you are not satisfied with the result, pick up all four dice and rethrow them. This can be repeated several times until you freeze the first set. Then 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.

You have a maximum of seven throws, one initial throw for each set and up to five rethrows which may be divided between the sets as desired. The number of rethrows should be counted out aloud.

Scoring: Total the value of the dice for numbers one to five, but subtract any sixes from the result.

Example: A 100 Metres with three rethrows resulting in 25 points



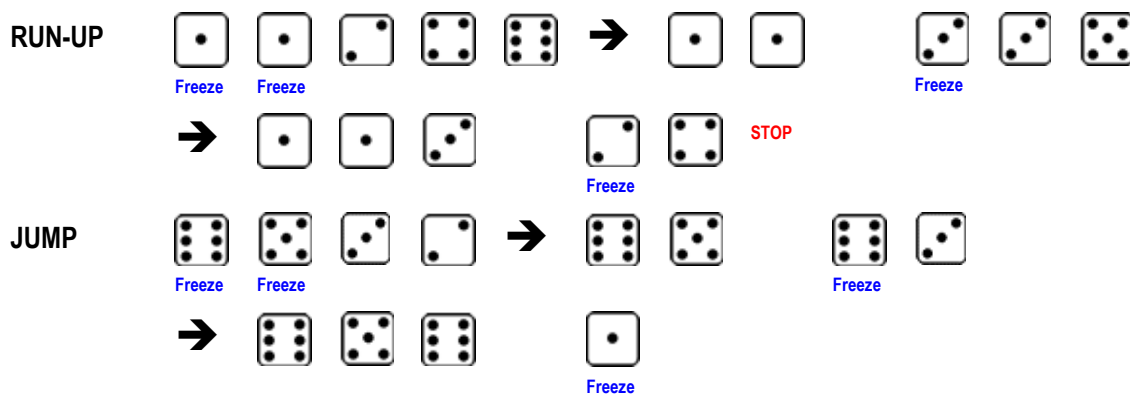
Long Jump (5 dice, 3 attempts)

Run-up: Start by throwing all five dice. Then freeze at least one die. If you wish, rethrow all the remaining dice. You may rethrow several times, but after each throw you must freeze at least one more die. Try to freeze many dice with low values. If the total of all frozen dice exceeds 8, you suffer an invalid attempt by stepping over. If you decide to 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. Proceed in this manner until you freeze all dice. Try to freeze dice of high values.

Scoring: Total the value of all frozen dice used in your jump.

Example: A run-up with a total of 7 and four dice, followed by a jump resulting 18 points.



Shot Put (8 dice, 3 attempts)

Throw one die after the other. At any point you can stop. Your attempt must end after all eight dice. If you throw a one you suffer an invalid attempt.

Scoring: Total the value of all thrown dice.

Example: A Shot Put resulting in 15 points.



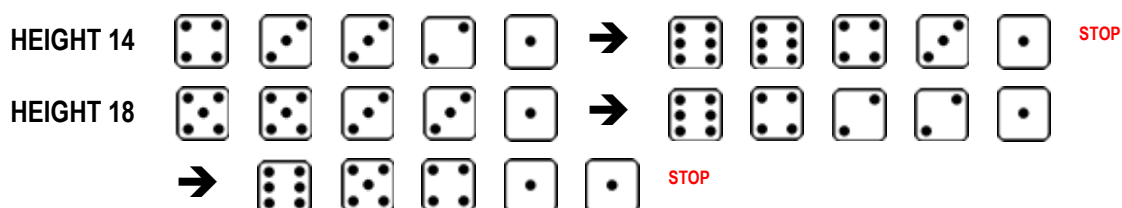
High Jump (5 dice, 3 jumps per height)

Jumping starts at the height of 10 and is increased by increments of 2. At each height you can decide, on your turn, if you try to jump the height or if you skip it. If you go for that height, you have three jumps in which to master it. Take all three attempts 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.

Example: Mastering height 14, skipping height 16 and failing at height 18 results in 14 points.



