

KNISTER®

... AN IMMEDIATE BURNER!

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Players: 1-12

Age: 8 years and up

Duration: approx. 15 min.



GAME IDEA

In every round, all players write down the same number (2-12) on their own score sheet in the blue 5x5 grid, but (usually) in differing fields. After 25 rounds, each player will have completely filled in his blue 5x5 grid. Points are awarded for number combinations in the rows, columns and diagonal rows of the 5x5 grids.

Note: The possible number combinations and how many points they are worth are printed on the left side of the score sheet. A more detailed explanation can be found in the section "End of Game and Counting Score".

2er	=	1
3er	=	3
4er	=	6
5er	=	10
2er + 2er	=	3
Full House	=	8
Str 7	=	8
Str X	=	12

DIAGONAL x2

Total

			9			
3	7	3	7	7	8	
	9					
8	11					

After the ninth round, Tim has entered nine numbers in his blue 5x5 grid. He has already managed to get a Full House in the second horizontal row and immediately writes down the 8 points for his Full House in the white designated field.

HOW TO PLAY

Each player receives a score sheet and a pencil or pen. The youngest player goes first. He rolls **both dice** and calls out the **total sum** of both dice loudly and clearly. Now each player (including the player who rolled the dice) **must** enter the number in **any free field** of his 5x5 grid.

Example: Sarah rolls a 3 and a 5. She says "eight" loudly and clearly. Each player enters the number in any one of the free fields on his 5x5 grid. Sarah enters the 8 exactly in the middle of her grid. Tim enters it in the lower left corner of his grid. Linus enters it in the column on the far right.

Once everyone is finished, the next player in a clockwise direction rolls the dice exactly as described above in the next round: The player rolls **both dice**, says the **total sum** of both dice and everyone writes down the number in **any free field** on their 5x5 grid. Play continues in this way for 25 rounds. After the 25th round, the points are added up (see "End of Game and Counting Score").

Note: It's a good idea to write down the score of a completed row, column or diagonal row in the respective white field next to it as soon as all five fields in that row or column have been completed. However, if you prefer, you can also write down the scores at the end of the game.

END OF GAME AND SCORING


The game is over after 25 rounds. Each player's 5x5 grid is completely filled in after 25 rounds. Points are awarded for the following number combinations.

Very important: Points for both **diagonal rows** are **doubled**! No points are awarded for rows without a valid number combination.

Combinations	Points	Examples
2er (Pair)	1	Exactly two of the same number 4-5-6-7-5
3er (Three of a kind)	3	Exactly three of the same number 7-8-7-7-4
4er (Four of a kind)	6	Exactly four of the same number 6-3-6-6-6
5er (Five of a kind)	10	Five of the same number 8-8-8-8-8
2er + 2er (Two pairs)	3	Two of the same number and two of another number 5-6-6-10-5
Full House	8	Three of a kind and one pair 4-9-4-4-9
Str 7 (Straight with 7)	8	A sequence of five numbers (one of which is a 7) 7-10-8-6-9
Str 7 (Straight without 7)	12	A sequence of five numbers (none of which is a 7) 3-5-6-2-4

Note: The numbers of a straight do not have to be in the right order (e. g. 4-5-6-7-8). They can be in any order at all (e. g. 5-7-8-4-6). Straights consisting of four or fewer numbers do not count.

Each player adds up his own points of his rows, columns and diagonal rows. The player with the most points wins.



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2er + 2er	=	3
Full House	=	8
Str 7	=	8
Str 7	=	12

DIAGONAL x2

53

Total

6	1	X	3	8	1	16
7	4	8	9	11	X	
3	7	3	7	7	8	
5	5	10	5	5	6	
8	9	3	6	9	1	
8	11	8	8	7	3	

Tim has a three of a kind in one diagonal row and a straight with a 7 in the other diagonal row. Since the diagonal rows are worth double, he receives 6 points (2x3) for the three of a kind and 16 points (2x8) for the straight. In two of Tim's rows, he did not have a valid number combination. He does not get any points for these rows. Tim's final score is 53 points.

1-PLAYER GAME

The same rules apply without any changes. Try to score as many points as possible. 50 to 79 points is good, 80 to 99 points is very good, and more than 100 points is amazing!

NOTE:

If you want, you can also play Knister with as many players as you want!