Kuh Vadis

Reinhard Staupe

Blocked out and ripped off!

Players: 2 persons
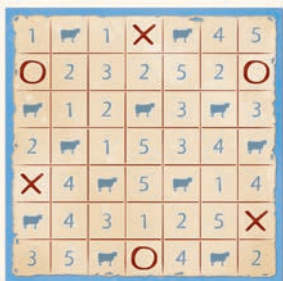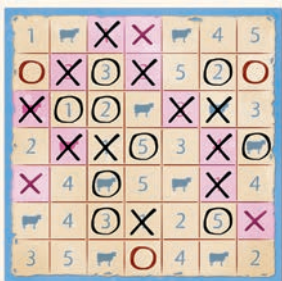**Age:** 8 years and up
Playing time: ca. 15 min.

Contents

1 game pad and 5 dice

One player tries to connect the three staring crosses. The other player tries to connect the three starting circles. The first one to complete this, is the winner. The squares may be connected horizontally, vertically or diagonally.

In the above illustration Sarah has connected her three starting crosses and has therefore won the game.

In order to be able to mark a square on the sheet, you must either throw **2 cows** or **3 identical numbers**. That ends the turn. Better still is a **quad**, i.e. 4 cows or 4 identical numbers, then you may mark one square and take **another** turn!

Game set-up

The game pad is placed in the centre of the table. A pencil will also be required. One player plays the crosses, the other the circles. A coin is tossed to decide who begins.

Game procedure

When it is a player's turn, he uses **all 5 dice**. He has three attempts at throwing the dice. After each throw, he may use as many dice as he wishes for the next throw, even all or none. It is also allowed to place dice to one side (e.g. two 4s) and throw these again later. The player may choose **quite freely** which dice he uses for the next throw.

➡ **If the player does not succeed** in throwing at least 2 cows or three identical numbers **in his three attempts**, then he may not mark the sheet at all. Bad luck unfortunately! Now it is the other player's turn.

➡ If the player has thrown **2 cows** (3 also allowed) or **exactly 3 identical numbers**, then he may mark exactly one matching (free) square. The player may choose any corresponding (free) square to mark – the square can lie directly adjacent to other circles or crosses, but this is not a necessity. Now it is the other player's turn.

Note: If a player has thrown both, exactly 2 cows and exactly 3 identical numbers, he must decide on one of them – he may only mark one square.
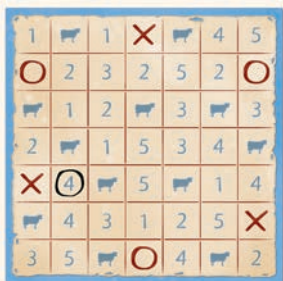

Example:
Emil (playing circles) has thrown three 4s after his third attempt. He marks a square with the number 4. With that, his turn is finished and it is Sarah's turn.

➡️ If the player has thrown **4 cows or 4 identical numbers** (5 also allowed), then he may mark (completely at random) one matching square which is still free and subsequently takes another turn. The player now has another three attempts – exactly as described. **Very important:** The player must now mark a square which is directly next to the square just marked (horizontally, vertically or diagonally).
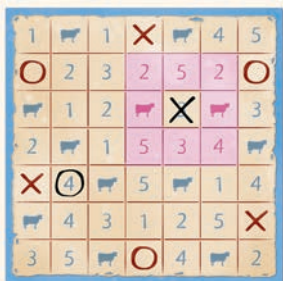
Example:
Sarah has thrown four 3s. She marks a cross on a square with the number 3 and takes another turn. Now she must try to mark a cross on a square directly adjacent to the square just marked.
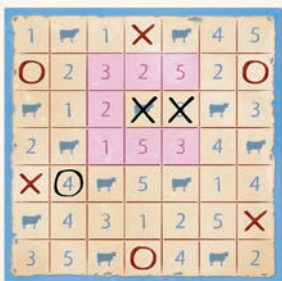
This time Sarah has thrown four cows after her third attempt. She marks a cross on the cow square, directly to the left of the square last marked. It is Sarah's turn again. Once again, the next square must be adjacent to the one just marked.

Attention: It is allowed and possible for a player to mark several squares **one after the other** – each square must always be directly adjacent to the last marked square. A square which does not border on the last marked square cannot be marked.

The player's turn ends once he has not thrown another quad.

Note: If on a player's last turn he throws two cows or three identical numbers, he may mark one more square (providing it is adjacent to the square just marked).
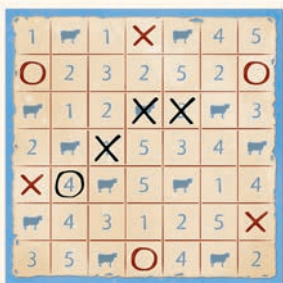
Example:
Sarah has now thrown three 1s. She marks a cross on the square with a 1 that is directly adjacent to the cow square just marked with a cross. Since she has not thrown a quad, her turn finishes here.

Play continues as described. When it is a player's turn and he has obtained useful results with his three attempts (as described), he is completely free to choose which free matching square he marks. If no free corresponding square is left, the player cannot mark anything and it is the next player's turn.

End of the game

The game ends as soon as one player has connected his three starting crosses or circles with a continuous line (**see illustration at beginning of game rules**).

Exception in the case of a tie: It is allowed to block out your opponent so that his three starting crosses or circles can no longer be connected with each other. In this case he can at best achieve a tie by also blocking out his opponent. If both players should be blocked out, meaning their three starting circles or starting crosses can no longer be connected, the game ends immediately in a tie.