

FUN WITH 3

A simple "bar"-Game with Disks © Fred Horn july 2006

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Equipment:

= 15 Disks, numbered on one side, with the numbers: **1** (6x); **2** (8x); **3** (1x).

= Scorebloc and Pencil.

Goal:

End the Game with the highest SCORE after a certain amount of Turns;
or reach an, before starting the Game, agreed SCORE.

Play:

Each Player plays clockwise one after another; youngest Player starts.

Player start his Turn by shuffling the Disks- face down- on the Bar.

In a "Pick" during his Turn a Player **must** always take and open 2 Disks, one after another, except when the Disk with number 3 is taken. For that situation there are separate Rules.

The first "Pick" in a Players' Turn opens his 'positive'-combination during this Turn.

Always one of the combinations: **1 - 1** ; **1 - 2** or **2 - 2** .

Both numbers added give the achieved Score.

Other combinations, different from the combination of the first "Pick", count 'negative'.

After each 'positive' or 'negative' "Pick" a Player can decide to stop his Turn and count and write down his Score from this Turn.

He also may decide to continue and 'open' 2 other Disks.

When stopping after more Turns a Player counts his (TOTAL) Score in that Turn by adding and/or subtracting the Score of all 'positive' and 'negative' "Picks".

Note: The End-Score out of a Turn may be negative!

Turning the 3:

When a Player starts with turning the **3** this counts for a Score of 3 positive.

Because there is now no combination of **2**'s and/or **1**'s possible in this first "Pick", the Player goes for the next "Pick" of 2 Disks to get his first='positive' combination.

Then his Turn goes as normal.

When a Player turns a **3** as first opened Disk in a 'follow-up "Pick", his Turn ends immediately. The **3** counts 'positive' in the addition of the Score.

When a Player turns a **3** as second opened Disk, his Turn ends immediately!

When it is his first "Pick" both 'turned -over' Disks count 'positive'.

When it is a 'follow-up""Pick" both count 'negative'.