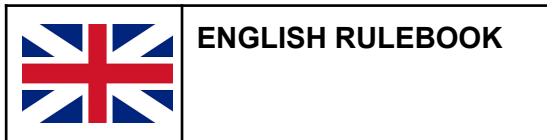




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Last Update: 17th Sep 21

**English Edition Translate it from Spanish by google translator, Expect some mistranslations. I will be fixing what I found wrong. Sorry about that**

**You can search for the Spanish edition**



### 1. INTRO

The great athletes of the world come together in this multidisciplinary event where training and luck will make the players reach glory. Welcome to the Olympic dice

Olympic Dice is a Roll & Write where through dice management and roll, will try to achieve the long-awaited gold medal in various Olympic disciplines.

To do this, the player must go through a series of training shifts, trying to get the advantages (Power Ups) that the day of competition gives him a sure victory.

Each discipline has a very fun dice minigame mechanic! Become the most recognized athlete among all your friends with this Olympic Dice!

### 2. COMPONENTS

Olympiad Sheet  
12 Dice D6  
Pencil

Additional Components (not required for the game)

Blank sheet  
Chronometer

### 3. SETUP

Each player takes 1 Olympic sheet and places his name and an identifying number. Consider being the only one using this number among your friends, as the game has a small Legacy component.

You can add data that is not important, but colorful, a flag of the country it represents (invented or not)

**You have to mark on the sheet how many participants this Olympics is going to have.**



It is important to note that the ODR (Olympic Dice Record) that may have been given can be placed on the Olympic sheet. in previous games.

The game has 2 stages, a Training stage and a Competition stage. The first competition will always be 100Mts running, but the rest of the competition must be organized between the players, indicating the orden on each discipline



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2



The dice are taken and placed on the table and the game begins.

#### 4. GAME

The player who is known to be the most fanatic of the Olympics begins and after him the player who is next to him will follow clockwise. Depending on the number of players, you must take 8, 10 or 12 dice



**The number of players can be extended, you will need more dice to cover that.**

The game has 2 phases: Training days and competition days. When it is the player's turn, he crosses one of the training days and rolls the dice



During the training phase, we will try according to the dice that come out, to obtain advantages and then use them during the competition stage. Each

number on the die represents an element that the player must master.

If the player during the training days manages to add the necessary number of stars, he will obtain the benefit indicated.

The benefits that exist are as follows

**Iconography in Development (more or less could be added in the future)**

+1	Adds one DIE to the roll
↑1	Increase by 1 the number of 1 die (6 Max)
↑↓1	Increase or decrease the value of a die by 1
1	You can reroll a die
+2	Increase your total score by 2
+1	Add 1 Life
1	Adds 1 Shield on the roll
	You can cross out any star (it can be from any discipline).

**CONSIDERA THAT EACH POWER UP CAN BE USE ONLY 1 TIME, EXCEPT IF IT'S INDICATED LIKE THIS**

**2 x (POWER UP)**



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**In this case the 2 means the amount of times you can use the same power ups.**

### TRAINING STAGE

After rolling the dice, they are grouped according to their value and the player who rolled will be the first to take dice in this draft. You must take ALL the dice of the same number and cross out as many stars as there are dice rolled.

Suppose there are 3 players and the first one rolls the following dice.



We arrange the result



The player who rolled first chose the dice set that suits him according to the thing he

wants to train. The next player following clockwise will take his group of dice (that is, the number of dice that exist with the same value). Then The play who do the roll will cross as many stars on the Refreshment Bottle as number of dice with just one unit (in the example he has to cross 1 star for the Value 3 die)

Let say in this example, the play who rolls take the 4 dice so, he will cross 2 stars and also he will ross one star from the bottles because of the 3 from his training, the other player (player #2), will take the 5 dice and cross 3 stars.

Not Player #2 will do the same, in the case it will be player #2 and #3 who are benefits for the roll, Last #3 will throw and he and #1 is going to be trainen.

#### **Rule in Development**

**SOLITAIRE MODE: The player will select at least 2 different sets of dice.**

#### **Rule in Development**

##### **4 player mode**

**Only the player who shoots and the first player according to the clock rule is selected.**

So it will continue until it is time to cross out the day of competition.

Attention: Although the training days are individual for the players ( there is passive drafting), the COMPETITION DAY is common for all the players, that is, they will all cross out the day at the same time.



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**RULE IN DEVELOPMENT**

The Stars / Dice balance may not be correct while playing with the prototype, if you notice a lot of imbalance, we ask you to let us know.

So we go to the Second STAGE of the game: Competition.

**COMPETITION STAGE**

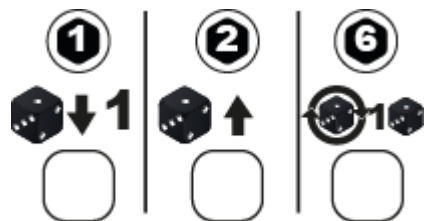
Each competition is carried out according to the indications of the same, we will make a document to expand the explanation since each discipline has its own resolution mechanics through dice in the form of minigames and independent of them.

The first competition will be always 100Mts running, because there is no training power ups.



From Left to Right we have the Competition type and Position

Then the powerups



If you reach the amount of starts needed during your training, You gave to Cross,

the number on the sheet gaining that powerup

Then you will have Iconographic information about the preparation of the event.



The meaning of each symbol is as follows.

