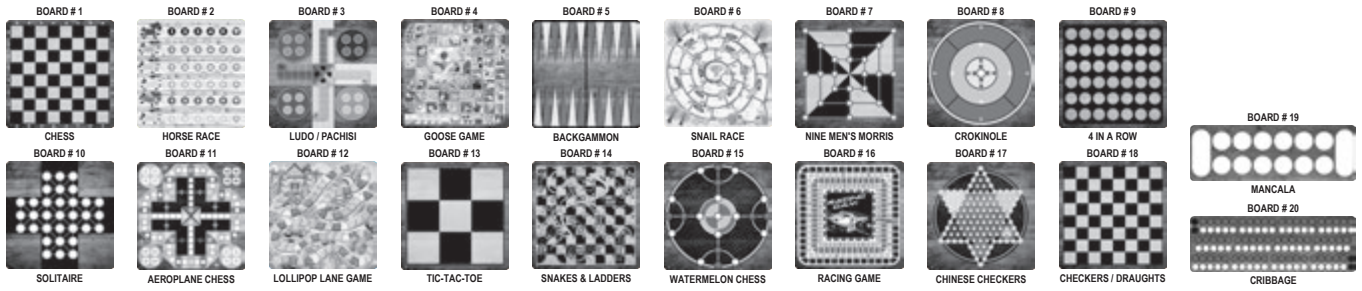


6+ YEARS

1-8

## 365 GAMES

## INSTRUCTIONS



## 01. CHESS

Players: 2.

Required: Board # 1 and 32 chess pieces (16 light and 16 dark).



Diagram A

Diagram B

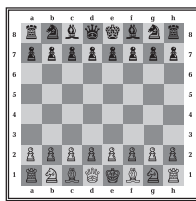


Diagram C

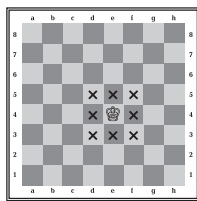


Diagram D

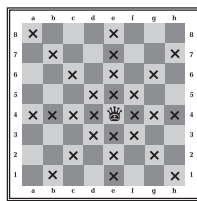


Diagram E

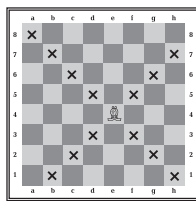


Diagram F

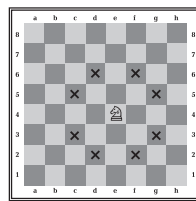


Diagram G

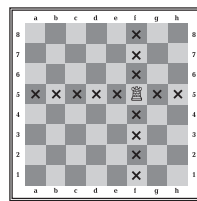


Diagram H

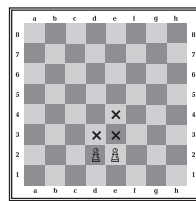


Diagram I

**How to play:** The game of Chess is the oldest, most fascinating and one of the most popular of all games. There is no element of chance, and players find new and interesting moves with each game. Chess is played with thirty two pieces. Each player has sixteen Chess pieces of either dark or light as shown in the diagram.

Each player has one King, one Queen, two Bishops, two Knights, two Rooks and eight Pawns.

The game is played on a checkered board, divided into sixty-four squares in two colours. Place the Chess board between the two players, so that each player has a light square at the right hand corner of the board.

At the start of each game, the Chess pieces are placed at the position shown in diagram C. The player with light Chess pieces starts first.

**The King**

The King can be moved to any square adjoining the square they occupy. If the King moves to a square with an opposing piece, the King captures that piece. In diagram D, the spaces marked with X indicate the squares to which the King may move.

**The Queen**

The Queen moves and captures horizontally, vertically and diagonally in any direction, and for any distance over unoccupied squares. However, when the Queen captures an opposing piece, they stops on that square. In diagram E, the spaces marked with X indicate the squares to which the Queen may move.

**The Bishop**

The Bishop moves and captures diagonally in any direction over unoccupied squares. In diagram F, the spaces marked with X indicate the squares to which the Bishop may move.

**The Knight**

The Knight moves and captures in any direction, by a movement combination of either vertically one square plus horizontally two squares, or horizontally one square plus vertically two squares. This move looks like the letter "L". Thus it will be seen that the Knight moves to the farthest corner of a rectangle composed of six squares. In diagram G, the spaces marked with X indicate the squares to which the Knight may move.

**The Rook**

The Rook moves and captures horizontally and vertically only, over unoccupied squares. In diagram H, the spaces marked with X indicate the squares to which the Rook may move.

**The Pawn**

The Pawn only moves forward one square at a time. Except for the first move, when the Pawn has the privilege of moving two squares. The Pawn is the only Chess piece that does not capture as it moves. It captures on either of the two diagonal squares adjoining it in front. Each Pawn that moves to a square on the last rank of the opposite side of the board, it may be exchanged for a Queen, Rook, Bishop or Knight of the same colour without regard to the number of such pieces already on the board.

**Castling**

Each player has the privilege of castling once in the game. Castling involves moving the King two squares to their right or left toward the Rook and placing the Rook on the square on the other side of the King.

A player may "castle" subject to the following restrictions:

1. The King must not be in check.
2. They must not pass over or land on a square commanded by a hostile Chess piece.
3. Neither the King nor the Rook must have been previously moved.
4. No piece must intervene between the King and the Rook.

**Object of the game:****A. Check**

The King is in check when it is threatened to be captured by an opponent's piece. The player must say "check" when the player's piece moves to a position where it is threatening the opponent's King.

The player is not allowed to give up the King that is in check and let it be captured. One of three things must be done by the player in check:

1. The King must move out of check.
  2. The hostile piece that checks must be captured.
  3. A piece must be placed between the King and the attacking piece.
- Since the object of the game is the capture of the opponent's King, the game is lost if none of the above three things can be done. The "check" then turns into a checkmate.

**B. Checkmate**

When the King is checked and cannot move out of check, interposing one of their own pieces or pawns, or capture the hostile piece, then they is in checkmate and the game is over.

## 02. DOUBLE-MOVE CHESS

Players: 2.

Required: Board # 1 and 32 chess pieces (16 light and 16 dark).

**How to play:** The normal rules of chess apply, but here, players get two moves per turn. If a check is given in the first of the two moves, the player loses their right to play the second move. The player who is in check has to deal with it immediately before doing anything else. The king can not walk into check on the first move even if the second move would get it out of check again. In the event that neither player succeeds in making the second move, the game ends in a draw.

## 03. K.O. CHESS

Players: 2.

Required: Board # 1 and 32 chess pieces (16 light and 16 dark).

The normal rules of chess apply, but here, the game is won by the first player who is unable to move any figure. It is forbidden for a player to place themselves in mate.

## 04. THE QUEEN AND THE WARRIORS CHESS

Players: 2.

Required: Board # 1, 16 chess pieces (one colour) and the queen of the opposite colour.

The object of the game is for the player who has the 16 pieces at the beginning of the game to checkmate the Queen. A player places the chess pieces in their usual positions: they are the warriors. The other player only has one piece, the Queen. The queen can move like a normal queen and like a knight, being able to capture the pieces of the opponent, including the King. The opponent's pieces move as in normal chess.

## 05. FORCED TO EAT CHESS

Players: 2.

Required: Board # 1 and 32 chess pieces (16 light and 16 dark).

In this game there is an obligation to capture, but there is neither check nor mate, and even the King can be captured. In the event that a piece reaches the opponent's front row, they can only become a figure already captured. The player who has no pieces left, loses.

## 06. POSITION CHESS

Players: 2.

Required: Board # 1 and 32 chess pieces (16 light and 16 dark).

The game consists of alternately placing the pieces on the board. Once a piece has been placed it cannot be moved. Pieces cannot be placed on the bottom row or the top row. A player's bishops have to be on a light and a dark diagonal respectively. The pieces may not be placed in positions that are threatened by an opposing piece or in which they threaten an opposing piece. The moment a player can no longer place any piece, loses the game.

## 07. HORSE JUMPING CHESS

Players: 1.

**Required:** Board # 1 and 1 knight.

The object of the game is to have the knight pass through all 64 squares of the board using the usual knight movement (2 straight squares and one to the side). The beginning is very simple. Example: a player starts at square A1, the knight jumps to C2 or B3, from B3 they can jump to A5, C5, D4, D2, etc. To prevent the knight from passing through the same square several times, the board can be drawn on paper, marking the path that the knight has followed. This game offers endless possibilities for mental exercise.

## 08. SOLDIERS VS. SOLDIERS CHESS

Players: 2.

**Required:** Board # 1 and 3 pieces per player.

The object of the game is to be the first to bring one of your pieces to the opposite end of the board or to capture or block all of the opponent's pieces. Only nine squares of the board are used, forming a three-by-three square. The pieces are placed at the bases of the game square, that is, three in a line against the opponent's three. On each turn a piece moves, always forward, if the square is empty. It can also move diagonally to capture the opponent's piece. The player who manages to take one of their to the opposite side, or who manages to block all the opponent's pieces, wins.

## 09. TAKE-IT CHESS

Players: 2.

**Required:** Board # 1 and 32 chess pieces (16 of each colour).

The object of the game is to lose all of your pieces except for your king! Capturing the enemy pieces is compulsory. The players do their best to give their pieces away as soon as possible.

## 10. HALF-BLINDFOLD CHESS

Players: 2.

**Required:** Board # 1 and 32 chess pieces (16 of each colour).

The normal rules of Chess apply, but here, players start their game on an empty chessboard, visualising the starting position. Every time they make a move, the piece they moved appears on the board, as shown in diagram A. All other pieces remain invisible to the players. 1. As the game progresses, it is easy to spot peculiarities of a player: is they moving around with one piece; occupies the centre with pawns or plays with as many pieces as possible. 2. It is interesting to see which player keeps track of all invisible pawns, especially when the middlegame is reached.

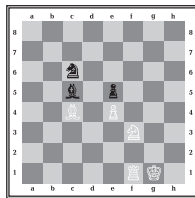


Diagram A

## 11. CHECKERS / DRAUGHTS

Players: 2.

**Required:** Board # 18 and 24 game pieces (12 light and 12 dark).

**Object of the game:** To capture all your opponent's checkers by jumping over them onto a vacant space, or to block your opponent's checkers so that a move cannot be made.

**How to play:** Each player gets 12 checkers of one colour and places them on the first three rows of black squares. Make sure that the square in the left hand corner closest to you is dark. Moves are confined to the dark squares. Moves can only be forward diagonally to a vacant square (not backwards), see Diagram A. To capture your opponent's checker, the square opposite that checker must be empty. Jump over your opponent's checker into the vacant space, then take their checker off the board. A player cannot jump their own checker. When a players checker reaches their opponent's side of the board, it becomes a "King" and is "crowned" by having another checker of the same placed on top of it. Once a King, a player can move diagonally forwards OR backwards. Kings may be jumped and captured by regular checkers.

**How to win:** A player must capture all of their opponent's checkers, or block them so that they cannot move.

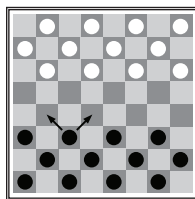


Diagram A

## 12. ITALIAN CHECKERS

Players: 2.

**Required:** Board # 18 and 24 game pieces (12 light and 12 dark).

Italian Checkers variant is played on a normal 8x8 board, BUT, the A1 square is light, not dark, as shown in diagram A.

Pawns and kings move and capture like in American Checkers with these important differences:

- Pawns cannot capture kings.
- It is mandatory to capture as many pieces (as one multi-jump) as possible.
- If a position allows 2 or more longest captures, the one made with a king is preferred. If this condition does not produce an unique result, it is compulsory to choose the one which captures the maximum amount of kings.
- If the previous still allows different jumps, the one which captures a king first has a preference.

