





# Schocken

**Contents:** 2 dice cups, 3 red dice, 3 blue dice, wooden discs

## Setting up the game:

Both players each receive a dice cup and three dice in the same colour. The tower of wooden discs is placed between the players in the middle of the table.

## Aim of the game:

The players must attempt to throw as high a combination as possible in order to avoid getting penalty points. The possible combinations and the corresponding penalty points are listed in the table at the end of these instructions. The player with the least penalty points at the end of the game is the winner.

## Rules of play:

The game is played in two rounds:

### First round:

Before starting, determine who will go first.

The first player can then throw the dice up to three times in order to obtain a combination. If you decide to throw again after your first throw, you can choose how many dice you want to throw (all three dice, or only two or one dice). After a maximum of three throws, the dice cup must remain on the table so that your combination remains hidden.

The next player then throws the dice, proceeding in the same way as the first player. Once you have both completed your turns, reveal your dice and determine who has the highest throw. If you both have the same combination, the first player wins.

Next, use the table to calculate how many penalty points (wooden discs) the loser will receive. This depends on the winner's combination. For example, if the winner throws a street, the loser receives 2 penalty points.

For the next throw, the loser goes first and the game proceeds in the same way. Once there are no more wooden discs in the middle of the table, the loser obtains their wooden discs from the winner. This continues until one of the players has collected all the wooden discs. This player loses the first round.

### Second round:

In the second round, the loser from the first round obtains the red wooden disc, which serves as a reminder that they lost the first round. The game then proceeds in the same way as the first round.

**End of the game:** If the same player wins both rounds, they win the game. If each round was won by a different player, a final round is played to determine the winner.

## Points conversion table

Simple throw (highest number)	e.g. 2,2,1 or 5,2,1	1 penalty point
Street	1,2,3 / 2,3,4 / 3,4,5 etc.	2 penalty points
Drilling / General	2,2,2 / 3,3,3 / 4,4,4 etc.	3 penalty points
Schock 2 - 6	1, 1,2 – 1, 1,6	2 to 6 penalty points depending on the last number ( <b>Schock</b> )
Jule	1,2,4	7 penalty points
Pippi	1,2,2	9 penalty points
Schock Out	1,1,1	All penalty points

## Special rules for certain combinations:

- **Jule** and **Pippi** must be obtained in one single throw
- If you throw two sixes in one throw, you can change one of the sixes into a 1.
- If you throw a Schock Out, the other player receives all the wooden discs and loses the entire round or the final.

The game contains pieces for 2 players. If you want to play in a larger group, additional dice and dice cups are required.