



# CARRY ON THE FLAME

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## **Maexchen** **- A dice game from Germany -**

### **What you need:**

- 2 or more players.
- You also need 2 dice.
- 1 cup/container.

### **Rules:**

All players start with 5 lives. You have to put the two dice inside the cup and shake it in there. The higher number you get is always the first one of your result. The lower number is the second one – for example 2 & 4 get 42. If you have thrown a pair of numbers like 22 it's always higher than the regular ones. 21 is the highest number you can get. It's called the Maexchen.



Now you can choose if you want to say the truth to the player next to you or if you want to lie towards him. If the Player, who knows your number now is trusting you, he will just shake the cup with the dice inside and won't have a look at the number, you've thrown before. If he thinks you're lying he can have a look at your number. If his guess was right and you were lying to him you'll lose a life, but if his guess was wrong he'll lose a life. The loser is the new starter. But why would you lie? You have to lie if the number you've thrown is lower than the number the player before you has rolled. The game is over when one player lost all lives and the winner is the person, who has the most lives left.