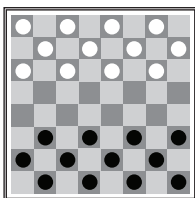


Diagram A

## 13. CZECH CHECKERS

Players: 2.

**Required:** Board # 18 and 24 game pieces (12 light and 12 dark).

Pieces move one square diagonally forward. Once a piece has reached the furthest rank of the board from the owning player, it becomes a king. Kings move diagonally forward or backward any number of positions. Capture rules:

- Captures are mandatory in Czech draughts: when a piece is found adjacent to an opposing piece behind which is an empty position, the player must attain this empty position and remove the opposing piece from the board.
- Should a player be able to capture either with a piece or a king, they must do so with the king.
- If multiple captures are possible, the player may choose between capturing one piece or the entire line; the capture of a partial line is not permitted. If multiple captures are performed, the pieces are removed from the board when the capture is concluded.
- Players cannot capture their own pieces.

A player who cannot move, either because they has lost all of their pieces, or because no legal move remains, has lost. The game is a draw when it is theoretically impossible (i.e. with perfect play) to capture any of the opponent's pieces.

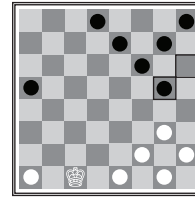


Diagram A

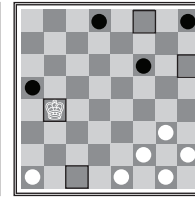


Diagram B

## 14. TURKISH CHECKERS

Players: 2.

**Required:** Board # 18 and 32 game pieces (16 light and 16 dark).

Turkish Checkers is a variant of Czech Checkers with two important differences:

**Starting position of the pieces:** As shown in diagram A, the pieces are placed on both dark and light fields of the board.

**Movement of pieces:** A pawn can move (and jump) in three directions - horizontally-left, horizontally-right and directly forward. When a pawn reaches the last row, it turns to a queen that can move (and jump) any number of spaces in four directions (left, up, right and down). Diagrams B, C display an example of light king capturing four dark pawns (before and after the move). The other rules are the same as for Czech Checkers.

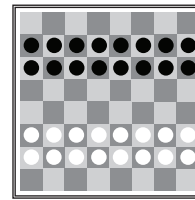


Diagram A

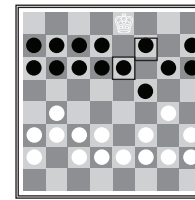


Diagram B

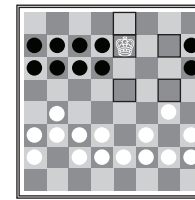


Diagram C

## 15. GOTHIC CHECKERS

Players: 2.

**Required:** Board # 18 and 32 game pieces (16 light and 16 dark).

Gothic Checkers is one of the newest variation of Checkers with two important differences:

**Starting position of the pieces:** As shown in diagram A, the pieces are placed on both dark and light fields of the board.

**Movement of pieces:** A pawn can move (and jump) in five directions - the standard Checkers diagonal-forward moves are extended by horizontally-left, horizontally-right and directly forward moves. When a pawn reaches the last row, it turns to a king that can move (and jump) one space in any direction (left, up-left, up, up-right, right, down-right, down and down-left). Diagram B displays an example of the dark king capturing four light pawns (before and after the move). The other rules are the same as for normal Checkers.

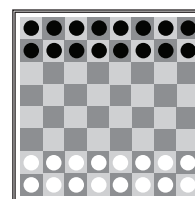


Diagram A

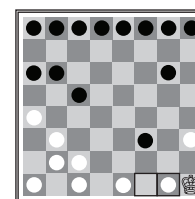


Diagram B

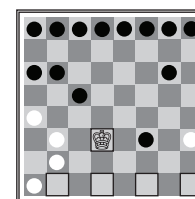


Diagram C

## 16. THAI CHECKERS

Players: 2.

**Required:** Board # 18 and 16 game pieces (8 light and 8 dark).

Place the pieces on the board, as shown in diagram A.

The rules are similar to Czech Checkers with these differences:

- A king can make long jumps (over more empty squares) but must land just on the next square after the captured piece.
- A king does not have a jumping preference (if a jump can be done with a king and a pawn at the same time, any of these pieces can be chosen).

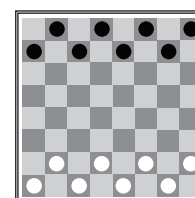


Diagram A

## 17. CRAZY CHECKERS

Players: 2.

Required: Board # 18 and 24 game pieces (12 light and 12 dark).

It is simply the opposite of the game of Checkers. The player who loses all of their pieces first, wins.

## 18. BLOCKADE CHECKERS

Players: 2.

Required: Board # 18 and 24 game pieces (12 light and 12 dark).

The pieces are placed on the board in the same way as in the normal game of Checkers and they move only through the dark squares, always taking one step but, as desired, both forwards and backwards. It is not about capturing the pieces, but about blocking them. A piece is considered to be "blocked" when being surrounded by opposing pieces in such a way that it does not have any type of connection with the other pieces that allows it to move. The blocked piece is then removed from the board. The first player who runs out of piece, loses.

## 19. JUMP CHECKERS

Players: 2.

Required: Board # 18 and 16 game pieces (8 light and 8 dark).

The rules of this game are similar to those of BLOCKADE. The pieces move only forward.

The first player to reach the opponent's 1st line with their pieces as soon as possible, wins.

## 20. GERMAN CHECKERS

Players: 2.

Required: Board # 18 and 16 game pieces (8 light and 8 dark).

The pieces are placed in the first two rows of the board, 8 in each row (similar to THAI CHECKERS).

- The pieces move diagonally, so that they always move by the same colour as the square where they were at the beginning.
- Only one step moves each turn.
- It is mandatory to capture, having to capture as many opposing pieces as possible. The normal piece can not only capture diagonally, but also in a straight line and to the left and right, that is, in the 5 forward directions.
- The piece that reaches the opponent's last row becomes a queen.
- In addition to moving and capturing diagonally, the queen can do so in any direction (like the chess queen). The other rules are the same as for normal Checkers.

## 21. PARACHUTE CHECKERS

Players: 2.

Required: Board # 18 and 24 game pieces (12 light and 12 dark).

Each player starts a game with eight pieces and four "parachutists" located on the opponent's first row, as shown in diagram A.

A parachutist waits in the enemy's base to suddenly capture an opponent's piece. It means that the only valid move of a parachutist is to capture a piece at seventh (white parachutist) or second (black parachutist) row. After the jump the parachutist must land directly behind the captured piece (like a king in normal checkers) and immediately turns to a pawn. Diagram B displays a situation before and after a parachutist attack. The other rules are the same as for Czech Checkers.

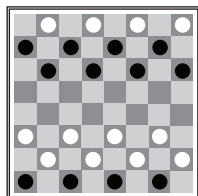


Diagram A

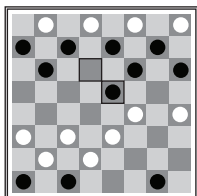


Diagram B

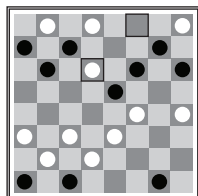


Diagram C

## 22. CONTACT CHECKERS

Players: 2.

Required: Board # 18 and 28 game pieces (14 light and 14 dark).

Each player starts with 12 pieces, placing them as in the German checkers game and applying the rules of the normal game of checkers, only that here you can enter pieces until reaching a total of 13 or 14.

To do this, a box 7 is defined from the first row before starting the game and, when this is free, another piece is inserted. Example: box 7 is defined for both players. Once this square is free, it can be filled with a new piece.

## 23. POLICE AND THIEVES

Players: 2.

Required: Board # 18 and 24 game pieces (12 light and 12 dark).

The object of the game is to bring your own pieces as quickly as possible to the opponent's side, or to surround them so that they cannot move. The initial position of the pieces is the same as in the game of checkers, the pieces move diagonally one by one, being able to move forward and backwards. In the event that there is a free square behind one or several pieces of the opponent, you can jump over the latter, being allowed to move in a zig-zag as well. The pieces that have been jumped on remain on the board, since they are not captured.

## 24. OCCUPY 5

Players: 2.

Required: Board # 18 and 20 game pieces (10 light and 10 dark).

Once the pieces have been placed on the board, as shown diagram A, they can be moved in any direction advancing only one square. The player who manages to occupy 5 squares in a line, horizontally, vertically or diagonally, wins (while preventing their opponent from achieving the same).

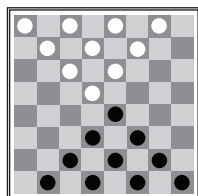


Diagram A

## 25. FOUR WIN

Players: 2.

Required: Board # 18 and 16 game pieces (8 light and 8 dark).

The 8 pieces are placed in a row on the 1st line of each player. The movement that the piece can make is horizontal or vertical, one by one, NEVER diagonally. It can also move in one direction by going through several squares, as long as they are free, but must stop when the next square is occupied. However, if the square behind the opposite piece is free, they can skip the opposite piece without being captured. Each player will try to form a row of 4 with their pieces while preventing the other from succeeding. The row can be horizontal, vertical or diagonal, but for this there should not be any pieces in the initial row. In the event that it is possible to surround an opponent's piece with the four of your own (the diagonal squares do not count), the piece can be removed from the board. The player who gets the row of four, or if they manages to remove the opponent's 5 pieces from the board, wins.

## 26. THE BLACK WIDOW

Players: 2.

Required: Board # 18 and 13 game pieces (12 light and 1 dark).

The light pieces are placed as in the normal game of checkers (in the first three rows) and the dark piece (the Queen) can be placed in the dark square that the player decides as long as it is within the first three rows. Light comes out trying to lose the twelve pieces in a maximum of 12 moves, if they does not succeed, dark wins. The player with the dark queen is obliged to capture all the possible pieces on each move, but light cannot capture the queen.

## 27. WALLED UP

Players: 2.

Required: Board # 18 and 16 game pieces (8 light and 8 dark).

The pieces are placed as in the normal game of checkers but in the first two rows on the opposite sides and only on the dark squares. The movement is diagonal and the opponent's pieces cannot be captured. The objective of this game is to isolate the opponent's pieces so that they cannot move. The pieces can be removed from the board when they do not have contact with other pieces of the same colour, that is, if they are locked. As long as a piece is immediately next to another of the same colour, it will not be considered locked. The one who manages to wall up the opponent, wins.

## 28. RUSSIAN CHECKERS

Players: 2.

Required: Board # 18 and 24 game pieces (12 light and 12 dark).

Place the pieces on the board, as shown in diagram A.

Russian Checkers (Shashki) variant is very similar to International Checkers. The following list contains all differences:

- Pawns move one space diagonally forward only, but can capture diagonally forward or backward. Queens (promoted pieces) move any number of spaces diagonally forward or backward, and can capture any number of spaces diagonally forward or backward as well.
- Unlike International Checkers, it is not mandatory to make the longest possible jump.
- If a pawn reaches the last row while jumping, it promotes to a queen and continues jumping immediately.

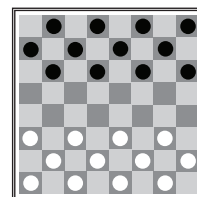


Diagram A

## 29. PYRAMIDS

Players: 2.

Required: Board # 18 and 24 game pieces (12 light and 12 dark).

The pieces are placed on the following squares on the board to create the pyramid shape: the light ones on A1, C1, E1, G1, B2, D2, F2, C3, E3 and D4; while dark are at B8, D8, F8, H8, C7, E7, G7, D6, F6, and E5, as shown in diagram A. Once all the pieces have been set-up, play can begin. The piece can move in any direction, but always on the dark squares. The goal is to re-form the pyramid on the opposite side. You can only advance one square at a time, being able to jump over your own pieces and those of the opponent, both by making a single jump and a series of them. The pieces that are jumped on are not captured, they remain on the board. The first player to form the pyramid on the other side, wins.

