

Vous venez de trouver une règle mise en ligne par des collectionneurs qui partagent leur passion et leur collection de jeux de société sur Internet depuis 1998.

Imaginez que vous puissiez accéder, jour et nuit, à cette collection, que vous puissiez ouvrir et utiliser tous ces jeux.

Ce rêve est devenu réalité !

Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

L'Escale à jeux est un ludogîte, réunissant un meublé de tourisme ★★★★★ modulable de 2 à 15 personnes et une ludothèque de plus de 9000 jeux de société.

Au total, 320 m² pour jouer, ripailler et dormir.

**ESCALE À
JEUX**

escaleajeux.fr
09 72 30 41 42
06 24 69 12 99
escaleajeux@gmail.com



ORAKLOS

Een snel spel met patronen
Ein schnelles Mustererkennungsspiel
A Fast Pattern Recognition Game

voor 2-5 spelers vanaf 6 jaar
für 2-5 Spieler ab 6 Jahren
for 2-5 players from 6 years

spelduur 15 minuten / Spieldauer 15 Minuten / duration 15 minutes

ontworpen door / entworfen von / designed by:
Tamara Jannink & Joris Wiersinga

vormgegeven door / gestaltet von / graphic design by:
Jacqueline Jannink & Herman Haverkort

deutsche Übersetzung von Birgit Hug & Torsten Hintz

getest door / getestet von / tested by:
Marion Liesting, Caroline de Lint, Corné van Moorsel, Hanneke Wiersinga &
Rolien Wiersinga: hartelijk dank! (excuses als je er niet bij staat!)



Splotter Spellen
Zijpendaalseweg 17
6814 CB Arnhem
Nederland

Nederlandse regels: blz. 2 – Deutsche Regel: Seite 7 – English rules page 12

RULES

Alexander, the Great King, will visit the Oracle! Apollo, God of Clairvoyance, help us! Why this is bad? Well, as high priest of the oracle, it is your craft to tell the future. No issues there. But it will be hard to tell only that part of the future that the King wants to hear. Because if the prediction displeases His Majesty, your own future may not look too bright...

In ORAKLOS, players predict the future by throwing many-coloured dice onto the table. By gazing at the resulting pattern, they simultaneously try to find elements of the prediction Alexander wants to hear. The fastest sweettalking soothsayer wins the game.

Apart from the standard game, ORAKLOS contains 2 variants. ORAKLOS JUNIOR, an easy variant, is suited for children from 6 years onwards and children will often beat the adults! ANTIPODES is a more difficult game, suitable for players from 10 years onwards. All variants take about 15 minutes.

Playing material

- ♦ 70 wishcards
- ♦ 54 dice in red, yellow, blue and black
- ♦ 3 audience tokens numbered 1 to 3
- ♦ 1 measuring cord

Further requisites

(not enclosed)

- ♦ dice shaker
- ♦ table, not too small
- ♦ paper and pen (to keep the score)

Setup

Before playing ORAKLOS for the first time, take out two red dice and the cord. Pull the cord through the holes in the dice and tie it, so that you get a measuring cord with two red dice on both sides. Put the three audience cards in their plastic holders.

To start the game, put the three audience tokens on one side of the table, so that all players can grab them easily. Put one die of each colour in the shaker in the middle of table. Shuffle the wish cards and place them, face down, at the side of the table, in such a way as to keep some open space for throwing the dice. Each player then gets a number of dice of each colour, depending on the number of players (see table on the back cover). The youngest player starts the game.

Outline of play

A round of ORAKLOS consists of four phases.

First, players send out spies to find out what the great King wants to hear this

year around. That is, they draw wish cards until each player has three cards. These cards show predictions the King particularly wants to hear.

Then, they strategically determine which dice will be selected for the ritual; one player then throws the dice. The King's future will be deduced from gazing at the resulting pattern.

In the third phase, players search for patterns which match their wish cards to score points. Claimed patterns are then checked by the other players. Correct claims score points, but incorrect claims mean penalties!