	How many dice the player needs during the game
	Individual competition
	That the competition is facing with another or other players
	That the confrontation is not all against all, but that crosses must be made.
	Real time game, there is no turn, each player should try to be the first and the play altogether

On the right, we will see the mini rules of the game.



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## RESULTS



After the competition, the value that each player has achieved is indicated being time, throws, metets, etc on each discipline. and then depending on the results, it will mark which medal he won, being 1st gold, 2nd silver, 3rd bronze and 4th diploma

In some disciplines, the ODR (Olympic Record) of previous plays may be marked (for those who like this LEGACY mode so to speak, so it is important as we indicated at the beginning that each participant always use the same # (number) ,

If someone manages to break a Record in the next round of training, they can cross out one star for free.

The competition has a structure of a conventional Olympiad, the winner gets the Gold medal, the second with the silver medal, the third with the Bronze medal, and then the diplomas.

If there is a tie, the players share the medal, as in the Olympics.

Suppose there are 3 players, and in weights, the following results are obtained

Player (Results)

- 1 180KG
- 2 180 KG
- 3 160 KG

In this case, player 1 and 2 receive Gold medals, and player 3 the bronze.

## FINAL SCORE

According to the medal or diplomas, these have a score pts each,

MEDAL	PTS
GOLD	3
SILVER	2
BRONZE	1
DIPLOMA	1

If there is a tie in points, then the number of medals and their importance will decide who is declared the winner according to their importance.

## ODR

Some disciplines have the possibility of registering Olympic Records. We propose to the players that among their friends they each use their own number that is not repeated and that they write down on the roster if there was a previous record in that discipline and who had done it.



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If the record holder is playing, at the beginning of the game. he can cross out 1 STAR any of the powerups number of the discipline that holds the record. Also adds the ODR number in the page.

If an ODR is broken during the actual gameplay, we recommend to keep the sheet, put it on the fridge door or something..

## **CLOSING**

And that's it! Olympic Dice is looking for training for the whole family who want to compete among themselves and become the Olympic champion of your home, your club or your school!

If you liked the game you can communicate with us through social networks

<https://www.instagram.com/pronchogames>  
[ar](#)

FLAG

PLAYER



# DICE



# PLAYERS



Blank box for FLAG

Blank box for PLAYER #

100 MT RUNNING

1



Realtime game, everyone rolls at the same time at the speed they can. The dice must ROLL to be valid. If the 4 dice are the same, yeld DONE! You can leave dice on the table if you are looking for a particular number during the game. If there is a tie, the player with the highest numbers wins.

TIME

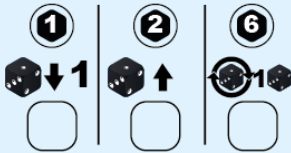
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ODR: #:

WEIGHTLIFTINGV

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- you can re roll 2 times( any numbre of dice), or you can pass anytime  
- At the end of your turn, 1 die must have the value 1 for the turn to be considered valid  
- Sum the values of the dice and the results of the event is this number Multiplied by 10.

KG

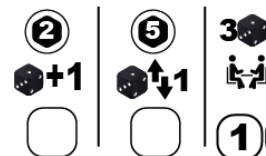
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ODR: #:

SWIMMING 50MTS

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You have to roll 3 dices and try to going from 1 to 10 in order without skipping any number. To get the value, you can sum up to 2 dice's values together. How many times you roll to get to 10 is the result of the event. The one that roll less is the winner.

THROWS

Blank box for THROWS



ODR: #:

ARCHERY

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Roll 3 dice, get 1 point for each 3 or 4 that comes out. If 3 of the same numbers comes out on the same throw, add 3 points. Just getting 1 Die value 3 or 4 (or 3 of the same) during your throws, you reroll all 3 dice. Each time that none of that happen, put aside 1 die and reroll again. your turn ends when there is no more die to throw

POINT

Blank box for POINT



ODR: #:

JAVELIN

Blank box



Throw all dice. The objective is to het as much value as possible with 5 dice. Each roll, you have to put at least 1 die aside. When there is no more dice to roll, sum the dice value and multiply by 5. Those are the meter your javelin reach and the result of the event.

METERS

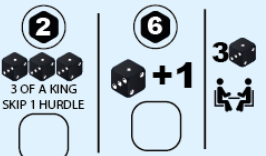
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ODR: #:

110 MTS HURDLES

Blank box



In real time, all players roll 3 dice at the same time, and they must get above 8 on the first roll by adding the value of the 3 dice. Then up to 12 and then up to 14. Every time he surpasses a number he must shout "Hurdle!" and scratch the number here

TIME

Blank box for TIME



ODR: #:

FENCING

Blank box



Take 1 die and put on the table with value 6, representing the players life

Roll all 3 dice, 1 and 2 represent attack dice (1 pt x die), 6 represent defense points (1 pt x die) After both players roll, they compare the attack and reduce the life die according to the difference between attack and defense. The player below 1 is the loser. In the event that they both do so, the life dice are placed at 1 and the game is played to sudden death.

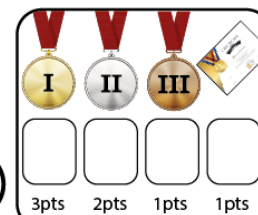


TRAINING



- 1 Strength
- 2 Resistance
- 3 Inteligence
- 4 Concentration
- 5 Power
- 6 Balance

MEDALS COUNT



FINAL SCORE

Blank box for FINAL SCORE

