

Become the World's Greatest Athlete in RK's Decathlon, best with 1 to 4 players: play 10 dice games modeled after the famous athletics discipline. You will need 8 dice plus a scoresheet for each player. Players try to score as many points as possible in each event. The player with the highest points total after the 10 events wins the competition. // **Championship variant**, for 5+ players: receive Honour-points for First (3), Second (2) and Third (1) rank in each event. Tied players all get the better rank. The player with the most Honour-points wins.

ATHLETE:

SCORES		event	
1	100 Meters	Throw the first set of 4 dice until you are satisfied with the result. Proceed in the same manner for the second set. You have a maximum of 7 throws total. Score: total value of the dice, 6s count negative. 2 4D 7	5D 1D+ 1D+ 8 1D+
2	Shot Put	Throw 1 die after the other. You can decide to score at any time. If you throw a 1 you suffer an invalid attempt. You have 3 attempts. Score: best total value of all thrown dice. 8 1D	5D 13
3	400 Meters	Throw the first set of 2 dice until you are satisfied with the result. Proceed in the same manner for the second, third and fourth sets. You have a maximum of 9 throws total. Score: total value of the dice, 6s count negative. 4 2D 9	5D 6
4	Discus	Start with 5 dice. Freeze at least 1 die per throw. You can only freeze dice with an even value. You can decide to score at any time. You have 3 attempts. Score: best total value of frozen dice. 5D 1D+ 2,4,6	2-8D 13
5	Javelin	Start with 6 dice. Freeze at least 1 die per throw. You can only freeze dice with an odd value. You can decide to score at any time. You have 3 attempts. Score: best total value of frozen dice. 6D 1D+ 1,3,5	10-12-14-16-18-20-22-24-26-28-30-32-34-36-38-40-42-44-46-48-50-52-54-56-58-60-62-64-66-68-70-72-74-76-78-80-82-84-86-88-90-92-94-96-98-100
6	High Jump	Jumping starts at a height of 10, increased by 2 each turn. Players take turns at each height or may skip. Throw all 5 dice to equal or exceed the current height. You have 3 attempts at each height. Score: the maximum height that was mastered. 10-12-14-16-18-20-22-24-26-28-30	5D 13
7	110m Hurdles	Throw all 5 dice until you are satisfied with the result. You have a maximum of 6 throws total. Score: total value of the dice. 5D 6	5D 6
8	Pole Vault	Jumping starts at a height of 10, increased by 2 each turn. Players take turns at each height or may skip. Throw 2 to 8 dice to equal or exceed the current height, but without any 1s. You have 3 attempts at each height. Score: the maximum height that was mastered. 10-12-14-16-18-20-22-24-26-28-30-32-34-36-38-40-42-44-46-48-50-52-54-56-58-60-62-64-66-68-70-72-74-76-78-80-82-84-86-88-90-92-94-96-98-100	2-8D 13
9	1500 Meters	Throw the first die until you are satisfied with the result. Proceed in the same manner for each of the remaining 7 dice. You have a maximum of 13 throws total. Score: total value of dice, 6s count negative. 8 1D 13	5D 13
10	Championship variant points / event 1-10	Championship variant points / event 1-10	

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A close-up photograph of a hand-drawn grid on a piece of paper. The grid consists of several intersecting lines forming a series of squares. In the lower-left portion of the grid, the numbers 1, 2, and 3 are handwritten in a dark ink. The number 1 is in the top-left square, 2 is in the middle square, and 3 is in the bottom square of a small column. The lines of the grid are slightly irregular, suggesting they were drawn by hand.

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ATHLETE:

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Reiner Knizia's Decathlon

DATE / ATHLETE:

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Event	Rules	Icons	1	2	3	4	5	6	7	8	9	10
100 Meters	Throw the first set of 4 dice until you are satisfied with the result. Proceed in the same manner for the second set. You have a maximum of 7 throws total. Score: total value of the dice, 6s count negative.	4D, 7, 6s										
Long Jump	Run-up: Start with 5 dice. Freeze at least 1 die per throw. Invalid if frozen total above 8. Jump: Start with frozen dice. Freeze at least 1 die per throw. You have 3 attempts. Score: best total value of dice frozen in a jump.	5D, 1D+, >8, 1D+, 3										
Shot Put	Throw 1 die after the other. You can decide to score at any time. If you throw a 1 you suffer an invalid attempt. You have 3 attempts. Score: best total value of all thrown dice.	1D, 1, 3										
High Jump	10 - 12 - 14 - 16 - 18 - 20 - 22 - 24 - 26 - 28 - 30 Jumping starts at a height of 10, increased by 2 each turn. Players take turns at each height or may skip. Throw all 5 dice to equal or exceed the current height. You have 3 attempts at each height. Score: the maximum height that was mastered.	5D, 3										
400 Meters	Throw the first set of 2 dice until you are satisfied with the result. Proceed in the same manner for the second, third and fourth sets. You have a maximum of 9 throws total. Score: total value of the dice, 6s count negative.	4 2D, 9, 6s										
100m Hurdles	Throw all 5 dice until you are satisfied with the result. You have a maximum of 6 throws total. Score: total value of the dice.	5D, 6										
Discus	Start with 5 dice. Freeze at least 1 die per throw. You can only freeze dice with an even value. You can decide to score at any time. You have 3 attempts. Score: best total value of frozen dice.	5D, 1D+, 2,4,6, 3										
Pole Vault	10 - 12 - 14 - 16 - 18 - 20 - 22 - 24 - 26 - 28 - 30 - 32 - - 48 Jumping starts at a height of 10, increased by 2 each turn. Players take turns at each height or may skip. Throw 2 to 8 dice to equal or exceed the current height, but without any 1s. You have 3 attempts at each height. Score: the maximum height that was mastered.	2-8D, 1, 3										
Javelin	Start with 6 dice. Freeze at least 1 die per throw. You can only freeze dice with an odd value. You can decide to score at any time. You have 3 attempts. Score: best total value of frozen dice.	6D, 1D+, 1,3,5, 3										
1500 Meters	Throw the first die until you are satisfied with the result. Proceed in the same manner for each of the remaining 7 dice. You have a maximum of 13 throws total. Score: total value of the dice, 6s count negative.	8 1D, 13, 6s										
			Total / Rank	Total / Rank	Total / Rank	Total / Rank						