Finally, every player takes back dice from the table; by doing this carefully, it is possible to frustrate the plans of other players, or to better your own chances considerably.

A new round then starts; the first player to score ten points or more wins the game.

Sending out spies

Every player takes wish cards from the pile and lays them open on the table until he has three cards. Players can do this in any particular order. If all cards run out, the game ends immediately.

Choosing dice

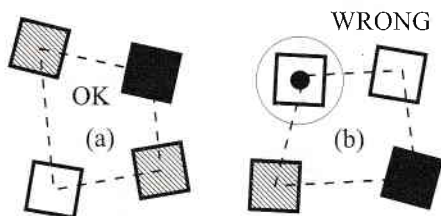
Moving clockwise, each player throws a number of dice into the shaker, depending on the number of players (see table on the back cover).

Other players are not allowed to look which dice have been thrown into the shaker.

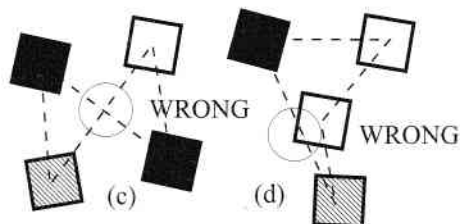
When all players have put in their dice, the starting player throws the dice on the table. In doing this, he or she must make sure not to throw the dice too close to each other, as this will make it impossible to find any patterns.

Searching predictions

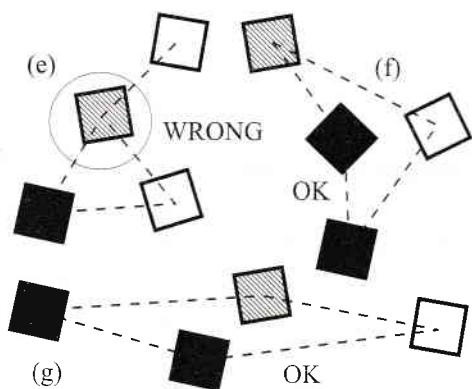
Looking at the dice on the table, players start searching for predictions matching their own cards. A prediction is a pattern of four dice with four imaginary straight lines between the centers of the dice. A true prediction must obey 4 rules:
Holes are unholy: None of the four dice making up the prediction may have a hole face-up. So (a) is a prediction, (b) is not (see figure below).



Lines of fate do not cross: None of the four lines between two dice crosses any other line or die. So (c) and (d) are not valid predictions.

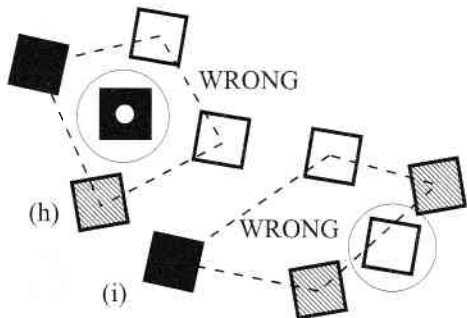


Four corners form the world: The lines must form a quadrangle. So (e) is not a valid prediction; (f) and (g) are okay.



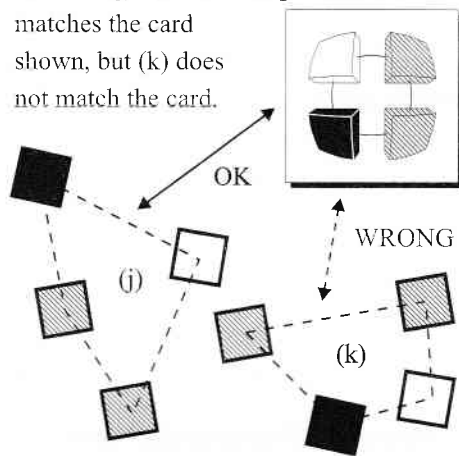
14

The heart must be pure: There is no other die inside this quadrangle. So (h) and (i) are not valid.



