

Sport is murder

a strategic dice-card-game by Henning Poehl
for 3 to 6 (un)sporty players

I. What's it all about?

It is the goal of the game to become as fit as possible, by exercising sport as much as possible. Since exercising sport, as the game points out here, can be extremely dangerous, this game does not require any sporty activities of the player exercising the sport in the game.

II. Game material

110 cards:

There are different cards and card sets

1 card „1A-coach “

1 card „The best coach available! “

1 card „Doping “

1 general card „dice inside/outside “

2 x 5 general cards „expiration of play “and „short rules “ (sorry, these cards only in german)

96 sport cards: 8 card sets to 8 different sports, consisting of in each case 12 cards (in each case 9 times training and three different accidents) in each case with an own sports article as back.

60 dice: 6 x 10 dice in six different colors.

12 plastic chips: 12 x „doping-pills “

III. Set-up:

Each set of cards of one sport is shuffled independently. These different card sets of the different sports are placed face down onto the table in form of a circle.

The doping card is placed into the center of the circle.

The card „dice inside/outside “is put face up with the side „outside“ near the circle, so that each player can see it.

Each player receives:

- a set of dice with 10 dice in one color of the players choice.
- furthermore each player receives two different cards „play overview“ (with six players a player receives this rule instead of the this card).
- one doping-pill

The remaining doping-pills are put onto the card „doping“.

The cards „1A-coach“ and „The best coach available!“ will be made available for the game.

IV. Play of the game:

The game is played in several turns.

Each turn is subdivided into nine sequential phases. Each phase will be accomplished in each case by all players, before one changes into the next play phase.

1. Distributing the coaches
2. The trainings roll
3. Effects of the coaches and doping
4. Arranging the training units
5. Get back free power reserves
6. Healing of injuries
7. Reduction of training
8. Training, sport accidents and tournaments
9. Interpretation of doping

The play process in detail:

1. Distributing the coaches

At the beginning of each turn the 1A-coach moves one place further to the left. The player, who gets the 1A-coach now, is the starting player in all play phases of the current turn.

The owner of the 1A-coach gives the card „The best coach available!“to a player of his choice (he may not take the card for himself), afterwards he reveals the general card „dice inside/outside“.

Note: In the first play round the coaches are only distributed after the trainings roll!

2. The trainings roll

All players now take all their free dice into the hand and roll on instruction of the starting player at the same time a power roll (e.g. on the command „one, two, three).

Depending upon the number of spots, which is shown by the dice, the players may place their dice in front of a sport in the later phases of the game.

Note: *In the first turn the player, whose roll shows the highest number of spots, gets the 1A-coach and gives the card „The best coach available! “ to a player of his choice (he may not take the card for himself).*

3. Effects of the coaches and doping

Who possesses a coach, can use this one now. The player, who possesses the 1A-coach, may now roll any number of dice again, in order to improve his roll. The player, with „The best coach, which I could get “, gets now two doping-pills. One of the doping-pills he keeps and the second one he gives to a fellow player of his choice. In such a way distributed doping-pills may be directly used, or can be kept until they are needed. Moreover one may now throw a dice of any player (also an own) again in order to improve a throw (or worsen it for another player).

After the coach effects were accomplished, a player, who possesses doping, may use this now (and only now!).

The player can use his dopingpill ...

1.) ... to repeat his entire throw with all free dice. A dopingpill used in this way is given back again to the supply of the doping-pills on the dopingkarte.

Note: One should try this only if one does not have anything useful at all, since otherwise the danger exists to worsen ones throw.

2.) ... to dope an individual own dice with the dopingpill. For this a dice is turned onto any spot number and put with the new spot number onto the dopingpill. The doped dice has to be used in the following „distribution of the training units “with a sport (whereby the dopingpill remains under the dice clearly visible). If a doped dice is displayed in front of a sport, before which its own dice is already laid out, then the spot number of the doped dice must be higher than the spot number of the dice, which is already laid out before the sport.

Note: Since the second possibility guarantees a reasonable value contrary to the first one, the second possibility is more sensible.

4. Arranging the training units

Beginning with the player, who possesses the 1A-coach, the players now distribute (in clockwise direction) their dice to the openly laid out sport. For this the dice of the training throw (with the modifications by coaches and doping) are used. The spot numbers, which the dice show, may not be changed now any more.

The following rules apply:

Dice may be laid out only to open sport.

At an open sport, where so far there is no own dice, only an own dice with the spot number one may be put down.

At an open sport, where there already is an own dice, a dice with a spot number smaller, equal or one point higher than the spot number of the own dice already lying may be put down.

