Mäxchen (Meiern)

The rules are as follows:

A GAME FOR 3 OR MORE PLAYERS

CONTENTS:

2 dices, 1 dice-box, 1 beer mat, 3 matches for each player

(Sources: www.spiel-viel.de, www.planwerk6.de, www.fontein.de, www.streichhoelzer.de)

OBJECT:

Dicing a higher combination of numbers than the previous player. If this doesn't work – because the numbers are limited - lying better than your neighbor.

PLAY:

Each player gets 3 matches. This is his "credit".

The dice-box (including the dices and the beer-mat on top) goes clockwise around. Each player is allowed to dice two times (ending up with the dice-box upside down so that the dices rest on the beer-mat). Only after the first dice he is allowed to take a look under the dice-box. He can roll the dices again, but then he has to pass this second result "blindly".

The eyes of the dices should be interpreted as follows: The higher number is taken as the ten's position of a double figure, the lower one as the one's position. Examples: 3 and 6 add up to 63 (and NOT to 36), 1 and 3 add up to 31 (and NOT to 13), and so on. When the eyes of both dices are equal, this is a pair ("pasch"). A pair is always higher than the other values. Additionally there is one specific value: 21 is

named "Mäxchen" (or "Meier"). The order of these values is important: 31 is the lowest value, followed by 32, 41, 42, 43, 51, …, until 65. After this the pairs are next: pair of 1 (11), pair of 2 (22), …, pair of 6 (66). The highest value is 21.

When a player (1) has rolled the dices, he passes the dice-box to the next player (2), telling him his results (the real or maybe fictive results). The next player (2) has to decide, whether he believes him or not:

1. Believe him: In that moment as he takes the dice-box, he accepts the results. If he does, he has to roll the dices himself and hand on a higher result (real or fictive) to the next player (3). Let's say he gets a 64 from the previous player, accepts that and dices only a 61. Instead of telling the truth (and loose one of his matches), he is allowed to lie. He can pass the dice-box confidently by saying "pair of one" – maybe the next player believes him – or he can dice again and pass the results "blindly", pushing his luck.

2. Don't believe him: If he doesn't believe the first player, the dice-box is lifted and the results are checked. If the first player didn't tell the truth, he has to turn in one of his matches. If the first player told the truth, the second player has to turn in one of his matches.

When someone has a "Mäxchen" (21), he has also two possibilities:

1. He can immediately lift the dice-box, because this value can't be overbidden. The next player has to turn in one of his matches.

2. He can tell the next player a lower value, try to make him believe that he tells the truth and is only pushing his luck. The next player can accept or deny the dice-box – and maybe give it to the next person without looking at the dices at all. It depends all on his "poker-face".

If the game has reached the "Mäxchen", the next player begins a new turn.

If a player has lost all his matches (because he was a bad liar), he "swims". If he loose again, he is "out" and has to pay for the next round of drinks.

Instead of turning in matches the players can also agree on having a drink every time when someone is detected.

Adaption for Game Design Class:

- Every Player gets a PDA with a composed set of sensors (somehow arranged around the PDA). This is only the prototype. The final product will have integrated sensors for this game. You'll never need to carry all the stuff with you when you want to play Mäxchen.

- The display of the PDA will be used to show the results of the dicing.

- The light sensor is used to simulate the lifting of the dice-box when a player looks at his results. The results are only visible on the PDA, when the light sensor is sending signals.

- The dual axes sensor is used to simulate dicing.

- Passing and accepting the dice-box virtually (show the results to the next user) will be initiated with the touch sensor. After passing on from the first player and accepting from the next player, the data will be transferred somehow to the next PDA (infrared?).