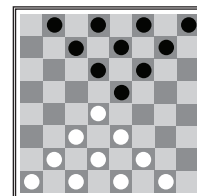


Diagram A

## 30. ANTI-CHECKERS

Players: 2.

Required: Board # 18 and 30 game pieces (15 light and 15 dark).

The player who loses all of their pieces first, or the player who run out of any legal moves first, wins.

## 31. THE WOLF AND THE SHEEP

Players: 2.

Required: Board # 18, 1 dark game piece and 4 light game pieces.

One player is the wolf (dark) and places their piece on one of the four light squares on the top row of the board. The other player places their four light pieces (the sheep) on the four light squares in the last row on the opposite side. The wolf begins the game. They moves one step from square to light, that is, diagonally, being able to move backwards and forwards. The wolf wins if they reaches the last row of the board. The sheep moves in the same way but only forward, being able to move only one piece at a time. The sheep win the game if they manage to surround the wolf and block it before it reaches the last row of the board.

## 32. DIAGONAL CHECKERS

Players: 2.

Required: Board # 18 and 24 game pieces (12 light and 12 dark).

The rules are the same as for normal Checkers, however in this game the pieces are placed on the board, as show in diagram A.

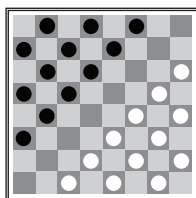


Diagram A

## 33. BATTLE OF THE FROGS

Players: 2.

Required: Board # 18 and 6 game pieces (3 light and 3 dark).

The light pieces (toads) and the dark pieces (frogs) are placed on the board, as shown in diagram A. Players take turns moving from square to square starting with the light pieces. As long as it is possible, pieces only move forward, in the direction of the opponent, being able to jump over them as well, but only if the piece is directly in front and the square behind it is free. When it is not possible to move forward, a piece has to move or jump backwards. The first player to occupy all three of the opponent's starting squares, wins.

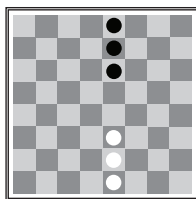


Diagram A

## 34. CHALMA

Players: 2.

Required: Board # 18 and 12 game pieces (6 light and 6 dark).

The pieces are placed the same as in the normal game of checkers. They then move alternately diagonally, advancing only one square on each move. If there is a free square behind one or more enemy pieces, you can jump over them. Those pieces of the opponent are not captured, but remain on the board. The player who places all their pieces in the positions that their opponent had, wins.

## 35. LUDO / PACHISI

Players: 2-4.

Required: Board # 3, 16 playing pieces (4 of each colour - Yellow, Red, Green, Blue) and 1 dice.

The playing board is a square with a cross in its centre. Each of the 4 arms on the cross is divided into three columns, with the columns divided into 4-6 squares. In the centre of the cross is the finish square, which is divided into four coloured triangles. Each coloured triangle is combined with a coloured middle column that appears as an arrow pointing to the finish. The shaft of each arrow is a player's "home column".

On the left of each home column, one square from the edge of the board is a starting square, also coloured. During game play, a pawn moves from its starting square, clockwise around the perimeter of the board, and up the player's home column to the finishing square. In the space to the left of each arm is a circle or square to hold a player's pawns before they are allowed into play. There are no resting squares, but the coloured home column may only be entered by its own player's pawns.

The special areas on the board are coloured with red, blue, green, and yellow. Each player uses pawns of matching colour.

**How to play:** At the start of the game, the player's four pawns are placed in the start area of their colour.

Players take turns to throw a single dice. A player must first throw a six to be able to move a pawn from the starting area onto the starting square.

**How to win:** In turn, the player moves a pawn forward 1 to 6 squares as indicated by the dice. When a player throws a 6, the player may bring a new pawn onto the starting square, or may choose to move a pawn already in play. Any throw of a 6 results in another turn. If a player cannot make a valid move, they must pass the dice to the next player. If a player's pawn lands on a square containing an opponent's pawn, the opponent's pawn is captured and returns to the starting area. A pawn may not land on a square that already contains a pawn of the same colour. Once a pawn has completed a circuit of the board, it moves up the home column of its own colour. The player must throw the exact number to advance to the finish square. The winner is the first player to get all four of their pawns onto the finish square.

## 36. WITHOUT COLOUR LUDO

Players: 2-4.

Required: Board # 3, 16 pawns (4 of each colour per player) and 4 dice.

Each player places 4 pieces of different colours in their starting area. The object of the game is to get all four of your pieces to the goal first. Each player can place any piece, once they has rolled a 6 with the dice, being able to roll 3 times. When a player has already moved a piece, they may not roll more than once with the dice. A player can only advance with a piece that has already left the starting area and has not yet reached the goal. If, for example, a player has a green and a yellow piece at the starting area and a blue one at the goal, they can only advance with a red one. The pieces can only move forward, but they can also "CAPTURE" backwards. A "CAPTURED" piece can be placed in any goal where that colour does not appear. That colour can't be in the goal either. Discounting these exceptions, the normal rules of Ludo apply, but at the finish you cannot jump over the pieces. The player who manages to reach their goal with their four pieces first, wins.

## 37. LUDO - WITH CONSEQUENCES

Players: 2-4.

Required: Board # 3, 16 pawns (4 of each colour per player) and 4 dice.

The pieces will be distributed evenly amongst the players. Each player's first piece can be immediately put into play; the rest after having rolled a 6 with the dice. It is not mandatory to remove the pieces but it is advisable to have all the possible pieces in play. Before starting the game, each player must say in which direction they will play the game, that is, if they will start to the left or to the right, having to do it in the same way throughout the game and with all the pieces. No piece can be placed on a square that is already occupied; the opponent's pieces cannot be removed. Each player also has the possibility of distributing the points obtained with the dice among several pieces: for example, if a 5 is rolled, a player can advance two squares with one piece and the remaining three with another, but it is necessary to advance anyway. In the event that a player cannot advance (due to not having any pieces in play or because they would fall on an already occupied square) they will lose a turn as a consequence. In the event that a piece lands on an opponent's square, they can re-roll with the dice. The player who manages to get their pieces to their home first, wins.

## 38. THIEVES AND POLICE LUDO

Players: 2.

Required: Board # 3, 8 pawns (4 of each colour) and 2 dice.

One will be the thief and the other the policeman. The players face each other and place their pieces in their starting area. To move a piece from the starting area, a total of 5 must be rolled. The thieves flee from the police trying to get to their house. Police officers cannot be chased. If a police officer catches a thief they removes them from the board and advances 10 positions. The police officer can go around the board several times, always trying to stay behind the thieves. The police officer will win if they captures 3 thieves or, on the contrary, the thief will win if they manages to get 3 pieces home.

## 39. INCOMPLETE LUDO

Players: 2-4. (If 4 players, form 2 teams)

Required: Board # 3, 16 pawns (4 of the same colour per player) and 4 dice.

Each player's first piece can advance immediately; To get the next pieces out of the starting area, it is necessary to roll a 1 or a 6 with the dice, without it being compulsory to take out the pieces if a player gets those scores. Each time a player rolls a 1 or a 6, they can advance or take a piece and roll the dice again until they roll a total other than 1 and 6, in which case it is up to the next player. In addition, each player can distribute the points among several pieces. In the event that a player's piece lands on a square where an opponent's piece is, it returns it back to its starting area, and has to start over. The player who has removed the piece can count 20 squares as a bonus. In the starting boxes of each player there can be several pieces of different players without anyone being sent off. In the remaining squares there can only be several pieces if these are their own or those of the playing partner. If an opponent's piece goes to a square where there are several pieces, only one of them will be sent off. The player who manages to reach their goal with their four pieces first, wins.

## 40. ASSASSIN LUDO

Players: 2.

Required: Board # 3, 10 pawns (4 of each colour and 2 of different colours per player) and 2 dice.

Each player receives 5 pieces (4 of the same colour and a 5th of a different colour). The 5th piece is the assassin. The assassin's goal is not to get to the goal, but to kill the opponent's pieces. A's assassin starts from the same place as B's pieces. After rolling the dice, each player can choose whether to advance with the assassin or with one of their pieces. The assassin is the only one who can kill the other's pieces, but they can also be killed. If a piece lands on a square in which an assassin is found, it is captured passing to the property of the person who captured it. With this, it is possible that one player is playing with two assassins until the other player captures one of them again. The player who manages to reach their goal with their four pieces first, wins.

## 41. 4-IN-A-ROW

Players: 2.

Required: Board # 9 and 32 game pieces (16 light and 16 dark).

Players connect four of their coloured playing pieces in a row. This can be done horizontally, vertically or diagonally. Each player will place their playing pieces down one at a time starting at the bottom edge, then work upwards horizontally, vertically or diagonally. This will give you a chance to either build your row, or stop your opponent from getting four in a row. The first player to get 4 of their chips in a row, wins. Alternatively, the game is over when all pieces are used, ending in a stalemate.

## 42. 3-IN-A-ROW

Players: 2.

Required: Board # 9 and 32 game pieces (16 light and 16 dark).

The rules are the same as for normal 4-IN-A-ROW, but with the difference being that a player has to put 3 pieces in a row instead of 4.

## 43. 5-IN-A-ROW

Players: 2.

Required: Board # 9 and 32 game pieces (16 light and 16 dark).

The rules are the same as for normal 4-IN-A-ROW, but with the difference being that a player has to put 5 pieces in a row instead of 4.

## 44. SOLITAIRE

Players: 1-2.

Required: Board # 10 and 32 playing pieces.

**To start:** Place a pawn in each space except the centre spot. A move is made by jumping to an empty space, either side to side, or up and down (not diagonally). Remove the pawn which has been jumped from the board. The goal is to finish with one pawn remaining in the centre spot. A variation is to start with any space empty and attempt to finish with one pawn in the same space which was empty at the start.



## 45. CROSS SOLITAIRE

Players: 2.

**Required:** Board # 10 and 12 pawns (6 of each colour per player).

The cross is a variant of the solitaire. The pieces are placed in the shape of an equal-armed cross in the centre of the board. The object of the game is to leave a single piece in the centre.

## 46. THE PENTAGON

Players: 2.

**Required:** Board # 10 and 24 checker pieces (12 of each colour per player).

To begin play, the pieces are placed in all the points of the board, except in the corners so that there is a pointed square. Now the bottom piece is removed, resulting in an irregular pentagon. The object of the game is to jump into the areas, according to the rules of solitaire, until only the centre piece remains.

## 47. THE FOXES AND THE CHICKENS SOLITAIRE

Players: 2.

**Required:** Board # 10 and 22 checker pieces (20 light and 2 dark).

The two foxes (dark) are placed at the corner points, as shown in the diagram. The 20 chickens (light) are distributed on the board so that there are 4 free spots between the chickens and the foxes, and the game can begin. The fox can go all over the board having to jump on each loose chicken that is on their side, capturing it and taking it off the board. Chickens can move forward and sideways but not backwards. If the chickens have suffered so many losses that they can no longer occupy all the colour points, the fox wins the game. If a fox does not realize that they can jump on a chicken, they cannot continue playing until the other fox manages to jump on a chicken. If the chickens occupy the 9 circles (chicken coop) on the paying board, as shown in the diagram, they win the game.

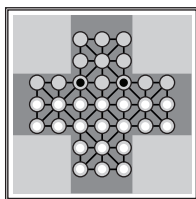


Diagram A

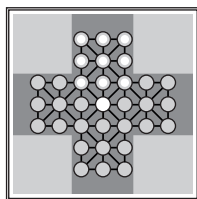


Diagram B

## 48. ASSAULT ON THE FORTRESS

Players: 2.

