

Brad Nordeng's Heptathlon

Best for 1-4 players

Requires 7 dice and 1 score sheet and pencil per player


1. 100 Meter Hurdles (1 attempt) – Speed

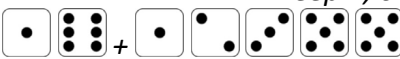
You get 3 rolls. Start by rolling 4 dice. Keep as many dice as you wish. Add the 3 remaining dice to those you didn't keep and roll. Keep as many of the 7 dice as you wish and roll the others. Then keep and roll dice again.


Speed: For each speed mark, keep and roll dice again


Scoring: For each 1 rolled, cross out one of the three -7s on the score sheet (clearing hurdles). Add all 7 dice together and subtract -7s that are not crossed out. If your total is negative, you score zero points.

Example: Player with Speed +1

Roll 1:  → Keep 1, 6

Roll 2:  → Keep 1, 6, 1, 5, 5

Roll 3:  → Keep 1, 6, 1, 5, 5, 4

Roll 4:  → Score = 1 + 6 + 1 + 5 + 5 + 4 + 2 - 7 = **17 points**

2. High Jump (3 attempt per height) – Jumping, Size


For each height, choose to attempt the height or skip it. For each height attempted, you get 3 attempts. On each attempt, roll 3 to 7 dice. If there are 3 consecutive numbers on any of the dice rolled or if your sum is less than the height, you failed the attempt. Otherwise, if the sum of dice rolled is greater than or equal to the height, you succeeded and move to the next height. Failing all attempts at one height ends this event for you.

Jumping: For each jumping mark, add 1 to your sum of dice on each attempt


Size: For each size mark, you get 1 more attempt per height

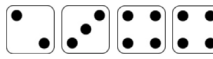
Scoring: Score the highest height where you had a successful attempt. If you had no successful attempts, you score zero points.


Example: Player with Jumping +2, Size +1


Height 9: Attempt 1 – Roll 3 dice  → +2 (Jumping) = 10 = Success

Height 12: Skip

Height 15: Attempt 1 – Roll 4 dice  → +2 (Jumping) = 13 = Failure

Attempt 2 – Roll 4 dice  → 3 consecutive #s (2, 3, 4) = Failure

Attempt 3 – Roll 4 dice  → +2 (Jumping) = 14 = Failure

Attempt 4 – Roll 5 dice  → 3 consecutive #s (4, 5, 6) = Failure

Score = **9 points** (for clearing Height 9)

3. Shot Put (3 attempts) – Strength, Size

There are 2 parts to this event, the spin (part 1) and the throw (part 2). The player must perform each part at least once to have a successful attempt. You get 3 total rolls for the spin and the throw per attempt.

The Spin (part 1): Roll 7 dice. You may keep all dice of the same number. At this time or after any roll, you may stop and move to the throw (part 2). To continue the spin, roll the dice that weren't kept and then keep all the same number (from the 7 on the table).

The Throw (part 2): Write the number on the score sheet of the face of the dice kept. Roll the kept dice. You may keep any of the rolled dice and roll the other dice that were kept from the spin until you're out of rolls.

Strength: For each strength mark, perform an additional roll

Size: For each size mark, add 1 to your score on each attempt

Scoring: Add the number from the spin (part 1) for the face of the dice kept in that part plus all dice from those rolled during the throw (part 2). Best attempt is your score for this event.


Example: Player with Strength +1, Size +1

Roll 1:  → Keep 3, 3

Roll 2:  → Keep 6, 6

Roll 3:  → Keep 6, 6, 6, 6

Stop Spin (part 1); Write 6 on the score sheet; start Throw (part 2)

Roll 4:  → Score = 6 (spin) + 1 + 3 + 4 + 6 + 1 (Size) = **21 points**

4. 200 Meters (1 attempt) – Speed

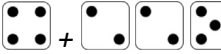
You get 3 rolls. Start by rolling 2 dice. Keep as many dice as you wish. Add 2 dice to those you didn't keep and roll those dice. Keep as many dice as you wish from all that have been rolled during this event. Add 2 dice to those you didn't keep and roll those dice.


