# Človeče, nehnevaj sa / náš variant

Strany 2 alebo 3: hrací plán / strana 4: príklady / strana 5: záznam

2–4 hráči, každý 4 figúrky, jedna bežná šesťstenná kocka. Všetky figúrky začínajú v zásobe. Začínajúceho dohodnite; potom hráči v smere hodinových ručičiek.

Na ťahu hoďte raz. Ak padne 6, vyberte nasadenie jednej figúrky na vlastný štart alebo pohyb jednej vlastnej figúrky o 6. Nasadením sa šestka spotrebuje. Po každej šestke hádžte ešte raz, aj bez platného ťahu; tri šestky bez trestu.

Iné číslo: jednou figúrkou prejdite celý počet. Počítajte až nasledujúce políčko. Figúrky môžete preskočiť; zastaviť na vlastnej nesmiete. Cudziu vyhoďte iba pri presnom dopade, aj na štarte. Žiadne bezpečné spoločné políčka ani blokády.

Nemáte platný ťah? Zostaňte stáť. Po 1–5 ide ďalší hráč; po 6 máte ďalší hod. Žiadne automatické tri pokusy v zásobe.

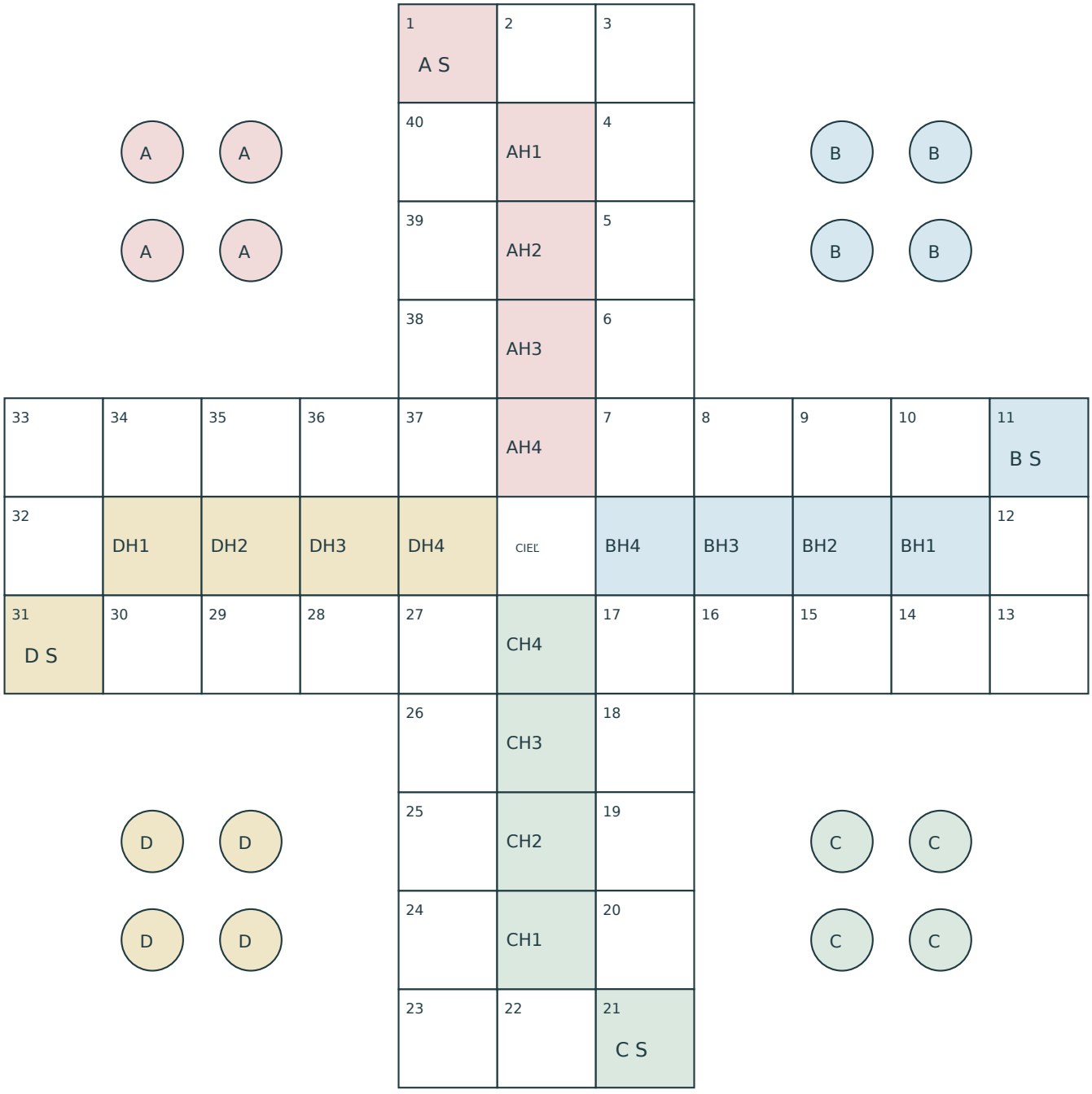
Každý sleduje rastúce čísla spoločných polí, za 40 nasleduje 1. Štarty: A=1, B=11, C=21, D=31. Po poslednom poli pred vlastným štartom vstúpte do vlastného radu H1–H4. Cudzie ciele nepatria do spoločnej cesty.