**Required:** Board # 10 and 26 checker pieces (2 light and 24 dark).

The light pieces are the officers who will have to defend the fortress, as shown in the diagram, while the black ones are the infantry that will try to assault the fortress. These will be placed in all the points around the fortress. The officers move from point to point in any direction, the infantrymen, on the other hand, will only move towards the fortress, in a straight line or diagonally. Officers can capture the infantrymen by jumping on them to an empty spot behind them. The captured infantryman leaves the board. But if an officer forgets a possible catch, they are also removed from the board. The infantrymen win the game if they manage to corner the officers so that they can no longer move, or if they manage to occupy all the points inside the fortress. If the infantrymen are so depleted that it is impossible to get either of the two possibilities, the officers win.

## 49. EAT CHIPS

Players: 2.

**Required:** Board # 10 and 22 checker pieces (11 of each colour).

Players alternately place their piece at any point on the board. It is not allowed to place two pieces of the same colour together in a vertical or horizontal direction.

If all the pieces have already been placed, each player can advance in a horizontal or vertical line.

The object of the game is to be able to place three pieces of the same colour in a horizontal or vertical row. Upon achieving this, they will have the right to capture any of the opponent's pieces, removing them from the board. The player who manages to capture all but two of the opponent's pieces, wins.

## 50. NINE MEN'S MORRIS

Players: 2.

**Required:** Board # 7 and 18 game pieces (9 light and 9 dark).

**How to play:** One player takes dark and the other player takes light. Dark starts.

**Game is played in phases:** First phase, the players take turns placing each of their 9 pieces around the board. After all the pieces are placed, the players take turns moving their pieces along the lines on the board, to a place without another piece already there. Players must move 1 space at a time.

**Object of the game:** The object of the game is to form mills, which are lines of 3 pieces in a row. Every time you form a mill, you have the chance to take off one of your opponent's pieces. Also, any piece that is part of a mill is protected and may not be removed, unless there are no other choices. Try to reduce your opponent to only 2 pieces, such that they can no longer form a mill. Alternatively, if during the movement phase of the game, players can no longer move, they lose immediately.

**Flying:** Nine Men's Morris can also be played with the very cool Flying Rule. During the movement phase, a player that is reduced to 3 pieces may move any piece to any open space on the board. This gives a player on the verge of losing an advantage. So care should be taken when reducing a player to their last 3 pieces.

## 51. DIAGONAL MILL

Players: 2.

**Required:** Board # 7 and 24 checker pieces (12 of each colour).

The rules are the same as for normal Nine Men's Morris/Mill, however in this game it is also valid to do three in a row diagonally.

## 52. CROSS MILL

Players: 2.

**Required:** Board # 7 and 12 checker pieces (6 light and 6 dark).

Each player places their 6 pieces on each of the two central diagonals of the board. One piece is alternately moved to another position.

The player who manages to put all three in a row first, wins.

## 53. THREE CHIPS MILL

Players: 2.

**Required:** Board # 7 and 6 pieces (3 light and 3 dark).

The pieces are placed on the playing board, as shown in the diagram. The players alternately move the pieces and put them in any free position.

The player who gets the three in a row first, wins.

## 54. 3 TO 7 MILL

Players: 2.

**Required:** Board # 7 and 10 pieces (3 light and 7 dark).

The pieces are placed on the playing board, as shown in diagram A. The player who plays with dark must achieve tic-tac-toe by moving from one position to another. Light will have to try to prevent dark from getting tic-tac-toe. For this, they can jump over dark and their own pieces. If before 15 moves dark has achieved the goal, dark wins. If it is the opposite, light wins.

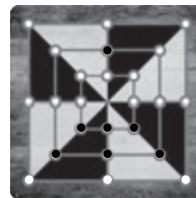


Diagram A

## 55. BACKGAMMON

Players: 2.

**Required:** Board # 5, 30 game pieces (15 light and 15 dark), 4 dice and 1 doubling cube.

**How to play:**

Diagram A shows the proper position of the checkers for the start of play. The game board is divided into four parts, with each player having both an "inner table" and "outer table". Each table is divided into six "points" with alternate colour, three each. The home and outer boards are separated from each other by a ridge down the centre of the board called the bar.

**Object of the game:** The object of the game is move all your checkers into your own home board and then bear them off. The dark and light pieces move in opposite directions.

**The Play:** The laws of Backgammon say that each player throws one dice in order to determine who goes first. If both players roll the same number, they must throw again until one player has rolled the highest number. The players start the game by rolling the dice in turn. A player can move their checkers according to the numbers shown on the dice. The numbers shown on the dice are considered individual moves. Thus, if a player rolls a 3 and a 4, they may move one checker four spaces to an open point, and another checker three spaces to an open point, or they may move one checker to a total of seven points, but only if the intermediate point is open. A player must use both numbers of each roll whenever possible. If either number can be played but not both, the player must play the larger one. If a player cannot move at all, the player loses their turn.

**Doubles:** Doubles means rolling the same number on both dice. When this occurs, the player may move the number shown on dice four times. The player can move the same checker all four moves, or any other combination of checkers they wish.

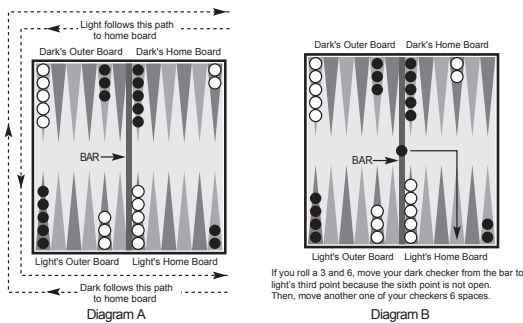
**Blocked Point:** When a player has two or more checkers on any point, the opposing player's checker may not land. Once a player has landed two checkers on any one point they are said to have "made the Point". There is no limit to the number of checkers one player may have on a point.

**Blot:** Is a point which a player has only one checker. When an opponent checker lands on a blot, it "hits" the blot checker. The checker that was "hit" is placed on the bar (centre part of the board).

**Bar:** Once the player's checker has been placed on the bar, they must roll the dice and try to "enter" their checker. The player must "enter" into their opponent's inner table BEFORE they can move any of their other checkers. Entering is accomplished by moving the checkers into the opponent's inner table with the numbers on the dice. If the player rolls a 3, their checker will "enter" the point on the furthest side of the opponent's inner table (i.e. point 3 on their opponent's inner table). See diagram B. A 6 will "enter" on point 6 of their opponent's inner table. If the player cannot "enter" because both points are blocked, the player loses their turn. A SHUTOUT or CLOSED BOARD occurs when your opponent's inner table is completely closed (each point is covered by at least two checkers), at which point, the player continues to lose turns until a point becomes open.

**Doubling:** Backgammon is played for an agreed stake per point. Each game starts at one point. During the course of the game, a player who feels they have a sufficient advantage may propose doubling the stakes. They may do this only at the start of their own turn and before they have rolled the dice. The player who is offered the double may refuse, in which case they concede the game and pays one point. Otherwise, they must accept the double and play on for the new higher stakes. A player who accepts a double becomes the owner of the cube and only they may make the next double. Subsequent doubles in the same game are called redoubles. If a player refuses a redouble, they must pay the number of points that were at stake prior to the redouble. Otherwise, they become the new owner of the cube and the game continues at twice the previous stakes. There is no limit to the number of redoubles in a game. The amount of doubling is kept track using the doubling cube: the first time a double is accepted, it is turned so that the number "2" faces up and is placed on the bar. The 2nd time a double is accepted, the doubling cube is turned so "4" is facing upwards, and so on.

**Bearing Off:** Once a player has moved all fifteen checkers into their inner table, they can bear off (remove) a checker by rolling a number that corresponds to the point on which the checker resides (1 is closest to the edge and 6 is the furthest). If the player rolls a 2, the player can remove a checker from point two. If there is no checker at the point indicated by the roll, the player must make a legal move using a checker on a higher-numbered point. If there are no checkers on higher-numbered points, the player must remove a checker from the highest point on which one of their checkers resides. First player to bear off all their checkers wins the game.



## 56. TAKE TOKENS

Players: 2.

Required: Board # 5, 30 checker pieces (15 of each colour), 4 dice and 1 doubling cube.

It is a variation of the normal game of backgammon, in which the pieces are placed off the board and with the dice we place them on the starting square, that is, a 3-5 will score. 8 pieces in the starting box. Once all the pieces have been placed on the starting square, the normal rules for the game of backgammon take effect.

## 57. TWO BY TWO

Players: 2.

Required: Board # 5, 24 checker pieces (12 of each colour) and 4 dice.

Each player arranges the pieces two by two on their half of the board, that is, two pieces on each arrow.

The player with the highest roll of the two dice begins. The object of the game is to remove all your pieces from the board, using the dice. A roll of 4-6 allows you to remove one piece from arrow 4 and another piece from arrow 6, or remove one piece from arrow 2 and another from arrow 8, or one from arrow 10, etc.

The player who manages to remove all their pieces from the board in the least number of spins, wins.

## 58. THE CHALLENGE

Players: 2.

Required: Board # 5, 30 checker pieces (15 light and 15 dark), 4 dice and 1 doubling cube.

The normal rules of backgammon apply, however, more than 2 players can play. Before starting, the dice are rolled and the player who gets the highest score will be the "Defender" and the second in scoring will be the "Challenger No. 1.". The remainder of players, in order of their score on the dice will be the next challengers, and they will help advise the lead "challenger". Once the number of rounds to be played are determined, play using the normal backgammon rules, begins. If Challenger No. 1 loses, they moves to the end of the line of challengers and the previous Challenger No. 2 now becomes Challenger No.1, and so on. If, on the other hand, Challenger No. 1 wins, they now becomes the defender and the original defender goes to the last place of the challengers. The player who has endured the most games as a defender, wins.

## 59. THE HUNTER AND THE HUNTED

Players: 2.

Required: Board # 5, 12 checker pieces (6 light and 6 dark) and 4 dice.

Each player distributes their pieces one by one on the arrows from 1 to 6 on their side. The player with the lowest roll of the dice starts the game. The object of the game is to hunt your opponent, while at the same time, prevent them from hunting you. The pieces move counter clockwise according to the roll of the dice. If a double is rolled, player rolls again. Two pieces can be moved in one roll, dividing the score of the dice (a roll of 3-6 there may be a 3 piece and another 6, or directly 9 with a single piece). The player who first hunts all their opponent's pieces, wins.

## 60. GREEK BACKGAMMON

Players: 2.

Required: Board # 5, 30 checker pieces (15 light and 15 dark), 4 dice and 1 doubling cube.

Greek Backgammon, also known as Tavli, is played in the same way as standard Backgammon but with the following differences.

- All 15 players' checkers start on their opponent's one-point.
- Players can move their checkers to a point occupied by their opponent's markers but they cannot move their opponents marker to the bar and their opponent cannot move their marker while it is occupied by the other player.

## 61. AEROPLANE CHESS

Players: 2-4.

Required: Board # 11, 16 playing pieces (4 of each colour) and 1 dice.

The object of the game is to get your four pieces to complete a full track around the board and land in the "Destination" area. Each player takes four pieces of the same colour and places them in the "Airport" of the same colour. Each player throws the dice in turn. The player who gets the highest number rolled starts first, and the other players follow in a clockwise direction. A throw of an even number (2, 4 or 6) is required to move a piece to its "Ready" square. Players can move their piece according to the number shown on the dice in the next turn.

