



WÜRFEL BLITZ

RULES

Steffen Benndorf



Würfelblitz

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Dice game for 2–7 players age 8 years up

Duration 10–20 minutes

GAME MATERIALS

- 6 coloured special dice, each with one colour dot instead of a pip side



- 3 white dice with six colour dots



- 28 reward discs (14 black and 14 white)



OBJECT

The object of the game is to be the quickest to calculate the correct score of a throw of the dice, and so to be the first to collect 3 black reward discs.

PREPARATION

The reward discs are set aside. The dice are put back in the base of the game box. Depending on the difficulty level either two or three white dice with colour dots can be used. During the early rounds, we recommend the version with two white dice. The first player is nominated.

PLAY

The first player uses the box containing the dice like a dice shaker. When the dice have been shuffled, he flips over the box onto the table so the results are still hidden under it. On the count of “three!”, the box is raised and the dice are revealed.

Now, the priority is to be quick: the challenge is to add together the pips shown on the dice. However, it is **NOT** allowed to count any of the dice whose basic colour is to be seen as a colour dot on one of the other dice.

EXAMPLE



In this example, **black** and **green** are not counted in the scoring because they are displayed on the dice with colour dots.

The result is therefore $3+4+1=8$.

EXAMPLE



All dice with pips are excluded with colour dots. The correct result is therefore **zero**.

Any player who thinks that he/she knows the correct result calls it aloud during the round. **The first player to call out the correct score is rewarded with a white disc.** If several players simultaneously call the correct result, each player gets a white disc.



If a player calls the wrong result, he must hand over a white disc (if he has one).



If the scoring round has finished and the disc(s) have been distributed, the dice are replaced in the box. The dice are thrown next by the winner of the previous round.

When a player has won three white discs, he swaps them for a black disc. Black discs are safe, and there is no need to hand them over if a wrong score is called.



GAME END

The winner of the match is the first player to present three black discs.



Brain teaser for advanced player:

When the dice have been thrown and a colour dot appears at least 2 x, add together just the pips on the dice **that normally don't count**. In other words, compute the scores for the dice with the same basic colour as the colour dots.

EXAMPLE



The **green** colour dot appears twice. Therefore, now only the scores for the excluded **green** and **black** dice are added together. The result is $4+4=8$.

Balancing different skill levels

The number of white discs, which a player earns a black disc for, can be adapted to suit the opponents' different skill levels.

***Example:** Beginners get a black disc for already giving one correct answer. Slightly more experienced players first get a white disc, and they earn the black disc for the second correct answer etc.*



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