

Kubi



A game with 5 dice

Cubi

Before the game begins, each player ticks off three numbers in the "tally set", e.g. 1, 4 and 5

Each player gets a sheet with the following table

<u>ungstabelle</u>	<u>Strichmen</u>
2	1 x
3	2
4	3
5	4 x
6	5 x
7	6
8	
9	
10	
11	
12	

Gameplay:

Any number of players roll five dice in turn. First, each player checks to see if any of their ticked numbers from their "dash set" are there. If this is the case, all players draw a line behind one of their ticked numbers. The corresponding die with its number is not taken into account for this roll. It may not be used for the combination (see below). Each player must mark a number from the set of lines on each roll; an exception is if none of his three marked numbers occur.

⇒ Zahlen auf den übrigen vier Würfeln zu je zwei
 zehende Zahl auf der Bewertungstabelle einen



er Strichmenge.
 ie Zahlen 6, 3, 4 und 2 zusammenziehen
 zu 10 + 5 oder zu 7 + 8
 en Strich hinter beide Zahlen auf der Bewertungs

er Strichmenge.
 , 3, 1 und 2 zusammennehmen zu 9 + 3 oder 4 + 8

So for each roll, two dashes are made in the scoring table and one dash in the dash set. The game is played by a player until there are eight dashes behind a ticked number from the dash set. Each number combination that is started counts 200 minus points if it has less than five dashes; if there are five dashes, the value = 0. Each additional dash above five counts the value from the first row of numbers. However, only five more dashes are scored, although the player may apply more.

wertung:

II		- 200	
III	0		
III III	+ 150		
I		- 200	
III III	+ 150		
III III	+ 300		
	<hr/>		
	+ 600	- 400	= 200 Punk

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