Additional rules:

- (1) A throw of an even number (2, 4 or 6) is required to move a piece to its "Ready" square. Once a player has moved a piece, they can either move another piece on the "Ready" square, or move the piece which is already on the track.
- (2) If a player gets a "6", they can throw the dice one more time. However, if they get "6" in a consecutive of 3 throws, all of their pieces must return to the "Airport".
- (3) When a piece lands on a check of the same colour, it can be advanced to the next check of the same colour (4 checks forward).
- (4) If a piece lands on a check occupied by opponent's piece, that piece must be sent back to its starting point (the airport). On the other hand, if that check is occupied by 2 or more opponent's pieces, the pieces stay in the same check.

(5) If a piece lands on the check of the same colour with a "dotted line" crossing over to the other side, the piece can be moved to the other side and then advanced to the next check of the same colour (4 checks forward). If a piece is advanced to the check of the same colour with a "dotted line" crossing over to the other side, the piece can still be moved to the other side but cannot be advanced to the next check of the same colour. If there is opponent's piece landed on the check of your path that piece must be sent back to its starting point (the airport).

(6) If your piece lands on a check with an arrow of the same colour, you have almost reached the destination.

(7) An exact number on the dice is needed to reach the destination area, and if the number rolled is exceeded, the player has to take the surplus numbers backward.

(8) Once your piece reaches the destination area, it flies back to the airport, separate from the piece(s) which is (are) waiting to be moved.

(9) The first player to get all four pieces around a full track of the board and land in the "Destination" area, wins.

## 62. CROKINOLE

Players: 2-4.

Required: Board # 8, 2 players: each player receives 12 discs of the same colour to shoot, 4 players: each player receives 6 discs to shoot. The players sitting opposite each other compose a team and shoot the same colour discs.

Object of the game: Obtain the highest score possible by positioning your shooting discs on the playing surface so they remain within the scoring circles by the end of the round.

How to play: A Crokinole shot is made by holding the end of your index or middle finger against the thumb and then flicking it against the disc in order to shoot the disc across the playing surface.

To start, one player takes one disk of each colour in their closed hands, and a player of the opposite team selects on hand. The colour of the disc in that hand will play first.

Play will proceed in a clockwise direction. The player sitting to the left of the previous shooter will always play next.

To shoot, place the disc on the board with any portion of it touching the "starting / shooting line" (See diagram). Each player will shoot their discs only from within their specified quadrant of the board. A disc placed on a "quadrant line" may not be more than half way over that line. The first player will try to shoot their disc into the centre "20" space. If it successfully lands completely within the space, the disc is removed and set aside to count as 20 points at the end of the round. If it does not land in the "20" space, and yet is still on the playing surface, the next player must shoot at that opposing disc in an effort to knock it into the "ditch." If they miss or do not in any way touch that opposing disc, their disc must come off the playing surface and be put in the ditch.

Caroms - bouncing off another disc - or combination shots are allowed. In a caroms shot, if the opponents disc is not touched, both the played disc and any of the shooter's same colour discs that have been moved, will be placed in the ditch. A shot that goes off the playing surface and bounces back on is considered out of play. It is removed to the ditch. Any other discs it may have touched will remain where they are.

A disc that touches the "shooting line" (after it is played, or has been hit) does not count and will be removed to the "ditch."

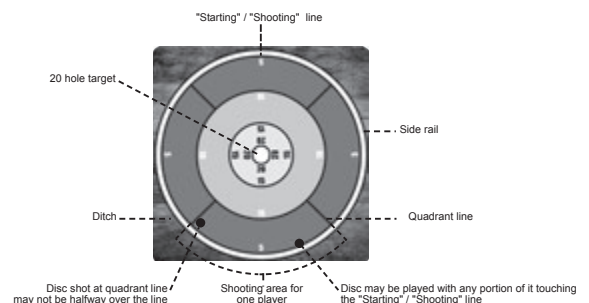
When that particular round is finished (all discs having been played), the player sitting to the left of the player who started the previous round will begin the new round, and so on with each round.

Each player tries to make a "20" (centre space) score whenever possible. At the same time, each player - in turn - will attempt to make such scoring opportunities difficult for their opponent.

Scoring:

- The game can be played to 50, 100, or more points. All players should determine final point total before start of play.
- Inner (or pin) circle: 15 points for each disc.
- Middle circle: 10 points for each disc.
- Outer circle: 5 points for each disc.
- Discs that are touching the lines which separate each circle count as the value of the lesser circle.
- Discs touching the "starting /shooting line" will not count as any points.
- Add the "twenties" that may have been made during the game and which were set aside.
- The difference of the count between the players or teams, is the score for that round.
- Continue playing rounds until one player or team reaches the winning total of points.

How to win: Once one player (or team) reaches the agreed upon total score, they win!



## 63. GAME OF THE GOOSE

Players: 2-4.

Required: Board # 4, 2-4 playing pieces (1 of each colour - Yellow, Red, Green, Blue) and 2 dice. Players take turns rolling 2 dice and moving their pawn around the board. The board includes:

- The Bridge (space 6), advances the player to space 12.
- A Roadside Inn (space 19), the traveler must sleep for 2 turns.
- The Well (space 31), the visitor must wait until another visitor lands on the same spot to take their place.
- The Maze (space 42), traveler loses their way and returns to space 30.
- The Prison (space 52), the prisoner remains until another arrives, and the two trade places. An additional means of escape is to roll a 9 and go to one of the fields with dice.
- Space 58, the Grim Reaper sends the player back to start.

**Additional rules:** A lucky throw of 9 at the beginning of the game advances a player to space 26 (if you roll a 6+3), or to space 53 (if a player rolls a 5+4). Landing on any of the geese doubles a player's move. An exact count on one or both dice is needed to reach the centre goose, and if the number rolled is too great, the player has to take the surplus numbers in reverse. Landing on another player's space sends that player to where the new arrival began the turn. A player could be moved backward or forward; go for it!

## 64. RACING GAME

**Players:** 2-4.

**Required:** Board # 16, 2-4 playing pieces (1 of each colour - Yellow, Red, Green, Blue) and 1 dice.

At the start of the game, the player's four pawns are placed in the start area of their colour. Players take turns to throw a single dice. A player must first throw a six to be able to move a pawn from the starting area onto the race track. If a six is thrown, player rolls again and moves their pawn accordingly. If they arrive on a space bearing instructions, they proceed as indicated. Examples: "+8" = moves eight spaces ahead, "-6" = moves 6 spaces back. The winner is the first player to reach the finish line, but they must land exactly on the finish line before they can claim to be the winner. A player must roll the exact number needed to land on the finish line.

## 65. TIC-TAC-TOE

**Players:** 2.

**Required:** Board # 13 and 10 playing pieces (5 light and 5 dark).

**Object of the game:** To be the first player to get three in a row on the 3x3 grid. Decide which player will go first. Players alternate placing their light and dark pieces on the board until either (a) one player has three in a row, horizontally, vertically or diagonally; or (b) all nine squares are filled. If a player is able to place three of their piece in a row, that player wins. If all nine squares are filled and neither player has three in a row, the game is considered a draw.

## 66. SNAKES & LADDERS

**Players:** 2-4.

**Required:** Board # 14, 2-4 playing pieces (one of each colour - Yellow, Red, Green, Blue) and 1 dice.

**Object of the game:** To be the first player to reach square "100".

**How to play:** Each player takes a different colour counter and throws the dice. The player whose score is the highest shall start first. Other players follow in clockwise order. The first player throws the dice and moves their counter according to the number shown on the dice. Each time a player throws a 6, they are entitled to roll the dice again. If a player's counter ends its move at the foot of a ladder, it must move immediately to the square at the top of that ladder. If a player's counter ends its move at the mouth of a snake, the counter must move immediately to the tail of that snake. No effect if the counter lands on any other squares. If the counter lands on a square occupied by the opponent's counter, that counter is removed from the board and the player to whom it belongs must begin the game again. An exact throw is required to reach square 100.

## 67. WATERMELON CHESS

**Players:** 2.

**Required:** Board # 15, 12 playing pieces (6 light, 6 dark) and 1 dice.

**Object of the game:** To capture the opponent's pieces and reduce their numbers to two. Players decide what colour to play, and who starts first. Set up the game pieces in the starting positions on their side of the board, as shown in diagram A. Alternating turns, players move their pieces, one point at a time, along the designated lines in an attempt to surround their opponent. Players can only move from one intersecting point to an adjacent point. Pieces can move in any direction. Players can't move across open spaces; they must move along the lines. When one piece is surrounded on all sides and cannot move, it is removed from play, as shown in diagram B. You can see the top most dark piece is surrounded by the light pieces, and will now be removed from play. When one player has only two pieces left on the board, the game is over.

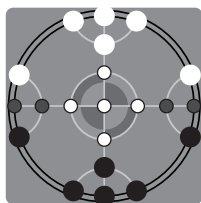


Diagram A

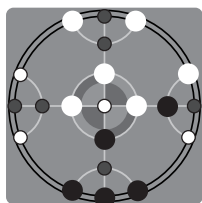


Diagram B

## 68. LOLLIPOP LANE GAME

**Players:** 2-4.

**Required:** Board # 12, 4 different coloured playing pieces (1 per player) and 1 dice.

The youngest player goes first. On their turn, they roll the dice and moves the same number of spaces as shown. The first player to have their piece reach the candy house, wins, BUT an exact number on the dice is needed to reach the destination area. If the number rolled is exceeded, the player has to take the surplus numbers backward.

## 69. HORSE RACE

**Players:** 2-6.

**Required:** Board #2, 6 different coloured playing pieces (1 per player) and 1 dice.

The youngest player goes first. On their turn, they roll the dice and can only move forward if the roll is a 1. If they do not roll a 1, play continues with the next player. If they do roll a 1, they move their piece to circle 1. They must then roll a 2 on their next turn in order to move forward to space 2, then roll a 3 to move to space 3, and so on. The first player to reach the end, wins.

## 70. SNAIL RACE GAME

**Players:** 2-4.

**Required:** Board #6, 4 different coloured playing pieces (1 per player) and 1 dice.

The youngest player goes first. On their turn, they roll the dice and moves the same number of spaces as shown. If the player lands on a space that has an arrow, they move their piece according to the action shown on that arrow. For example; if they land on space 9, they must move their piece 5 spaces backwards. If they land on space 11, they move their piece 4 spaces forwards. The first player to have their piece reach the end, wins.

## 71. CHINESE CHECKERS

**Players:** 2-6.

**Required:** Board # 17, 60 playing pieces (10 of each colour - White, Yellow, Red, Green, Blue, Black).

**Set up:** Chinese Checkers can be played by two, three, four or six players. For the six player game, all pawns and triangles are used. If there are four players, play starts in two pairs of opposing triangles. A two player game should also be played from opposing triangles. In a three player game, the pawns will start in three triangles equally distant from each other. Each player chooses a colour, and 10 pawns of that colour are placed in the appropriately coloured triangle.

**Object of the game:** To be the first to player to move all ten pawns across the board and into the opposite triangle.

**How to play:** Decide who will start. Players take turns to move a single pawn of their own colour. In one turn, a pawn may either move into an adjacent circle, OR it may make one or more hops over other pawns. When a hopping move is made, each hop must be over an adjacent pawn and into a vacant circle directly beyond it. Each hop may be over any coloured pawn, including the player's own and can proceed in any one of the six directions. After each hop, the player may either finish, or if possible and desired, continue by hopping over another pawn. Occasionally, a player will be able to move a pawn all the way from the starting triangle across the board and into the opposite triangle in one turn! Pawns are never removed from the board. It is permitted to move a pawn into any hole on the board including holes in triangles belonging to other players, even triangles not presently in use. However, once a pawn has reached the opposite triangle, it may not be moved out of the triangle - only within the triangle.

**How to win:** The first player to occupy all 10 circles in the destination triangle is the winner.

If a player is prevented from moving a pawn into a circle in their destination triangle because of the presence of an opposing pawn in that circle, the player is entitled to swap the opposing pawn with their own pawn.