But not all predictions are pleasing to the great king. The pattern on the table has to match one of the player's cards.

A prediction *matches* a card if the dice which make up the prediction appear in the same order as do the colours on the card. So (j) shows a true prediction which matches the card shown, but (k) does not match the card.



All players look at the dice on the table, trying to find a prediction that matches one of their cards. As soon as someone sees such a prediction, he or she grabs one of the audience tokens and places it on the matching card. All players may keep on searching until all audience tokens have been taken or until everyone agrees no more predictions can be found. Players are allowed to take more than one audience token in one turn, though not more than one on the same card.

Scoring

When everyone has finished searching, players score points. The player who

took the audience token with 3 points on it starts pointing out which dice form the prediction matching his or her card. This must be done without hesitation; any hesitation causes the prediction to count as a miss. After all, presentation skills are vital if you want to be a priest of Apollo!

The other players then check if the prediction is indeed true and matches the card on which the audience token has been played. If so, the player rises in the king's favour and scores three points; otherwise, he or she gets a penalty of three points.

Repeat this for the "2" and the "1" audience tokens, except that these score two and one points/penalty, respectively.

In case the players do not agree whether or not the prediction includes any other dice, you may use the measuring cord. Hold the cord over two of the dice forming the prediction, so that the shadow of the rope crosses the middle of the two dice. If the shadow of the rope falls on any die in between, the prediction is invalid and is counted as a miss.

All wish cards which were claimed are discarded, even if they turned out to be a miss. The discarded cards are put in the box and no longer used.

Taking back the dice

Starting with the player who scored most points this round and proceeding clockwise, each player now takes back as many dice from the table as he put in the shaker. Players are free to choose dice of any colour. If there is a tie, the player closest to the starting player (counting clockwise from the latter) takes his or her dice first.

The next round

After all players have taken back the dice, four dice will remain on the table. These are put into the shaker, and a new round begins. The player to the left of the current starting player becomes the next starting player. All phases are repeated until someone has scored ten points or more, or until all the cards have been exhausted. The player with the highest total amount of points wins the game.

15

Variant 1: ORAKLOS JUNIOR

ORAKLOS JUNIOR can be played by younger players, aged 6 and onwards. Put 16 dice, 4 of each color into the shaker. These are used each round. Phase 4 (taking back dice) is skipped; all dice are put into the shaker each turn. For the rest, ORAKLOS JUNIOR is identical to the basic game.

Variant 2: ANTIPODES

ANTIPODES is a different game altogether. Players try to rule out certain things that will certainly not happen in the future.

First, take out all 16 cards with three or four corners of the same colour. Then, deal 6 cards on the table, to be used by *all* players (unlike standard ORAKLOS, in which each player gets his or her *own* set of cards). Put four dice of each colour in the shaker. Throw the dice.



Each player searches for a card that does *not* match *any* true prediction on the table. To complicate matters, holes are holy now: dice which are lying with a holed side face-up now *can* be

used to form a true prediction. The rules “Lines of fate do not cross”, “Four corners form the world” and “The heart must be pure” still apply.

The first player to identify a card that does *not* match *any* true prediction on the table, scores a point. However, if another player points out a prediction on the table that does match the card, then the first player gets a penalty of one point.

After that all cards are discarded and six new cards are drawn. Should all players agree that all six patterns occur on the table, the cards are changed as well. The dice are thrown again and a new round begins. The first player to score five points wins the game.

AANTALLEN STENEN – WÜRFELANZAHL – NUMBER OF DICE

 bij Wenn mit when playing with	2	3	4	5	spelers, Leuten gespielt wird, people,
begint ieder met erhält jeder Spieler each player starts with	16	12	12	8	stenen, Würfel, dice,
dat wil zeggen das bedeutet that is	4	3	3	2	van elke kleur, von jeder Farbe. of each colour,
 en doet ieder elke beurt In jeder Runde wirft jeder and each turn, each player puts	6	5	4	3	stenen in de beker. Würfel in den Becher. dice in the shaker.