Speed: For each speed mark, keep and roll dice again (adding the unused die)


Scoring: For each unique pair of dice, you sum the numbers on those dice together


Example: Player with Speed +2

Roll 1:  → Keep 4

Roll 2:  → Keep 4, 5

Roll 3:  → Keep 4, 4, 5

Roll 4:  → Keep 4, 4, 5, 5, 6

Roll 5:  → Score = 4 + 4 + 5 + 5 = **18 points**

5. Long Jump (3 attempts) – Jumping

There are 2 parts to this event, the run up (part 1) and the jump (part 2). The player must perform each part at least once to have a successful attempt. You get 4 rolls per attempt.


The Run Up (part 1): Roll 7 dice. You may keep any die that is the only one showing its face number. At this time or after any roll, you may stop and move to the jump (part 2). To continue the run up, roll the dice that weren't kept and then keep any die that is the only one showing its face number (from the 7 on the table).


The Jump (part 2): Roll the kept dice (all unique numbers, so 6 dice at most). You may keep any of the rolled dice and roll the other dice that were kept from the run up until you are out of rolls.

Jumping: For each jumping mark, perform an additional roll

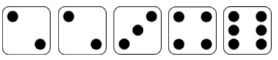
Scoring: Add all dice from those rolled during the jump (part 2). Best attempt is your score for this event.

Example: Player with Jumping +1

Roll 1:  → Keep 2, 4, 5

Roll 2:  → Keep 1, 2, 3, 4, 5

Stop the Run Up (part 1) and start the Jump (part 2)

Roll 3:  → Keep 4, 6

Roll 4:  → Keep 4, 5, 6, 6

Roll 5:  → Score = 4 + 5 + 6 + 6 + 3 = **24 points**

6. Javelin Throw (3 attempts) – Strength, Dexterity

You get 6 rolls per attempt. Roll 2 dice. Keep 0, 1 or both dice rolled. Each number you keep must be the number 1 or greater than the highest number kept so far. Pick up any dice that were not kept and add dice to them from the remaining pile so that you have 2 dice. Roll those 2 dice. Keep 0, 1 or both dice. You may only keep 1s if you have not already yet kept a higher number. Any other number you keep must be higher than the highest number kept so far. If you keep a 6, your attempt is over (no numbers are larger than 6).

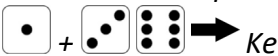
Strength: For each strength mark, add 1 to your score on each attempt


Dexterity: For each dexterity mark, perform an additional roll AND add 1 to your score on each attempt

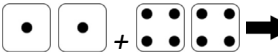
Scoring: Count how many of the kept dice have the number 1 on them and square the number of dice. Add that value to all other dice kept. Best attempt is your score for this event.

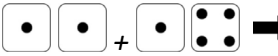
Example: Player with Strength +1, Dexterity +1


Roll 1:  → Keep 1

Roll 2:  → Keep None

Roll 3:  → Keep 1

Roll 4:  → Keep None

Roll 5:  → Keep 1, 4

Roll 6:  → Keep 6 (taking 6 ends attempt despite +1 roll for Dexterity)

Score = 9 (3² for ones) + 4 + 6 + 1 (Strength) + 1 (Dexterity) = **21 points**

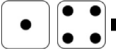
7. 800 Meters (1 attempt) – Endurance

You get 5 rolls. Roll 2 dice. Either keep both dice or zero dice. Roll 2 dice (or 1 die if only 1 remains). Keep all dice rolled or zero dice rolled. Continue to roll dice (or die) until you're out of rolls or are satisfied with the result.


Endurance: For each endurance mark, perform an additional roll AND add 2 to your score

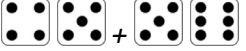
Scoring: For each unique pair of dice, you sum the numbers on those dice together


Example: Endurance +2


Roll 1:  → Keep None


Roll 2:  → Keep None

Roll 3:  → Keep Both

Roll 4:  → Keep Both

Roll 5:  → Keep None

Roll 6:  → Keep Both

Roll 7:  → Score = 2 + 2 + 4 + 4 + 5 + 5 + 4 (Endurance) = **26 points**



Brad Nordeng's Heptathlon

Brad Nordeng's Heptathlon is a series of 7 short dice games with a light theme of the events of an Olympic Heptathlon. This game was created for the 2019 Roll & Write Game Design Contest. The game is played with seven dice, pen and paper. In each event, each player rolls a pool of dice, rerolling with added and selected dice a limited number of times, freezing desired rolls.








