

## CHEKOV

Players: 2 to 3 (6) Duration: 20 min Age: +8

### Components:

2 6-sided dice, 3 or more pencils or markers of different colors and a game sheet.

### Preparation:

The configuration for Chekov could not be easier. Simply hand out a pencil to each player, place the score sheet in the center of the players and choose a player to start, for example the last one who visited Russia.

### Game:

Chekov requires that his players take turns rolling the dice. The goal is to try to capture ('mark') the numbers to get points as the game progresses.

The flow of the game is simple enough for anyone to understand.

Roll dice and select a value: a player is required to roll all 3 dice together. Only one roll is allowed per turn, so don't look here for any smart mechanics that alter the dice.

Using the 3 values obtained (from 1 to 6), the active player must choose either one to form a 2-digit number. The only restriction here is that you cannot choose a number if it has already been "dialed" by another player.

Once a legal value is selected, it is recorded simply by circling the value on the score sheet using the player's colored pencil. That number cannot be taken by anyone else during the course of the game.

### Score:

A player will earn points if he "dials" a number that forms a "3 in a row". These can be formed horizontally, vertically and diagonally and a 3 in a row, so the active player will be the winner of those 3 points.

The score can also be if the additional numbers are "dialed" to add to a row of 3 or more, with 1 point added for each additional number "dialed" in a punctuation sequence.

It should be clarified, however, adding numbers to a scoring sequence will only offer the new numbers and will not score mega points.

For example, adding 2 additional numbers to a chain will only earn 2 additional points and not another 5, since the original 3 in a row has already been scored.

### Game over:

A Chekov game will come to an end when all the numbers have been 'dialed' or when the remaining numbers do not offer enough points to exceed the leader player's score.

The player with the highest score will be the winner of Chekov.

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Play ½ the board for a 1-3 Player game,  
and the whole board for a 4-6 Player Game

11	12	13	14	15	16	11	12	13	14	15	16
21	22	23	24	25	26	21	22	23	24	25	26
31	32	33	34	35	36	31	32	33	34	35	36
41	42	43	44	45	46	41	42	43	44	45	46
51	52	53	54	55	56	51	52	53	54	55	56
61	62	63	64	65	66	61	62	63	64	65	66

Player	Player	Player	Player	Player	Player

→

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and the whole board for a 4-6 Player Game

11	12	13	14	15	16	11	12	13	14	15	16
21	22	23	24	25	26	21	22	23	24	25	26
31	32	33	34	35	36	31	32	33	34	35	36
41	42	43	44	45	46	41	42	43	44	45	46
51	52	53	54	55	56	51	52	53	54	55	56
61	62	63	64	65	66	61	62	63	64	65	66

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31	32	33	34	35	36	31	32	33	34	35	36
41	42	43	44	45	46	41	42	43	44	45	46
51	52	53	54	55	56	51	52	53	54	55	56
61	62	63	64	65	66	61	62	63	64	65	66

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51	52	53	54	55	56	51	52	53	54	55	56
61	62	63	64	65	66	61	62	63	64	65	66

Player	Player	Player	Player	Player	Player

Cut on light grey lines. Will fit in the tin.

This 4-6 player expansion was created by Michael Sanders (2013)  
and play tested by his gaming group.

The group only plays the first to 15 rather than fill the board because of the  
length of time the extra players add.

Note: The numbers repeat on the board 2 times

↑  
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