

A game by Wilfried Fort, illustrated by Tony Rochon
for 2 to 4 players / ages 7+ / about 15 min



CONTENTS:

- 12 dice (3 dice of 4 different colours) • 9 discs (in 3 different colours)
- 4 wooden pucks (in 4 different colours) • 1 rule book

OBJECT OF THE GAME:

Win more discs than your opponents by flicking your dice on the discs.

SETUP:

- Place 3 discs in the middle of the table. Leave a die-sized space between each disc.
- Set the six remaining discs aside.
- Each player takes a wooden puck and 3 dice of the same colour.
- Each player places his dice on his wooden puck so as to form a dice tower.
- Each player's dice tower must be placed 20cm (2 discs) away from the discs in the middle of the table.



GAME FLOW:

The first player to shout "Target" will be the first player. A "Target" game consists of several rounds. During a round, each player must play his 3 dices.

Game turn:

During your turn, you must flick the die at the top of your tower. Once played, a die remains where it stopped, but there are exceptions (foul play, double stroke, or Targets, see below). Then, the turn passes to the next player clockwise.

A player can't play anymore once no die is left on his wooden puck.

EVENTS FOLLOWING THE FLICKING OF THE DIE:

1. Foul dice:

In case of "foul die", the die becomes unusable for the current round. A "foul die" means:

- that a die fell from the table; it is placed under its owner's puck;
- that the die slid instead of rolling; it is placed under its owner's puck;
- that several dice fell from the tower during the flicking: one of the dice played (the player chooses which one) remains on the table, the remaining die (dice) is (are) considered as "foul die (dice)" and placed under its (their) owner's puck.

2. Targets! Win a disc immediately

When a player's die reaches the centre of the target (the die need only to touch partially the central mark), the player must announce "Targets!". The player announces "Targets" whether the die was played during his turn, or pushed by another die (belonging to him or an opponent).

He wins the disc immediately, turns it over on the "Star" face, and places it next to him.

It will score 1 point at the end of the game.

Each die present on the disc is given back to its owner and placed under his respective puck.

If several dice reach the centre of the target simultaneously, the first player to shout "Targets!" wins the disc.

Important: if you don't announce "Targets" before the following player has flicked his die, your die remains where it landed, but you do not win the disc. You can't announce "Targets" for this die until it is moved again.

Note: "Targets" does not work for the discs placed under opponent's pucks, the target being hidden. Besides, it is very hard to achieve! (See Central discs allocation).

3. Double stroke!

At any moment, if a player's dice form a pair (2 similar dice results) on the table, this player can, if he wants to, take back one of the two dice.

The die on top of the player's dice tower is not taken into account.

The player announces "Double + value of the dice" (for example, double 6, if they show two 6). He picks up one of the 2 dice and places it on top of his tower. He will play this die on his next turn.



Important: if you do not announce a double stroke before the following player has flicked his die, your dice remain where they are and you can't take them back anymore.

Notes: If your die is pushed and its value changes, you can announce a double stroke and get one die of your choice.

- A die that would be both a "Double stroke" and Targets can be used only in one combination, chosen by the player.

4. Taking a disc from an opponent

If your die ends up on one or several disc(s) belonging to an opponent (placed under his dice tower), take immediately the disc(s) and place it (them) under your tower (see Central discs allocation). When you steal a disc from one of your opponents, the Double stroke event is not applied.

5. Disarming an opponent

You can aim at an opponent's tower so as to destroy it in whole or in part. If you succeed, only one die among the opponent's dice that fell (that are not anymore on their owner's puck) will not be used during the round. It is then placed under the targeted player's puck.

END OF ROUND

The round ends when each player has played all his dice.

The validation of the stored discs and the allocation of the central discs then take place.

• **Validation of the stored discs** (impossible at the end of the first round):

Each stored disc being under a player's tower at the end of a round is definitely won by this player. Each player places the disc(s) won next to him, star face up.

• **Central discs allocation:**

For each disc in the middle of the table, determine which player gets the highest sum (by adding his dice) on each of the discs. The player takes the disc and places it under his puck. It will be definitely won only at the end of the following round.

Note: In case of a tie, the results of the players concerned cancel each other out. Thus, when other players' dice are present on the same disc, even with a lower result, those dice are the ones taken into account to award the disc.

Important: to be taken into account, a die mustn't touch a surface other than the disc (see the following graph).



When a player gets several discs, he places all of them under his puck. On the other hand, if no one has managed to get a disc, the first player must discard a central disc of his choice.



Red and Black are tied, so Blue gets the yellow disc.

The Black die is stronger than the other dice and his owner gets the disc.

The Black die overlaps the disc, therefore it does not count. No one gets the disc.

NEW ROUND: MONEY TIME!

Place new discs so that there are 3 of them in the middle of the table. Each player reassembles his tower by placing all his dice on his puck. The player sitting on the left of the last round's first player will now play first.

Note: At the end of the game, you will probably not have enough disc(s) to place 3 of them in the middle of the table; you must play with the remaining disc(s).

LAST ROUND: MONEY TIME!

When all the discs in the middle of the table have been won or taken out of the game, a last round is played, during which you will try to steal or defend the disc(s) acquired in the preceding round. At the end of this last round, the discs present under the players' pucks are definitely validated.

Note: If, during the preceding round, all the discs were won by Targets, OR if only one disc was left, and this disc was taken out of the game (because no one reached it), the money time does not take place.

END OF THE GAME:

The game ends when a player has definitely validated 4 discs, or at the end of the last round. The player with the most discs wins the game.

In case of a tie, the decision is made between the players by “Golden Targets”:

Place a disc in the middle of the table, star face up, so as to “deactivate” the “Targets” effect. The players concerned reassemble their dice towers.

Simultaneously, the players aim at the disc flicking their 3 dice at a time. Once the dice are played, the player with the best total on the discs wins the game.

If the players are not able to determine the winner (because they are tied on the disc or no die reached the disc), the players sum up their 3 dice, including those that are not present on the disc. Any die that fell from the table is eliminated. The player with the highest total wins the game.

VARIATIONS:

1. “Long time no see”:

When a die ends up on the central target of a disc, if a player announces “Too late!” before the player concerned shouts “Targets”, the Targets is cancelled.

You can use this variation in a basic game, but also with the other variations.

2. “3x3”:

The rules remain identical to the basic game, with the following changes.

In this variation, a game is made up of 3 rounds. For each round, 3 discs of the same colour are brought into play. Do not add discs at the end of the “turn”, but take out a disc if no one won any.

Each round ends as soon as no discs are left in the middle of the table. A round can therefore consist of a maximum of 3 “turns”.

For this variation, the stored discs are definitely won at the end of the round, when no disc is left in the middle of the table, and not at the end of each “turn”! Your discs will therefore be stored longer, and will become, in this variation, a much more sought after target!

This variation replaces the basic game and can be played with the other variations.

3. «Team play» for 4 players (2 on 2)

The players form 2 teams of 2 players who sit diagonally.

Team mates each exchange 1 of their dice. They place this die with their 2 other dice in the desired order on their tower. The rest of the game does not change, only the dice of the same colour add up but the gains from the discs are shared.

This variation can be played with the basic game but also with the other variations.