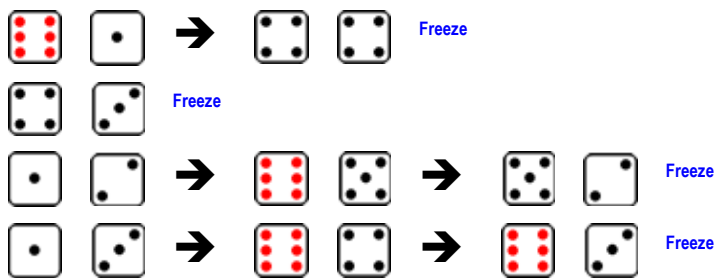
400 Metres (8 dice, 1 attempt)

Divide the eight dice into four sets of two. Throw the first two dice. If you are not satisfied with the result, pick up both dice and rethrow them. This can be repeated several times until you freeze the first set. Then 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.

You have a maximum of nine throws, one initial throw for each set and up to five rethrows which may be divided between the four sets as desired. The number of rethrows should be counted out aloud.

Scoring: Total the value of the dice for the numbers one to five, but subtract any sixes from that result.

Example: A 400 Metres with five rethrows resulting in 19 points.



110 Metre Hurdles (5 dice, 1 attempt)

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.

Example: A 110 Metre Hurdles with one rethrow resulting in 22 points.



Discus (5 dice, 3 attempts)

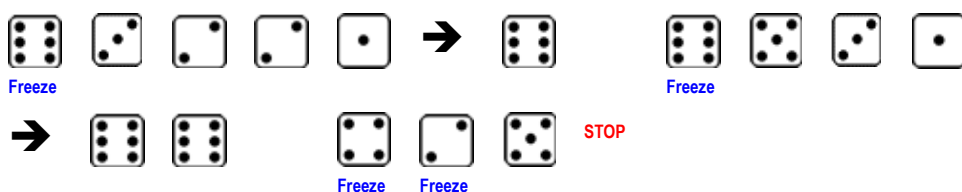
Start by throwing all five dice. Then freeze at least one die. If you wish, rethrow all the remaining dice. You may rethrow several times, but after each throw you must freeze at least one more die. Only dice with even values may be frozen. Try to freeze dice with high (even) values.

You can decide to stop throwing and finish your attempt at any time. An attempt ends automatically when all five dice are frozen.

If, after one of your throws, you cannot freeze another die because all the remaining dice show odd numbers, you suffer an invalid attempt.

Scoring: Total the value of all frozen dice.

Example: A Discus attempt resulting in 18 points.



Pole-Vault (8 dice, 3 jumps per height)

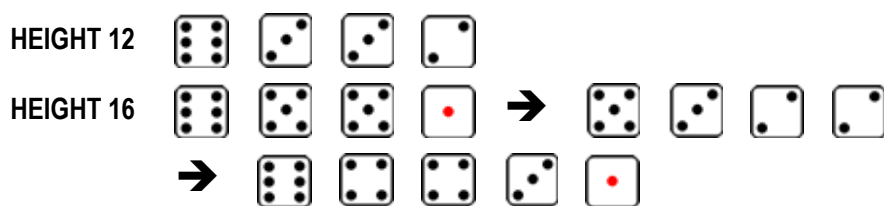
Jumping starts at the height of 10 and is increased by increments of 2. At each height you can decide, on your turn, if you try to jump the height or if you skip it.

If you decide to go for that height, you have three jumps in which to master it. Take all three attempts before the next player takes his turn. On each jump you decide how many dice you want to use and then throw them. 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 suffer three invalid jumps at one height you have to stop.

Scoring: The maximum height which was successfully mastered.

Example: Skipping height 10, successfully mastering height 12, skipping height 14 and failing at height 16 results in 12 points.