Object Score the most points over the course of 7 track and field events in the Heptathlon

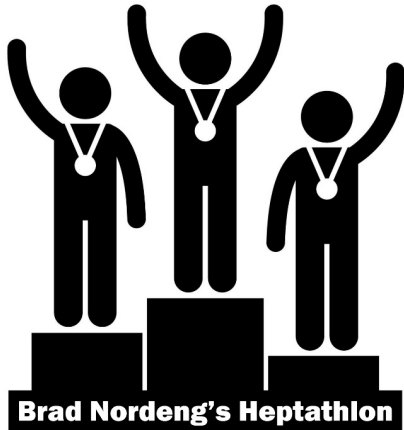
Setup Roll 5 dice; if there are more than 3 of one #, reroll extras until 3 or less of each #; fill in the circles for the #s you rolled; you may also circle the skills you have in the event list below

Play Players take turns completing each event (or each attempt); when an event is completed, move to the next one until all 7 are completed by all players

Total Add all of your scores for the 7 events together for your total score; highest total score wins

NAME: _____					
#	Skills				
1	Speed	100M Hurdles 200 Meters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	Height	High Jump Shot Put	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	Jumping	High Jump Long Jump	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	Strength	Shot Put Javelin Throw	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	Dexterity	Javelin Throw	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	Endurance	800 Meters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Event	Skills	Tries	Rolls	Rules	Score	Running Total
1 100 Meter Hurdles 	Speed: +1 Roll	1	3 Total Rolls Roll 4 Dice Add 3 Dice	For each 1, cross out a -7; Add all 7 dice and subtract visible -7s; Cannot score less than zero	-7 -7 -7	
2 High Jump 	Jumping: +1 Score Size: +1 Attempt / height	3 per height	1 Roll per Attempt Roll Any # of Dice	3 consecutive #s is a foul	9 12 15 18 21 24 27 30 33 36 39 42	
3 Shot Put 	Strength: +1 Roll Size: +1 Score	3	3 Total Rolls Roll 7 Dice	Stop and keep all of one # (write it in the top line at right); Roll those dice for the highest sum and add the number at right to that total		
4 200 Meters 	Speed: +1 Roll	1	3 Total Rolls Roll 2 Dice Add 2 Dice each Roll	Only score unique pairs		
5 Long Jump 	Jumping: +1 Roll	3	4 Total Rolls Roll 7 Dice	Only keep unique #s; Roll those dice for highest sum		
6 Javelin Throw 	Strength: +1 Score Dexterity: +1 Roll, +1 Score	3	6 Total Rolls Roll 2 Dice at a Time Keep 0, 1 or 2 dice per Roll	Each # is 1 or > previous; Score 1s by squaring the number of 1s you have	1 4 9 16 25 36 1 4 9 16 25 36 1 4 9 16 25 36	
7 800 Meters 	Endurance: +1 Roll, +2 Score	1	5 Total Rolls Roll 2 Dice Reroll those 2 or Roll 2 New	Only score unique pairs		
					Total:	










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Object Score the most points over the course of 7 track and field events in the Heptathlon

- Setup** Roll 5 dice; if there are more than 3 of one #, reroll extras until 3 or less of each #; fill in the circles for the #s you rolled; you may also circle the skills you have in the event list below
- Play** Players take turns completing each event (or each attempt); when an event is completed, move to the next one until all 7 are completed by all players
- Total** Add all of your scores for the 7 events together for your total score; highest total score wins

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3	Jumping	High Jump Long Jump	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	Strength	Shot Put Javelin Throw	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	Dexterity	Javelin Throw	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	Endurance	800 Meters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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