In order not to come into disorder in the play process, which dice are new and which old, one should place the dice in each round alternating times above (within the card ring) and below the card (outside of the card ring).

For a better overview, where in which round the new dice are put down, the card „dice outside/inside “ serves .

Example: Ute has a dice with the spot number 1 lying above the cards with the sport tennis. She may now put a dice from her training throw, which shows a 1 or 2, below the cards of tennis. Paul has a dice with the spot number 4 lying above the cards of billard. He may now place a dice with 1, 2, 3, 4 or 5 spots below the billard cards. He may not put a 6 down there. Rikarda has displayed a dice with 5 spots at one sport, she may now use a dice with any kind of numbers on it at this sport.

For displaying dice it is important whether ones own dice is already lying and which number of spots it indicates . The presence of strange dice does not affect the kind of dice, which one wants to put down.

A player may only display one new dice in front of a sport. Note: In order to make progress in a sport, one should continually increase ones training.

5. Get back free power reserves

After all players have distributed all the dice, which they wanted to distribute to sport, they have to recollect all dice which had been displayed in the round before, and put them back into their supply. Note: Now also the dice, which are still laid out at possibly closed sport, are recollecting by the players.

6. Healing of injuries

Players whose dice is laid out onto a „U4 “- or „U2 “card, now turn each dice on a card one value down. If a dice cannot be turned down, because it already shows a one, then the dice comes back into the supply of the player. The accident card remains with the player.

7. Reduction of training

Each player, who has no dice put down at an open sport, of which he already possesses training units, has to remove a card of this sport from its display and put it face down into the drawing stack of the sport concerned. Note: Training units, which a player possesses of a closed sport, are never diminished.

8. Training, sport accidents and tournaments

Now the training will successively be evaluated. One begins with Bowling and then goes through the sport succeedingly in the clockwise direction.

Now there will be as many cards of each sport be uncovered as there are dice with this sport.

If there are not sufficient cards, only the available cards will be uncovered.

The following uncovered cards can be differentiated:

- **Training units of the sport (+1)**
- **Varying heavy accidents (U2, U4 and U6)**

The cards, which are laid out before a sport, are distributed, if the players cannot agree, by contests. Contests are made until all cards are distributed, which are laid out in front of a sport.

To contests the following rules apply:

- Contests are made in principle with all free available dice (dice, which are not laid out in front of a sport).
- The sum of the roll indicates the order, in which the players may select one of the openly laid out cards for themselves. A player with a higher total roll may always select before a player with a lower roll.
- If there is a tie the order of rank of the players concerned will be determined by a renewed contest.
- Players with „the 1A-coach “ may throw any number of own dice in a contest again, after all other participants have rolled the dice.
- Players with „the best coach available“ may in a contest throw one arbitrary dice (own or from another player) again, in order to improve or worsen a result.

Special case: In the play process it can occur that no longer sufficient cards are available for distributing. Then a player, whose turn it is to select a card can also decide to take no card if there are still sufficient players present, who can take up the remaining cards. No cards may remain after distributing. The last ones must take the cards, even if they do not want to have them. On the other hand the last ones will be missed out, if the players before them take all cards, which are laid out.

Evaluating the cards, which a player has received

After the cards in front of a sport has been distributed to the players, who laid out dice before that sport, it is evaluated whether the players add the card to their display or whether the cards come back again into the card deck of the sport. Whether a player keeps the card or not, is dependent on the so called „training success“ and/or the „accident risk“, and whether the last card of the card deck of a sport was uncovered.

For evaluating the uncovered cards the personal training success and/or accident risk of each player must be computed. For the calculation of the training success and the accident risk in each case only those dice are regarded, which are laid out in front of a sport. Training success and accident risk are computed as follows:

number of spots of the own dice lying in front of a sport

plus one, if a doping-pill is below the own dice

plus the number of strange dice lying in front of the same sport

Training unit: A player may put a new training unit (card of a sport) to his display only if his „training success“ is larger than the number of training units of the same sport, which are already laid out before him. Otherwise he must return the training unit covered under the appropriate drawing stack.

Accidents: An accident occurs usually only if the accident risk of a player at a sport is larger or equal to the probability of occurrence, which is indicated on the card.

Special case: An accident always also occurs (independently of its probability of occurrence and the accident risk) if at the beginning of the card distribution the last card of the sport concerned was uncovered (if there is no covered card in the drawing stack of the sport anymore).