Do cieľa treba presný hod bez prekročenia H4. Vlastné figúrky možno v cieli preskočiť, dopadnúť na ne nie. Bez voľného cieľa skúste inú figúrku; inak ťah prepadne.

Vyhrá prvý hráč so všetkými 4 figúrkami vo vlastných cieľových políčkach. Toto je náš domáci variant 1.0, nie jednotný návod všetkých vydaní.

# Človeče, nehnevaj sa / farebný plán

1–40 spoločná cesta / A–D zásoby a štarty / H1–H4 vlastný cieľ




Veľkosť políčka 16 × 16 mm. Figúrky aj kocku pripravte osobitne.

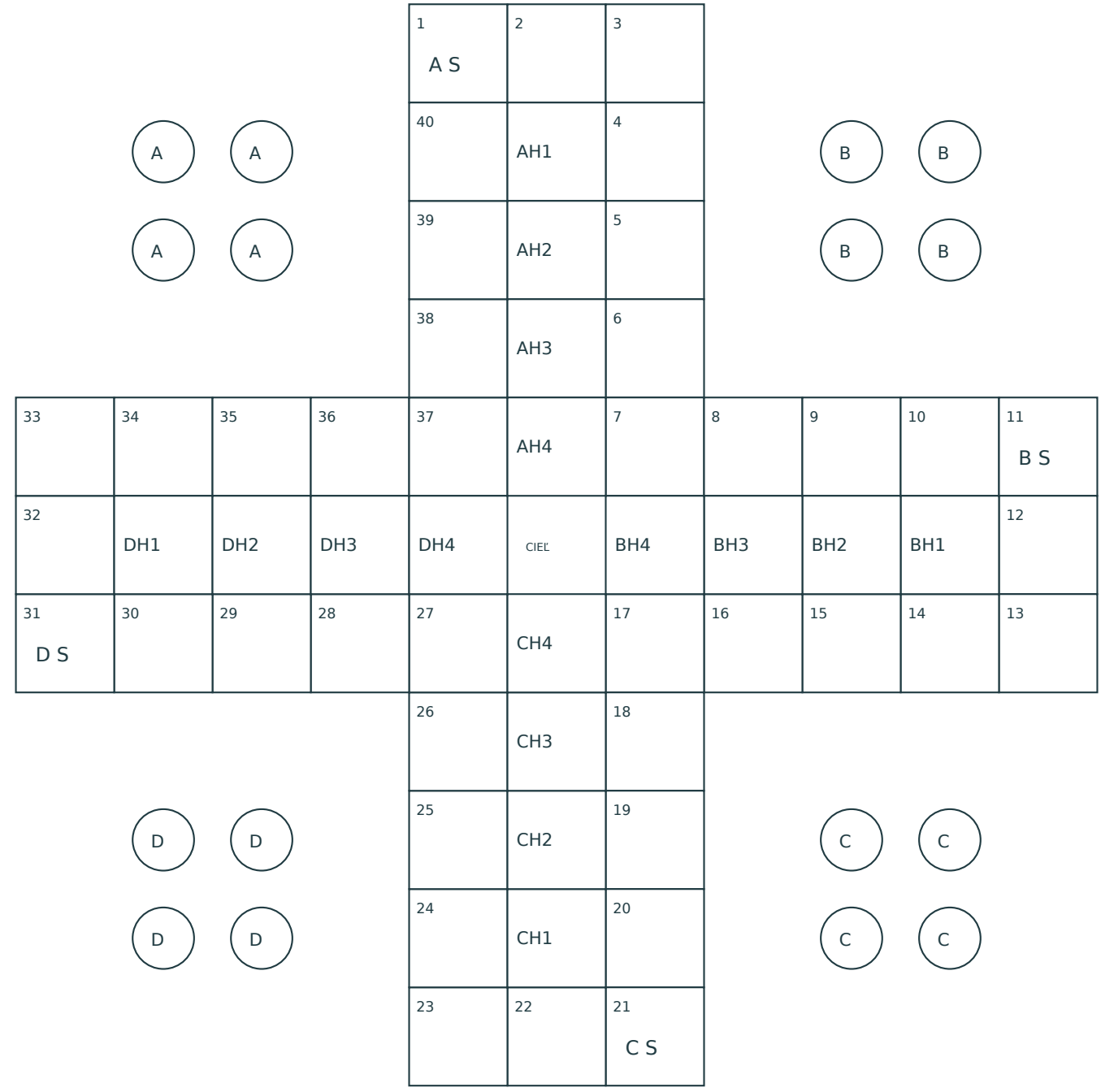
S = štart. Zásoba je štvorica kruhov s rovnakým písmenom.