Javelin (6 dice, 3 attempts)

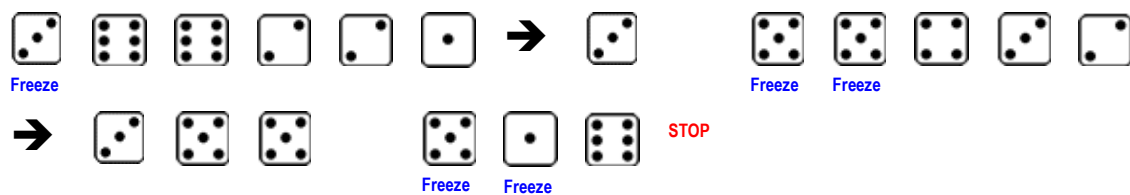
Start by throwing all six dice. Then freeze at least one die. If you wish, rethrow all the remaining dice. You may rethrow several times, but after each throw you must freeze at least one more die. Only dice with odd values may be frozen. Try to freeze dice with high (odd) values.

You can stop throwing and finish your attempt at any time. An attempt ends automatically when all six dice are frozen.

If, after one of your throws, you cannot freeze another die because all the remaining dice show even numbers, you suffer an invalid attempt.

Scoring: Total the value of all frozen dice.

Example: A Javelin attempt resulting in 19 points.



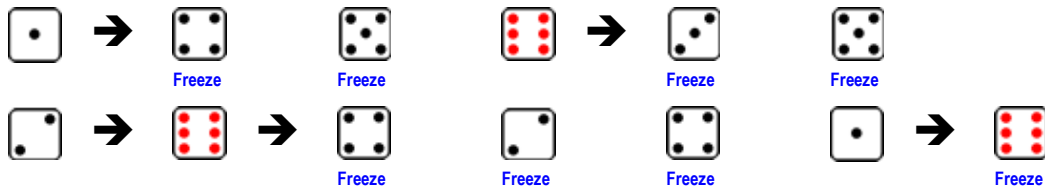
1500 Metres (8 dice, 1 attempt)

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.

You have a maximum of thirteen throws, one initial throw for each die and up to five rethrows which may be divided between the dice as desired. The number of rethrows should be counted out aloud.

Scoring: Total the value of the dice, but subtract any sixes from that result.

Example: A 1500 Metres with five rethrows resulting in 21 points.



Variant: CHAMPIONSHIP

This variant is recommended for larger numbers of players: It provides a championship in ten independent disciplines: 100 Metres, Long Jump, Shot Put, High Jump, 400 Metres, 110 Metre Hurdles, Discus, Pole-Vault, Javelin and 1500 Metres.

The players try to achieve the best result in each discipline. The player with the most points in a discipline wins the gold medal (3 honours), the second best player wins silver (2 honours) and the third best player wins bronze (1 honour). In the case of a tie, all involved players get the better medal. Without a valid result, a player cannot win a medal. The player with the most honours after the ten disciplines wins.

Play progresses as before. However, now the right side of the columns is used to record the running totals of honours for each player.

Example: In the 100 Metres player A and player B achieve 27 points each, player C 25 points, and player D 20 points. Player A and player B win 3 honours each, player C 1 honour.

Reiner Knizia's Decathlon – Score Sheet

Discipline	Player			
100 Metres 2 sets of 4 dice, 5 rethrows, subtract 6's	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Long Jump (3 attempts) Run-up: 5 dice, freeze, max. total of 8 Jump: Only frozen dice, freeze	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Shot Put (3 attempts) Up to 8 dice one after the other, no 1's	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
High Jump (3 jumps per height: 10, 12...) 5 dice	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
400 Metres 4 sets of 2 dice, 5 rethrows, subtract 6's	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
110 Metre Hurdles 5 dice, 5 pick-ups	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Discus (3 attempts) 5 dice, freeze even numbers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Pole-Vault (3 jumps per height: 10, 12...) Up to 8 dice, no 1's	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Javelin (3 attempts) 6 dice, freeze odd numbers	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
1500 Metres 8 sets of 1 die, 5 rethrows, subtract 6's	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>