## 72. MANCALA

**Players:** 2.

**Required:** Board # 19, 48 playing pieces.

**Set up:** Players sit opposite each other with the long sides of the game board facing them. The 6 circles on your side of the game board belong to you; your large scoring area (Mancala) is to your right. Each player takes a total of 24 playing pieces. Each player then places 4 pieces in each of their 6 circles.

**How to play:** Choose a player to go first. On your turn, pick up all of the pieces in any one of your circles. In a counter-clockwise direction, place one piece into each circle, including your Mancala, but not your opponent's Mancala. After you do this and capture any pieces, your turn is over. If the last piece of your turn is placed in your Mancala, you go again. The game continues with players alternating turns.

**Capturing your opponent's pieces:** If you place the last piece of your turn into an empty circle on your side of the board, you capture all of the pieces in the circle directly across from it on your opponent's side of the board. Take the captured pieces and the capturing piece, and place them in your Mancala.

**How to win:** As soon as all the small circles on one side of the game board have been emptied, the game is over. The player with the most pieces in their Mancala wins the game!

## 73. CRIBBAGE

**Players:** 2-6

**Required:** Board # 20, 1 Deck of playing cards, 6 playing pieces (3 of each colour - White, Black).

**Object of the game:** The objective of the game is to be the first player to score a target number of points, typically 61 or 121. The target score can be determined based on the number of holes for each player on the cribbage board. Movement of a playing piece hereinafter will be referred to as "Peg" or "Pegging". If players agree beforehand to play until 120 points, go around the board twice.

**Dealing:** Cribbage uses a standard 52-card deck of cards with jokers removed. Players draw cards for the first deal, with the player selecting the lowest card dealing first.

If there are 2 players: 6 cards to each player, and each player discards 2 cards to the crib. If there are

3-players: 5 cards to each player who discards one to crib, and deal one more to the crib to make 4.

If there are 4-players: Everybody plays partners/teams. 5 cards to each player who discards one to crib.

If there are 6 players: Players are split into three teams of two, with your partner sitting on the opposite side of you. As for dealing, you deal out only 4 cards to each player and 4 directly to the crib. The rest of the game is played normally.

**The Crib:** Once the cards have been dealt each player chooses their cards to retain (with the amount to retain decided by # of players as explained above), and discards one card (if playing with 3-4 players) or 2 cards (if playing with 2 players) face-down to form the "crib", which will be used later by the dealer.

**The Starter:** Non-dealer cuts the stack of undealt cards, lifting the upper part without showing its bottom card. The dealer takes out the top card of the lower part, turns it face up and, after non-dealer replaces the upper part, places it face up on top of the pack. This turned up card is called the start card - it will count for combinations as part of both players' hands as well as of the dealer's box. If the start card is a jack, the dealer immediately pegs 2 holes. This is called Two for his heels.

**How to play:** The score is kept by means of a board and pegs. Starting at one end of the board - usually to the left of the first dealer - players peg their scores as they occur using their two playing pieces alternately: the forward piece shows the player's latest score, and the rear piece shows the previous score. When a player scores, the rear piece is moved in front of the forward piece by the same number of holes as the score to show the new total. This enables scores to be easily checked and acts as a visible statement of the progress of the game. Players peg up on the outside of the board and back on the inside. The winner is the first to peg out by exceeding 60 or 120 depending on the number of holes on the track.

**Play of the cards:** Starting with the non-dealer, the players take turns to play single cards face up in front of them. In this stage of the game the total pip value of the cards played by both players must not exceed 31. The pip values of the cards are: Ace = 1; 2 to 10 = face value; jack = 10; queen = 10; king = 10. As each card is played, the running total is displayed. If a card is played which brings the total exactly to 31, the player pegs 2 claiming "Thirty one for two." A player who cannot play without exceeding 31 does not play a card but says "Go," leaving their opponent to continue if possible, pegging for any further combinations made (see below). Bringing the total to exactly 31 pegs 2, but if neither player can lay a card without going over 31, then the last player to lay a card pegs "One for last". The cards that have been played are turned over and a fresh round of play starts with the unplayed cards in exactly the same way - the player who did not make Thirty one for two or One for last having to play first. Play continues until both players' cards are exhausted. (It is often worth keeping low cards in hand for this phase of the game, especially when there is a strong possibility of being able to peg out before one's opponent). In the last round of play, when both players run out of cards, the player of the last card will peg "one for last" if the total is less than 31



or "31 for 2" if it is exactly 31. Please note: it is never possible to score "one for last" and "31 for 2" at the same time. They are alternatives. If you make exactly 31 for two points you do not get an additional "one for last".

**Scoring during the play:** A player who makes any of the following scores during the play pegs them immediately.

**15:** If you play a card which brings the total to 15 you peg 2 claiming "Fifteen two".

**31:** As mentioned above, if you play a card which brings the total to exactly 31 you peg 2.

**Pair:** If you play a card of the same rank as the previous card (e.g. a king after a king) you peg 2 for a pair. Note that, for example, a 10 and a queen do NOT make a pair even though they are both worth ten points.

**Pair Royal:** If immediately after a pair a third card of the same rank is played, the player of the third card scores 6 for pair royal.

**Double Pair Royal:** Four cards of the same rank, played in immediate succession. The player of the fourth card scores 12.

**Run:** A run or sequence is a set of 3 or more cards of consecutive ranks (irrespective of suit) - such as 9-10-jack or 2-3-5-4. Note that ace is low so, for example, ace-king-queen is not a run. The player of a card which completes a run scores for the run; the score is equal to the number of cards in the run. The cards do not have to be played in order, but no other cards must intervene. Example: cards are played in the following order: 4-2-3-5-6. The player of the 3 scores 3 for a run, then the player of the 5 scores 4, and the player of the 6 scores 5.

Another example: 4-2-3-4-3. The player of the first 3 scores 3 for the run 4-2-3. Then the player of the second 4 scores 3 for the run 2-3-4. The player of the second 3 scores nothing because the 3 does not complete a run.

**Last Card:** If neither player manages to make the total exactly 31, whoever played the last card pegs 1. Note that to score for pair, pair royal, double pair royal or run, the cards must have been played consecutively during a single round of play. If one player had to say "go" while the combination was being formed, the combination is still valid, but if both players are unable to play, causing a new round of play to be started from zero, all combinations are started afresh. Example 1: Player A has 10, 10, 9, 6; player B has 7, 6, 5, 4. A plays 9, B plays 6 (scoring fifteen two), A plays 6 (scoring two for a pair), B plays 5. The total is now 26; A has to say "go", so B plays 4, scoring three for a run, plus one for last. The A begins again with 10, B plays 7, and A plays the other 10, scoring one for last. Example 2: Player A has 10, 8, 7, 5; player B has 7, 6, 5, 4. A plays 8, B plays 7 (scoring fifteen two), A plays 7 (scoring two for a pair), B plays 6. The total is now 28; neither can play, so B scores one for last. If A now begins again with a 5, A does not score for a run, because the 7 and 6 were played in the previous round of play (before the total was reset to zero).

**The Show:** Players now score for combinations of cards held in hand. First the non-dealer's hand is exposed, and scored. The start card also counts as part of the hand when scoring combinations. All valid scores from the following list are counted.

**15:** Any combination of cards adding up to 15 pips scores 2 points. For example king, jack, five, five would count 8 points (four fifteens as the king and the jack can each be paired with either five). You would say Fifteen two, fifteen four, fifteen six, fifteen eight. In this case you would also peg Two for the pair (of fives), making 10.

**Pair:** A pair of cards of the same rank score 2 points. Three cards of the same rank contain 3 different pairs and thus score a total of 6 points for pair royal. Four of a kind contain 6 pairs and so score 12 points.

**Run:** Three cards of consecutive rank (irrespective of suit), such as ace-2-3, score 3 points for a run. A hand such as 6-7-7-8 contains two runs of 3 (as well as two fifteens and a pair) and so would score 12 altogether. A run of four cards, such as 9-10-J-Q scores 4 points, and a run of five cards scores 5.

**Flush:** If all four cards of the hand are the same suit, 4 points are scored for flush. If the start card is the same suit as well, the flush is worth 5 points. There is no score for having 3 hand cards and the start all the same suit. Note also that there is no score for flush during the play - it only counts in the show.

**One For His Nob:** If the hand contains the jack of the same suit as the start card, you peg One for his nob.

**Nineteen:** It is impossible to score nineteen in hand or in box. Nineteen is proverbially used as a term to indicate a worthless hand.

Note that when scoring a hand, the same card may be counted and scored as part of several different combinations. For example if your hand is 7 8 8 K and the start card is a 9 you score Fifteen 2, fifteen 4, and a pair is 6, and a run is 9 and a run is 12. 12 holes to peg, with each of your 8s forming part of a fifteen, a pair and a run.

After non-dealer's hand has been shown and the score pegged, dealer's hand is shown, scored and pegged in the same way. Finally the dealer exposes the four cards of the crib and scores them with the start card. The scoring is the same as for the players' hands except that a flush in the crib only scores if all four crib cards and the start card are of the same suit. If that happens the flush scores 5.

**How to win:** As soon as someone reaches or passes 61 or 121 depending on the number of holes on the track that player wins the game. This can happen at any stage - during the play or the show, or even by dealer scoring two for his heels. It is not necessary to reach 61/121 exactly - you can peg out by scoring 2 more when you were on 60/120 and still win.

## 74. DOMINOES

**Players:** 2-4.

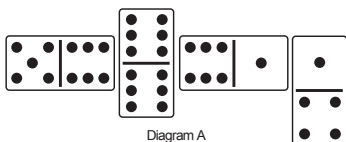
**Required:** 28 dominoes.

Place the 28 dominoes on the table and mix them up well. Each player now draws their dominoes. If there are 2 players, each player gets 7 dominoes. If there are 3 or 4 players, each player gets 5 dominoes. Place the remaining dominoes in a pile, which players will draw from. The player who draws the domino with the highest number starts the game. Play continues in a clockwise direction.

The first player lays one domino on the table. The next player must add another domino to either end of the domino played, by matching its number. If the player does not have a domino that matches, they draw a domino from the draw pile. However, this domino cannot be used on this turn. It is the next player's turn. Play continues, with players laying down matching dominoes or drawing them. When the draw pile is depleted, players continue to take turns, trying to get rid of all their dominoes.

**Playing a Double:** If a player has a double domino they can play, they should lay it out by centreing it as shown in diagram A below. The next player to lay down a domino on this end, must also centre it.

The first player to get rid of all their dominoes, wins.



## 75. MATADOR DOMINOES

**Players:** 2-4.

**Required:** 28 dominoes.

The rules are the same as for normal Dominoes, but in this game, the tiles with the halves of the same number of points do not follow each other. The sum of the points of both halves have to add up 7. If there is a 4, it would have to be a 3; if it is a 5 it will be a 2, etc. An exception are the 4 bullfighters: these are tiles whose sum of points equals 7: 1/6, 2/5 and 3/4 to which the double white (0/0) is added. These bullfighters can be placed in any position. If one of the halves does not have points (white), a matador must be placed, the player always deciding which half they leave free to continue putting.

## 76. HUNGARIAN DOMINOES

**Players:** 2-4.

**Required:** 28 dominoes.

If there are two players, each one will have 12 tiles, if there are three players it will be 8 for each, and if there are 4 each takes 6 tiles. The rest of the tiles are not used. The covered tiles are mixed by starting to put the player with the highest number of points, putting the halves together that have the same number of points. The more tiles you can place the better. Once a player can no longer place any more tiles, the next player tries to put in as many tiles as possible, and so on. If a player can no longer place any tiles, the points of the remaining tiles are recorded. The first player to go over 100 points first, loses.