U2 - slight accident (probability of occurrence 2)

The player, who suffers the accident, must put the card in front of himself. Then he removes his dice, which is laid out in front of the sport concerned, and puts it upward with two spots onto the accident card concerned.

U4 - Heavy accident (probability of occurrence 4)

The player, who suffers the accident, must put the card in front of himself. Then he removes his dice, which is laid out in front of the sport concerned, and puts it upward with four spots onto the accident card concerned.

U6 - Deadly accident (probability of occurrence 6)

If a player suffers a deadly accident, then due to the heaviness of the accident the training unit of this sport will be **closed** and in the following rounds no further dice will be allowed (until finish of the game) to be put onto this sport anymore. In order to indicate this, the accident card is put openly onto the card deck. The dice of the player concerned, who is laid out in front of the sport, is put above onto the card and remains there up to the end of the game. A sport is closed after a deadly accident occurred, and the players cannot in the following play get any more training units (cards) of this sport. Also they cannot lose training units which they already received. Cards, which one has laid out from a closed sport are therefore safe.

During an evaluation all cards, which were distributed to the players, are always evaluated. For the process of the evaluation it does not matter, when and whether a deadly accident (U6) occurs. However the sequence of the evaluation is crucial for the order of the cards, which are put back into the card deck of a sport right at the bottom, because the players may not put them out in front of themselves.

Example: Rikarda, Paul and Edgard have one dice each lying in front of football. Because together there are three dice, three football cards are uncovered. The cards show twice a training unit and one accident „U4 “. The players accomplish a contest among themselves. For this they throw all dice which are not involved with a sport or an accident. Paul and Edgard throw the two highest numbers and take each a training unit. Rikarda receives the remaining accident card. Paul had the highest throw during the contest and therefore evaluates his card first. His dice shows a 3 and is doped. Its training success therefore amounts to 3 (spot number of the own dice) +1 (dopingpill) +2 (other dice) = 3+1+2 = 6. Paul so far had only 3 football cards lying in front of him. Since his training success amounts to 6, he may now add the new card to his display. Edgars dice shows 2 and is not doped. His training success amounts to 2 (spot number of the own dice) +0 (no dopingpill) +2 (dice of other players) = 2+2 = 4. Edgard has already four cards of football in his display. His training success of 4 is not higher than his display and thus he may not put the card into his display. He puts the card again face down under the football card deck. Rikardas dice in front of football shows a 1 and is not doped. Her accident risk amounts to 1 (spot number of the own dice) +0 (no Doping) +2 (number of dice of other players) = 1+2 = 3. Thus her accident risk is 3 and smaller than the probability of the occurrence of the accident-U4 (= 4). She therefore does not suffer an accident and can put the card again upside down under the football card deck. If the cards would have been differently distributed during the contest and if Edgard would have gotten the accident card and Rikarda the training unit, then Edgard would have suffered the accident (Edgars accident risk amounts to 4) and Rikarda could have laid out a football card (Rikardas training success amounts to 3), since she still did not have a football card in her display.

9. Interpretation of doping

Now each player having a doped dice in front of a sport has to draw an additional card of the sport concerned. This card applies only to the player with the doped dice. If the player draws a training card, he may put it into his display, if he possesses appropriate training success.

If the player pulls an accident card, the accident immediately occurs to him, if his accident risk is large enough or if it is the last card of the card deck of the sport.

Otherwise the appropriate cards are put again under the drawing stack of the appropriate sport. After the additional card was evaluated, the dopingpill below the dice is removed and given back in the doping-pill supply.

If there are several doped dice in front of a sport, then by means of a contest one decides, in which order the players draw the cards, which apply only to them in each case.

If a player cannot pull a card of a sport any more, because the sport was closed briefly before in the round, then the player will be missed out and removes the dopingpill from under his dice. After the doping of all players and all sport was evaluated, no more doping-pills may be lying below a dice.

Note: If due to doping the last covered card of a sport is drawn from the card deck, then the (deadly) accident occurs immediately, independently of the accident risk of the player.

after 9.: Beginning with a new round/playing

If there are still free sports, a new round will be started with the first phase (distributing coaches). If all sports are closed (all deadly accidents were suffered), the game ends and the final evaluation will be accomplished.

10. End of the game and scoring

For the evaluation of the training success the number of sports in a players display is multiplied by the number of cards in the longest chain of a sport. At a tie the toughest sportsman is natural that one, who has completed the most training units despite many accidents. At a tie therefore that player won, who has got the most accident cards in his display (including also the deadly accidents, which are marked by the dice of the player). If even then there is a tie, there are several winners.