

## *Skat Game*

The preferred height for a SKAT alley is on a base 22 inches above the floor.

There are five game targets:

1. **Tic-Tac-Toe** — Many different possibilities:
  - First, second & third prizes, respectively, for 3 on green, 3 on red, or 2 of a kind.
  - Win only on green, playing 3 or 4 balls.
  - Win only on green and a free turn for any other conventional tic-tac-toe combination.
2. **Blackjack** — “The House Stands on 18”, and the player must “Beat the House”, rolling 2 or 3 balls. An alternate play method is to play 3 balls, and win with exactly 21 points using the first two balls, or earn a free turn by rolling exactly 21 points with three balls. Several players can compete with each other for a winner.
3. **Over/Under** — The player rolls 3 balls, and tries to keep the accumulated points above 35 or below 10.
4. **Match Three** — The player tries to roll 3 balls into a matching set of 3 pockets. Nine pockets are marked with three red apples, three green maple leaves, and three blue sail boats. This is played with 3 or 4 balls.
5. **Seven or Eleven** — A player rolls two balls, attempting to accumulate a combination yielding seven or eleven points. Seven or eleven is played on a thirteen pocket tray marked with graphical images of dice.