## 77. ITALIAN DOMINOES

**Players:** 2-5.

**Required:** 28 dominoes.

If there are 5 players, each takes 5 tiles; If there are 4, each take 6 and if there are three players, each take 8. The rest are left in the pile. The player with the highest number of points in their hand starts by placing their tile. They have to say out loud the sum of the visible points, for example 12 if they have 6/6; 10 if it is 5/5, etc. The next player does not have to have, as usual, the corresponding tile to put it on, but they can use any tile, but adding the points and saying them aloud. If there was a 6/6 on the table, and they put a 3/5, they have to call 20 when adding (12 + 8). In other words, you just have to add well.

## 78. FRENCH DOMINOES

**Players:** 2.

**Required:** 28 dominoes, chips (not included).

The tiles are placed face down on the table and shuffled. Each player takes 7 tiles and the rest go into a pile. The player who drew the highest double or the highest domino starts first, playing any domino they wish from their hand. Opposite of the normal game rules of dominoes, the following player does not place their tile next to it, but below or above it. With one of the halves protruding, having to match the number of points of one of its halves with another of the halves of the other tab. The half that does not match is the one that stands out. The other player places their token in the same way so that there are two overlapping rows in which the halves with the same number of points always overlap. If a player can't place a tile, they can check or steal, whichever they prefer. You have to leave 2 covered chips in the pile until the end of the game to increase the uncertainty. The first player who places all their tiles first, wins. If both players still have tiles left that they cannot place, the player with the fewest points, wins.

## 79. THE CROSS OF THE DOMINO

**Players:** 2-5.

**Required:** 28 dominoes.

The tiles are distributed as in Italian dominoes. The player who drew the highest double or the highest domino plays first, playing any domino they wish from their had. A player places their tiles with the same number of points on the four faces of the first tile, forming a cross. Until this cross is formed, they cannot continue to place other tiles. The player that does not have a suitable tile will have to draw from the pile and if it is exhausted, pass. The player with the lowest number of points, wins.

## 80. THE THEFT OF THE DOMINO

**Players:** 4 (forming 2 teams).

**Required:** 28 dominoes, chips (not included).

To play this game, two teams are formed. Each player receives six tiles, the rest are not used. Before starting, each player deposits an amount in pledge, called the "pot", which will be won by the team that manages to make 100 positive points (one positive point = one negative point of the opposite). If the winning team has scored 100 points in a single game, the losers have to double the amount deposited at the beginning. It is what is called "petty theft"; "grand theft" comes if one team scores 100 points while the other has none. In that case, the losers triple the contents of the pot.

## 81. BOX DOMINOES

**Players:** 2-4.

**Required:** 28 dominoes.

The object of the game is to form a figure using the 28 tiles. To do this, you have to form 14 tiles that have 4 equal numbers. There are more than 342,000 different solutions. In addition to the fact that the player can impose different limiting demands on themselves, such as that at the top left there must be a 1 and at the bottom right a 2 or that in the upper row there is a 6 followed by 4, 3, etc.

## 82. DOMINOSA

**Players:** 2-4.

**Required:** 28 dominoes, pencil and paper (not included).

A rectangle is drawn on a piece of paper and divided into 8 x 7 (56 squares in total). Then the dominoes are mixed well with the points facing upwards and a rectangle is formed with them that is also made up of 8 x 7 squares. Take the sheet of paper and write down the exact number of chips in the squares. The tiles are then thoroughly mixed again. And in a similar way other similar objectives can be defined. If a player later tries to re-form exactly the same rectangle with the tiles, it will be difficult for them to exactly match the numbers indicated. It is not necessary to always draw 8 x 7 square rectangles. With the 28 tiles, you can form any figure that is easier to rebuild.



## 83. BLOCKED DOMINOES

**Players:** 2-4.

**Required:** 28 dominoes.

The game follows the normal rules of Dominoes, but with the possibility of "stealing". A player will constantly try to block their opponent or force them to "steal" as often as possible by placing those tiles to which the opponent cannot counter. If one of the players cannot continue to place a tile, they lose the game.

## 84. ONE-ARM JOE DOMINOES

**Players:** 2-4.

**Required:** 28 dominoes.

The dominoes are placed face down and "shuffled". Next, each player draws 3 tiles. Any remaining tiles become the "boneyard" and may be drawn as play continues. The first player sets down a domino to start play. It doesn't have to be a double. The next player lays a domino on only one open end of the leading domino. The domino played must connect with a matching number of pips (that is the domino term for the dots on the domino) Play continues with dominoes only being added onto the one end of the domino layout. This one "arm" is how the game got its name. If a player lays a double they have another turn or has to pass to the next player. If another player can not play on the double then they must draw from the "boneyard" until a tile can be played. As play continues, if a player does not hold a tile in their hand with the correct number of pips, therefore, cannot make the next play, they must draw from the boneyard until a domino is drawn that can be played or until there are no more tiles available. Once a player has dominoed by playing their last tile, or the game is unable to continue because no player is able to set a tile, the round is over. The player who dominoed or has the lowest total of pips left in their hand, is the wins that round. The winner of the round adds up the total number of pips on all the other players' dominoes and then subtracts the total number of pips on the dominoes in their hand. Continue playing rounds until someone earns 20 points (or whatever point goal you set at the beginning.)

## 85. DOMINOES WITHOUT STEALING

**Players:** 2-4.

**Required:** 28 dominoes.

The player with the highest double tile starts first. If they cannot place any more tiles, it's the next player's turn. When neither has a suitable tile, the game ends. The player with the lowest score, wins.

## 86. SNIFF DOMINOES

**Players:** 2-4.

**Required:** 28 dominoes.

The object of the game is to be the first player to get rid of all the dominoes in your hand and then yell "Domino!". The dominoes are placed face down and "shuffled". Next, each player draws tiles, 2 players - 7 tiles each; 3 players - 6 tiles each; 4 players - 5 tiles each. Any remaining tiles become the "boneyard" and may be drawn as play continues. The first player sets down a domino to start play. It doesn't have to be a double. However, The first double played is the only double that can be played off of all four sides. (This is known as the "sniff" or spinner ). No other double that is played is a sniff after the first. Players in turn lay tiles on the open ends of the domino layout. Domino ends must connect with a matching number of pips (that is the domino term for the dots on the domino). Any player who does not hold a tile in their hand with the correct number of pips, therefore, cannot make the next play, must either pass or take a domino from the boneyard. A Player scores when they play a tile on the layout and the pips on all the open ends add up and equal a multiple of 5. Example: 1 point is earned if total is 5; 2 points are earned if total is 10; 3 points are earned if the total is 15.... etc.. If play is blocked and no player can add a tile to the layout then the game is over. The winner of the round is the player that has dominoed or the player with the least amount of pips remaining. The winner then adds the amount of pips in their opponents hands minus the amount of pips in their own hand. Round this number to the nearest multiple of 5 and then divide that total by five for the points earned. Continue playing rounds until a player earns 20 points (or whatever point goal you set at the beginning.)

## 87. DOUBLE BARRIERS DOMINOES

**Players:** 2-4.

**Required:** 28 dominoes.

The game follows the normal rules of Dominoes, but a player can end the game if they place a double tile at the end of a chain of tiles, forming a barrier. The player with the fewest points when that happens, wins.

## 88. DOMINO SCORED

**Players:** 2-4.

**Required:** 28 dominoes.

The tiles are evenly distributed among all the players as best as possible. Any remaining tiles are not used. The player with the highest double chip begins. Players then take turns placing a tile that matches and adds each point to the existing sum. If a player obtains exactly 25, 75 or 125 points, they will obtain in each case, 5 more points. If they obtain 50, 100 or 150 points, they will obtain in each case, 10 more points. The player who first exceeds the aforementioned figures will have 10 points deducted. The player who has obtained the most extra points, wins.

## 89. BINGO DOMINOES

**Players:** 2.

**Required:** 28 dominoes.

The object of the game is to play the highest-scoring tile and win the game. Bingo is unique in that each hand consists of a single tile from each player. The trick is to out-wit your opponent by playing the highest scoring tile. One player turns over one of the remaining tiles. The highest number on that tile becomes the trump. Each player then plays a single tile each.

A winner is determined as follows:

- Playing a trump tile wins.
- If both players play a trump tile, the highest one wins (ie: if the trump is 5 and Player 1 has 5 + 2 and Player 2 has 5 + 3, Player 2 wins).
- If no trumps are played, the highest-numbered tile wins.
- A double-blank outranks everything else and is an automatic win.

## 90. THE DOMINO COUNTDOWN

**Players:** 2.

**Required:** 28 dominoes.

The game follows the normal rules of Dominoes, but each player starts with 100 points. After each game, the winner deducts the total score of the tiles that their opponent has left. If no player can place all the tiles, both players can deduct the total score of their opponent. The first player that reaches 0, wins.

## 91. ALL FIVES DOMINOES

**Players:** 2.

**Required:** 28 dominoes.

The object of the game is to score points by making the open ends of the domino layout add up to 5 or multiples of 5 (10, 15, 20 etc.). The player with the highest-scoring tile goes first, placing any tile of their choosing down. Both players then take turns to lay down a tile, matching the numbers as in almost all dominoes games. If a player can't move, they draw another domino from the pile. Points are scored any time the open ends add up to a multiple of 5. The first player to reach the pre-agreed number of points (usually 100 - 200), wins.

## 92. ALL THREE DOMINOES

**Players:** 2.

**Required:** 28 dominoes.

The same rules as ALL FIVES dominoes applies, however in this version, open ends should add up to 3 instead of 5.

## 93. CAPPED DOMINOES

**Players:** 2-5.

**Required:** 28 dominoes.

If there are four or five players, each takes five tiles. If there are two or three players, each takes seven pieces. Each player places their tiles face down in front of them. The first one places the tile to the left of their row face up in the centre of the table. In turn, each player then takes the tile to the left of their row and if it fits, places it at one end of the figure, if it does not fit, leave it face down to the right of their row. Play continues until one player runs out of tiles or is blocked.

## 94. SAILBOAT DOMINOES

**Players:** 2-4.

**Required:** 28 dominoes.

If there are two or three players, each takes six tiles. If there are four players, each takes five tiles. The player with the highest double tile starts. The game develops in two extremes and the player who cannot or does not want to add a tile to the must draw one from the pile. Two points are scored whenever a tile is placed that fits the ends. Three points are scored when the socket is triple, that is, when there is a double at the end. Two points are added for winning a hand. If the game is blocked without any player having placed all of their tiles, the player who does not have doubles, the one with the least or the one with the fewest points on their tiles wins the hand. 10-15 points are normally required to win.

## 95. BERGEN DOMINOES

**Players:** 2.

**Required:** 28 dominoes.

The object of the game is to make the open ends of the layout match. Any time a player makes the open ends of the layout match, they score two points. For example, if the open end on the right is a 5 and the player makes the left open end a 5 too, both ends are showing a 5 and thus points are scored. Matching the open end with a double (say a 5 on one end and a double 5 on the other) lands 3 points. The first player to reach 15 points, wins.

## 96. THE DRAW GAME - DOMINOES

**Players:** 2.

**Required:** 28 dominoes, pencil and paper (not included).

The object of the game is to score points by finishing each hand with the lowest number of pips on your tiles. Each player takes a turn placing a tile. If a player can't move, they draw a tile from the remaining pile until they can. Play continues until a player has played all of their tiles or the game is blocked, meaning no player can move. At that point, both players add up the number of pips on their tiles, and the player with the lowest total wins. Their points are deducted from their opponent's total and that number is the number of points awarded to the winner. The first player to 100 points, wins.

## 97. ROUND TRIP DOMINOES

**Players:** 2-4.

**Required:** 28 dominoes.

The game follows the normal rules of Dominoes, with the difference being that here it is not necessary to reach a certain amount. The totals are added after two games have been played. After the two games are complete, the player with the highest score, wins.