Smer po rastúcich číslach; za 40 nasleduje 1. Vstup do cieľa až po kole.

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# Človeče, nehnevaj sa / čiernobielo

1–40 spoločná cesta / A–D zásoby a štarty / H1–H4 vlastný cieľ




Veľkosť políčka 16 × 16 mm. Figúrky aj kocku pripravte osobitne.

S = štart. Zásoba je štvorica kruhov s rovnakým písmenom.

Smer po rastúcich číslach; za 40 nasleduje 1. Vstup do cieľa až po kole.

Kontrola 100 mm / A4, 100 % / drevenefotografie.sk

# Príklady a kontrolné úlohy

Vlastné digitálne overené situácie / nie záznam fyzického hrania

Nasadenie: A hodí 6. Položí jednu figúrku zo zásoby na políčko 1. Nepokračuje ňou ešte o 6. Má ďalší hod. Keď je 1 obsadené A, nasadenie nie je platné; môže zvoliť iný platný pohyb o 6.

Vyhodenie: A stojí na 5 a hodí 3. Počíta 6,7,8. Ak na 8 stojí B, vráti B do jeho zásoby. Figúrky na 6 a 7 sa iba preskočia. Ak na 8 stojí A, týmto ťahom nesmie ísť.

Cieľ: A stojí na 40. Hod 1 vedie do AH1; hod 4 do AH4, ak je voľné. Hod 5 z tejto figúrky nejde. A môže vybrať inú figúrku s platným ťahom.

Posun v cieli: A stojí na AH1, AH2 je obsadené vlastnou figúrkou a AH3 je voľné. Pri hode 2 možno AH2 preskočiť a skončiť na AH3. Pri hode 1 na obsadené AH2 nemožno dopadnúť.

Úloha: A stojí na 39, v cieli má voľné všetky polia. Kam vedie hod 3? Odpoveď:40 je prvý krok, AH1 druhý a AH2 tretí. Aktuálne 39 sa do hodu nepočíta.

Úloha: B stojí na 10 po celom kole od svojho štartu 11. Kam vedie hod 2? Odpoveď: BH1 a BH2. Nesmeruje na 11 ani do cieľa hráča A.

# Záznam partie a dohoda

Bez mien a citlivých údajov / nie bodovanie vývoja detí

Verzia pravidiel: 1.0 / počet figúrok na hráča: ____ / začína: ____

Zásoba sa odlišuje od cieľa. Súčet zásoba + cesta + cieľ má zostať 4.

Ak zvolíte 2 figúrky na hráča, zapíšte to pred hrou. Ostatné pravidlá ostávajú.

Prestávka: zapíšte hráča na rade, prípadný ďalší hod po 6 a polohy.

| Hráč / figúrka | zásoba alebo číslo poľa / vlastné H | poznámka |
|---|---|---|
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Kontrola 100 mm / A4, 100 % / drevenefotografie.sk

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