

Reducing a straight: When a player has put down one or more dice that do not belong to his straight, these dice are removed from the straight and his straight is reduced. It can occur that then the player doesn't have a valid straight anymore because there is only one die left of his former straight (minimum = 2 dice).

End of a round

A round is over when one player has taken the eleventh and last bonus chip from the chip store. The players receive one point for each chip. One player keeps score. Then the next round is started.

Round 2 – Most matching dice combinations

In the second round the combination of dice that must be put down changes. Now, your aim is to put down the largest combination of matching dice (for example, two of a kind or three of a kind).

- A combination of matching dice consists of at least 2 and a maximum of 6 dice with the same number of dots.
- A player is allowed to put down up to 3 different matching dice combinations (3 pairs of matching dice). A player is not allowed to put down more than 6 dice.
- Order and arrangement: Matching dice must be put down next to each other.

The winner or loser of a duel is determined by using the same 3 steps as described in round 1.



Example for a combination of 3 pairs. The 3 matching dice combinations are identical in size, so the largest one has only 2 dice.

In the duelling area there was a third die available that showed 3 dots; however, the player has already put down the maximum number of 6 dice, so he cannot use this die from the duelling area.

When a player has put down 2 or 3 matching combinations, only the largest one is scored. Individual dice that do not match are deducted. It can occur that no valid matching combination is left after the reduction.

As in round 1, one player keeps score. Then the third and last round is started.

Round 3 – Mix of straights and matching dice combinations

In the last round the player who starts a duel announces which combination – straight or matching dice – has to be put down in the duel. He does so before he casts the dice. Again, the players take turns starting the duels.

The scoring is done in the same way as described above.

End of the game

The player who has the most points after 3 rounds is the winner.

FINI! *The ultrafast duel*

A compact dice game by Karin Herrmann and Otmar Bettscheider

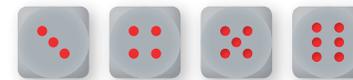
Players: 2 | Age: 10-99 | Playing Time: 10-15 minutes

Two players face each other, 15 dice lying between them. And here we go! Who has the best overview, the fastest hand, and the steadiest nerves? Be the one who grabs the correct dice fastest, who keeps sight on his opponent and who shouts FINI! without hesitating, and you win the duel. But watch out: In this game you can't afford to make any mistakes!

Game includes



11 coloured dice in 11 different colours



4 silver dice – these are called the "copiers"

11 black wooden tokens and the rules of the game.

Game preparation

The players sit opposite to each other.

The 15 dice are placed in the middle of the table so that all players can grab them easily. It is best to roll them onto a small cloth or a napkin. This is the duelling area.

The 11 black bonus chips are placed nearby as a stock so that both players can reach them easily.

The silver dice are placed next to the duelling area.

How to play the game

A game is played in 3 rounds. Each round consists of a series of duels. Duels in a round are played until no more bonus chips are available, at least 11 duels.

Round 1 – Largest straight

Round 2 – Most matching dice combinations (for example two of a kind, three of a kind)

Round 3 – Mix of straight and matching dice combinations

Round 1 – Largest straight

The players take turns starting the duels. The younger player starts the first duel. He takes all 15 dice in his hands and drops them in the middle of the duelling area. If one or more dice are not lying flat or land outside the duel area, the player rolls them again.

As soon as the dice are cast both players pick up simultaneously those dice that they need for their straight(s) and put them down in front of themselves in a line.

Collecting dice for a straight

- A straight is a line of dice in ascending or descending order (for example 1, 2, 3, 4, or 6, 5, 4).
- A straight consists of at least 2 dice and a maximum of 6 dice (This is different from a straight in poker, which always consists of a series of 5 components).
- You can put down 1 or 2 straights. However, you may not put down two dice with the same number of spots.



largest straight = 6 dice



smallest straight = 2 dice



Example for 2straights. As there are no more suitable dice in the duelling area none of the straights could be expanded – FINI!

Rules for putting down dice. If you break the rules, you lose the duel

- Players may take dice with one hand only. They are allowed to grab only one die per move.
- A die that has been taken may not be put back into the duelling area.
- Dice cannot be turned when they are put down.
- The dice forming a straight must be put down in ascending or descending order.
- A player must take and put down all dice useable for his straight(s), but no more than 6 dice in total.
- Be careful not to call FINI! too early and end the duel prematurely!
- All dice may be used. However the silver dice must only be used for copying coloured dice.

The silver dice: copiers

Players are allowed to copy coloured dice of their opponent and add to their own straights. They use silver dice to do this. When using the silver dice (copiers), the following rules apply:

- A silver die must show the same number of dots as the coloured die that is being copied.
- A silver die can only be taken when there is no coloured die lying in the duelling area that shows the same number of dots as the copier.
- Players can only use silver dice to copy their opponent's coloured dice.
- A silver die cannot be used to copy another silver die.

How does a duel end?

A duel ends when one of the players shouts FINI! or one of the rules has been broken.

End of a duel by calling FINI

A player is allowed to shout FINI! and end a duel under these conditions:

- He has put down his maximum of 6 dice, or
- He cannot find any more dice that match with his straight(s).

When a player shouts FINI! the duel ends immediately. His opponent is not allowed to take any more dice from the duelling area. In case he has a die in his hand, he must put that die back into the duelling area (without turning it).

Once the duel is ended, the scoring is done. The scoring is started with the straight(s) of the player who ended the duel.

Attention: The word "FINI!" must be used to end a duel. Other words such as "Stop" or "Finished" are not allowed!

End of a duel by breaking the rules

A duel ends instantly when a player turns, pushes or drops a die. This player has lost the duel and must return one of his bonus chips to the stock of chips. If he hasn't got any chips his opponent is allowed to take a chip from the store of chips.

If an offence cannot be attributed to one player alone (for example because both players tried to seize one and the same die simultaneously), the duel is stopped and a new duel is started by casting the dice.

Scoring – winning or losing a duel

Step 1. The first step is to check if the player who has called FINI! has done so prematurely. This is the case when the FINIsher could have taken one or more coloured or silver dice from the duelling area to make his straight larger or to put down a second straight. This check is only for the FINIsher, because this player has interrupted his opponent.

If the FINIsher has prematurely terminated the duel, he loses that duel. In this case he must return one of his bonus chips to the stock of chips. If he hasn't got any chips his opponent is allowed to take a chip from the store of chips. Further checks are not necessary. Then a new duel is started by casting the dice.

Step 2. If the duel has been ended correctly by calling FINI! both players check if the straights that they have put down break any of these rules:

- Incorrect order: The dice are not lined up in ascending or descending order
- A player has put down more than 6 dice in front of himself
- A silver die has been used incorrectly. This is the case when it does not refer to a coloured die of the opponent or when there is a coloured die in the duelling area that could have been used instead.

For such an offence, the player who has committed it must return one of his bonus chips to the stock of chips. If he hasn't got any chips his opponent is allowed to take a chip from the store of chips. If both players have committed an offence, both of them must return one of their bonus chips to the store of chips. Then the next duel is started.

Step 3. The duel has been carried out correctly by both players. Only in this case there is a winner of a duel: The player who has put down the largest straight wins the duel. When both players have put down straights of the same length, the FINIsher wins the duel. He receives 1 bonus token. When one of the players or both of them have put down 2 straights, only the larger straight is scored.