

DURCHMARSCH

Reinhard
Staupe



March to the goal!

Players: 2-4 **Age:** 8 years and up **Duration:** approx. 15 minutes

Durchmarsch is a gambler's game boiled down to its essence. Over and over, it comes down to exactly one decision: take a risk or play it safe? Stop or continue? Both strategies can lead to victory in this game.

It should be expressly stated here: It is permitted (and part of the game's fun) to persuade your fellow players to try their „luck“ a little and perhaps push it a little further than they might otherwise. A player might want to “quit while they're ahead” but that's where the other players may want to offer some “well-intentioned” advice to “risk it just one more time because what could possibly go wrong?”

GOAL OF THE GAME

Each player has a sheet of paper with 4 rows of numbers. The rows of numbers are always crossed off **from left to right** without omitting any numbers, first the 10, then the 9, then the 8, and so on. If a player crosses off **all the numbers in any row**, they win immediately. Theoretically, this is possible in a single turn (which of course is really cool, yet extremely rare), but for the most part it will take several rounds. If no one manages to cross off an entire row during the course of the game, the player who **remains in the game the longest will win**.

Maria has completely crossed off the third row and has won the game.

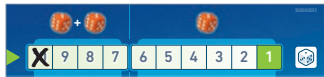
X	X	X	X	X	X	X	X	X	X	X	X	X
X	X	8	7	6	5	4	3	2	1	X	X	X
X	X	X	X	X	X	X	X	X	X	X	X	X
10	9	8	7	6	5	4	3	2	1	X	X	X

Spaces for
mishrows

GAMEPLAY

Each player takes a sheet of paper and a pen. Randomly determine a player to be the first to roll the dice. This player then rolls all 8 dice just **once**. There is no re-rolling of the dice! **Important:** Whenever it is your turn to roll the dice, you always start your first roll with all 8 dice.

You start the game in the top row on the left. You have to form the **number 10** with **exactly two** of the dice (the two values are added together). If you succeed, you cross off the box with the number 1. **Note:** If you can form the required number more than once, it makes no difference. After crossing off the box, you have to decide whether you want to end your action voluntarily or whether you wish to continue.



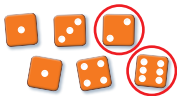
Sarah starts with all 8 dice. She rolls the dice once and is lucky. She can form the number 10 with two dice (6+4). She crosses off the number 10 and chooses to continue.

If you decide to continue, you have to put **any die** aside and then roll once more - this time **with one fewer die**. After the number 10 comes the number 9. You now have to form the **number 9** with **exactly two of your dice**. If you succeed, you mark the space with the number 9. Then once again you have to decide whether to end your action voluntarily or to continue.



Sarah has put one die aside and now rolls 7 dice. She can form the number 9 with two dice (5+4). She crosses off the number 9 and continues.

If you decide to continue, you again put **any die** aside and roll once more - **again with one fewer die**. After the number 9 comes the **number 8**. You have to form the number 8 with **exactly two** of your dice. If you succeed, you mark the space with the number 8. Then just like before, you make the decision whether to end your turn voluntarily or to continue.



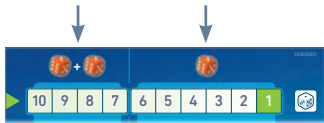
Sarah has put another die aside and now rolls 6 dice. She can form the number 8 with two dice (6+2). She crosses the number 8 and stops voluntarily. She passes all 8 dice to Tim, whose turn it is now to roll the dice. When it is Sarah's turn again in the next round, she continues from the number 7, but now with all 8 dice.

If you end your turn voluntarily, you pass **all 8 dice** to the **player on your left** (who is now going to roll the dice). When it comes to your turn again **in the next round**, you continue **in the same row** in which you just voluntarily ended. You then start again by rolling all 8 dice at **the first unmarked space** in your current row.

Attention, very important: Every time you decide to continue after crossing off a number, you have to put any die aside and continue rolling with one fewer die than before. However, you can only put aside a **maximum of 3 dice** in this manner. This means you always roll **at least 5 dice**. You **never** roll less than 5 dice, even if you march through the whole row in one go.

Note: The numbers **10 - 7** must always be formed from **the sum** of **exactly** two dice. If you can form the required number more than once, it makes no difference.

Note: The numbers **6 - 1** are always formed using **only one die**. If the required single number exists several times, it makes no difference.



MISTHROWS

If your roll **does not reach** the next required number in your row, your turn ends **immediately**. You must mark a misthrow in this row (the box on the right edge). You then pass **all 8 dice** to the **player on your left**, who will now roll the dice.

Note: It is possible that you do not roll the required number with all 8 dice right at the beginning of your turn- unfortunately, you are out of luck: misthrow!



It's Tim's turn and he really goes for it. After he has managed to cross off the numbers 10, 9, 8, 7, 6 and 5 in a row, he continues again (although he only has 5 dice left). This time he is unlucky - there is not a single 4. Tim ticks off the misthrow box on the far right and his turn is over. He passes all 8 dice to Maria.

After a misthrow, when it comes to your turn to roll again **in the next round**, you must start **in the next row below**, with all 8 dice at the first available space.



After Maria and Sarah had their turns rolling the dice, it is now Tim's turn again. After his failed roll in the previous round, he now has to start in the second row - on the far left at the space with the number 10. He now has all 8 dice at his disposal once again.

Attention, very important: If you have made a misthrow in **all four rows** during the course of the game, you start again in the topmost row in the next round - with all 8 dice from the first available space.



We are in the middle of the game. In the previous round, Sarah had a bad roll in the row at the bottom and caused a misthrow. She now starts again in the top row, with all 8 dice at the space with the number 5. She rolls the dice and is lucky: there is a 5 and she crosses off the number 5 space.

If you fail to roll a required number and thus generate a **second misthrow** in a row, you have to **cross out the row completely**.



Sarah rolls 7 dice. She needs a 4 but she is unlucky and no 4 shows up. As this is her second misthrow in this row, Sarah has to eliminate the row completely. She passes all 8 dice to Tim. In the next round, Sarah has to start in the second row at the number 6, again with all 8 dice.

If a player has **crossed out all four rows**, i.e. has generated two misthrows in each of the four rows, then they are **eliminated from the game**. The others continue to play normally (without this player).

END OF GAME

If a player has crossed off **all the numbers** in any row, they win **immediately**. If no one manages to complete a row, the player who **remains the longest in the game will be the winner**.

Note: If Lady Luck is having a good day, it is possible that a game is over very quickly. In this case, players should seek immediate revenge as a point of honour and call for a rematch!



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Tulpenweg 26, 90556 Cadolzburg
Germany
www.kendigmbh.de

Author: Reinhard Staupe
Graphics: Oliver & Sandra Freudenreich
Editor: Reinhard Staupe