## 98. NUMBERED DOMINOES

**Players:** 3-5.

**Required:** 28 dominoes.

Each player randomly receives 5 to 8 tiles and the rest are set aside for use during the game. The player with the highest numbered tile begins, placing it while announcing the number of points on it. Then, the next player places another tile adding their points with those of the previous one. The player who gets 30, 50 or 70 points will have priority where to place their tiles on the next turn.

## 99. FACE TO FACE DOMINOES

**Players:** 2-4.

**Required:** 28 dominoes.

In this game, a player only use their own tiles. They cannot use tiles from the pile. The player who cannot place any more tiles, loses.

## 100. FREE WAY DOMINOES

**Players:** 2-4

**Required:** 28 dominoes.

In order to make the previous game more interesting, the player who cannot place more tiles must close the chain by placing a double tile, counting the points at the end. In any case, the player who has not been blocked will win, even if they are the one with the lowest score. If not, they will pay double and if there are 4 players they will pay triple.

## 101. PICK-UP STICKS

**Players:** 2-6.

**Required:** 30 pick-up sticks.

**Set up:** Begin the game by mixing up the sticks and hold them in a bunch over the table. The player holding them releases the sticks so they fall upon the playing surface, forming a pile. If for any reason the sticks do not form a pile or roll off the playing surface, pick up the entire collection and drop them again.

**How to play:** There are 30 sticks in the game and five colours. Each game has one black stick, known as the Mikado, which has a point value of 20. The six blue sticks are each worth 10 points. The six green sticks have a value of 5 points each. The six red sticks are each worth 3 points and the eleven yellow sticks are worth 2 points each. The number of points available in the game is 150. Starting with the player to the left of the player who dropped the sticks, play begins with each player trying to remove a stick from the pile without disturbing any others. The first player to play will be able to choose any stick in the pile, giving this player the advantage of selecting easily acquired sticks. As soon as the player selects a stick to attempt to pick up, they cannot release the stick and go for another. If the player can remove a stick without disturbing the other sticks, they can draw another stick from the pile. If a stick moves, the player must drop the stick and their turn ends.

**The Mikado:** While fingers must be used to draw the sticks from the table, whichever player removes the Mikado is able to use the stick to aid in gaining other sticks for the rest of the game. The stick can be used to prevent others from moving or to force out sticks that would be otherwise inaccessible by the player's fingers.

**How to win:** After there are no more sticks left to pick up, players count their points according to the colours and point values listed above. Remember: The total number of points will always add up to 160, so if it does not, then one of the players has miscounted their points. The winner is the player with the highest score and they is the player to go first on the next round.

## 102. DICE-1000

**Players:** 2+.

**Required:** 5 dice, pencil and paper (not included).

**To start:** Have each player roll one of the dice and the highest roll goes first, continuing clockwise. The first player will roll all five dice. The scoring of the dice is: a One equals 100 points, a Five equals 50 points, and three dice with the same number will equal the number on one dice times 100. So if a player rolled three twos, they would have two hundred points total. If they stop at that point, they keep the total for that turn. If they roll again, their roll must add to the score or they lose that turn's score. If a player rolls all five dice and receives a non-scoring roll, the player loses all accumulated points for the game. The first player to score 1000 is the winner.

## 103. YOUR NEIGHBOUR

**Players:** 2-6, best played with 6.

**Required:** 3 dice and at least 10 counters per player.

**How to play:** Each player is assigned a number from 1 to 6, representing the numbers on a dice. If only five are playing, the 6 is ignored. If only four are playing, both the 5 and 6 are ignored. With three players, each is given two numbers and with two players, each is given three numbers. Each player in turn rolls the three dice. If any player's number comes up in a throw, they must put a counter in the pot. For example, if the first player rolls 5, 5, 3, then the player assigned the number 5 puts in two counters and the player assigned the 3 one counter.

The first player to put all their counters in, wins and takes the pot. A set number of rounds are played with each player taking turns to be the first thrower.

## 104. HAZARD

**Players:** 2+.

**Required:** 2 dice.

**How to play:** Any player may begin the game as the first shooter, or caster. If two or more players wish to begin, they roll the dice and highest decides. The player begins by throwing the dice to establish their main point, or main: any number from 5 to 9, inclusive. (This may take several throws.) Once they have established their main, the other players may guess whether the caster will win or lose, after which the caster throws the dice again. If the caster throws in, or nicks, they wins. Five is nicked by 5, 6 by 6 or 12, 7 by 7 or 11, 8 by 8 or 12, and 9 by 9. The caster loses (outs, or throws out) when throwing aces or deuce-ace (crabs, or craps) or when throwing 11 or 12 to a main of 5 or 9, 11 to 6 or 8, and 12 to 7. Any other throw is their chance; the caster in this case keeps throwing until the chance comes up again, when they wins, or until the main comes up, when they lose. The dice are then passed to the next caster.

## 105. BARBUDI

**Players:** 2+.

**Required:** 2 dice.

**How to play:** Each player throws a dice. The highest becomes the shooter, and the player to their right becomes the fader. Play rotates counter-clockwise in this game. The shooter and fader roll the dice alternately, the shooter rolling first. Either of the two players wins if they throw a 3-3, 5-5, 6-6, or 5-6. They lose if they throw 1-1, 2-2, 4-4, or 1-2. All other combinations are meaningless. As long as the shooter wins, loses with a 1-2, or the fader wins with a 5-6 the player's roles remain unchanged for the next round. Otherwise, the fader becomes the shooter and the next player the new fader.

**Variations:** Some play what is known as a two shot game. In this version, the fader can stipulate a two shot decision. Throws of 6-5 and 1-2 win. In this event the shooter or fader can decide to end the round there. If the fader wins, then they becomes the new shooter. If both players agree to a second throw, then the shooter throws again first if they won, or the fader throws first if they won. Once a two shot decision round has been played, both players lose their roles, regardless of who won, and the players to the right of the fader become the new shooter and fader respectively.

## 106. ACES

**Players:** 2+.

**Required:** 5 dice.

**How to play:** Order of play is determined by each player throwing five dice, with the highest ranking Poker or Indian Dice hand throwing first, and the next highest second and so on. Each player in turn

throws their dice. Any 1's rolled are put in to the centre of the table and are eliminated from the game. Any 2's thrown are passed to the player on the left, and any 5's are passed to the player to the right. Players continue their turns, throwing their remaining dice, until they fail to throw a 1, 2 or 5, or until they lose all of their dice. Play continues around the table until the last dice in play comes up as a 1 and the player who threw it, wins the game. **Variations:** Another version played simply reverses the outcome. The last player to throw a 1 is the loser.

## 107. CHO-HAN BAKUCHI

**Players:** 2+.

**Required:** 2 dice and a cup (not included).

**How to play:** A dealer will shake the two dice in the cup, and then upturn the cup onto the floor. Players then guess whether the total will be "Cho" (even) or "Han" (odd). The dealer then reveals the dice to the see who has won.

## 108. PURSUING SHEEP

**Players:** 2+.

**Required:** 5 dice and chips (not included).

**How to play:** Players first put up an agreed stake. Each player in turn throws the dice until they roll three-of-a-kind. Dice combinations rank as below.

6, 6, 6, 6 (Known as "large sheep")

5, 5, 5, 5, 5 (Any five-of-a-kind is known as "rams")

4, 4, 4, 4, 4 " "

3, 3, 3, 3, 3 " "

2, 2, 2, 2, 2 " "

1, 1, 1, 1, 1 " "

#, #, #, n1, n2 (Rank as three-of-a-kind and the total of the remaining two dice.)

Any five-of-a-kind wins all stakes without further play. When a player rolls any three-of-a-kind, the subsequent player rolls and wins the previous player's stake if their hand is ranked higher, and loses their stake if lower.

## 109. HEAVEN AND NINE

**Players:** 4.

**Required:** 2 dice and 32 dominoes.

**How to play:** Each player takes turns as the "banker". The banker throws two dice. The 21 possible hands are divided into two categories, Civil or Military, and rank as listed on the chart. The banker automatically wins if they throw Heaven or Nines. The banker automatically loses if they throw Red Mallet Six or Final Three. If the banker throws any other combination, then each player in turn settles the outcome by throwing the dice. A player's throw doesn't count unless it is in the same suit as the banker's, and they must continue to throw the dice until it is. Players win if they throw a higher ranking combination and lose if they throw a lower ranking one. In the case of a tie, neither the player nor banker win. The banker maintains their position until a round is completed in which they have lost. The player to their left then becomes the new banker.

Civil		Military	
6-6	Heaven	5-4	Nines
1-1	Earth	6-3	" / "
4-4	Man	5-3	Eights
3-1	Harmony	6-2	" / "
5-5	Plum Flowers	4-3	Sevens
3-3	Long Trees	5-2	" / "
2-2	Bench	4-2	Six
6-5	Tigers Head	3-2	Fives
6-4	Red-Head Ten	4-1	" / "
6-1	Long Leg Seven	2-1	Final Three
5-1	Red Mallet Six		

## 110. TEN

**Players:** 4.

**Required:** 3 dice.

**How to play:** Each player takes a turn at being the banker. Players guess on the outcome of the dice. One player (usually the player to the banker's left) throws three dice. If they total less than 10, all the players lose. If the total is 10 or more, the banker loses. The banker is at a disadvantage and players try and avoid taking up the position.

**Variations:** Some players prefer to make the outcome fairer for the banker by making a total of exactly 10, a winning number for the bank.

## 111. CUBILETE

**Players:** 2+.

**Required:** 5 dice.

**How to play:** Order of play is determined by each player rolling a single dice with the highest rolling first, and then with subsequent play passing to the left. Each player takes a turn to roll the dice. In each turn, players have up to three rolls, setting aside any dice they want for their final hand. The object is to roll a hand of five-of-a-kind. All other hands are meaningless. Aces are wild and can be matched to any other value. A number of rounds are played and the winner of a game is the first to score a total of 10 points. Only the winner of a round scores any points and must have five-of-a-kind. If no player has scored with five Kings, then the last player to throw the dice rolls first in the next round. A player who throws five Kings, wins the round or game outright, and rolls first in the next round or game. Hands of five-of-a-kind are ranked and named as below. Five Aces.

Scores 10 points. Five Kings with no wild Aces.

Scores 5 points. Five Kings including wild Aces.

Scores 2 points. Five Queens including wild Aces. Scores 1 point. Five Jacks including wild Aces.

Scores 1 point. Five Tens including wild Aces. Scores 1 point. Five Nines including wild Aces.

Scores 1 point.

Dice	Value
1	= Ace
2	= King
3	= Queen
4	= Jack
5	= 10
6	= 9

## 112. YACHT

**Players:** 2+.

**Required:** 5 dice.

**How to play:** Each player in turn tries to score the highest possible amount for each of the twelve categories on the score sheet. In each turn, a player has up to three throws rolling the dice, setting aside any they wish to use for a category and rolling the remainder. They do not have to use all three throws and may stop after the first or second. Players must fill in a score for a category after each turn. Once it is used they may not change it. Categories may be filled in any order. After each player has had twelve turns and all the categories on the score sheet have been filled, the scores are totalled, and the player with the highest total, wins the game.

1 Ones: Score one point for each 1 thrown. Maximum of 5 points.

2 Twos: Score two points for each 2 thrown. Maximum of 10 points. 3 Threes: Score three points for each 3 thrown. Maximum of 15 points. 4 Fours: Score four points for each 4 thrown. Maximum of 20 points. 5 Fives: Score five points for each 5 thrown. Maximum of 25 points. 6 Sixes: Score six points for each 6 thrown. Maximum of 30 points. 7 Little: Straight 1, 2, 3, 4, 5. Scores 30 points. 8 Big: Straight 2, 3, 4, 5, 6. Scores 30 points. 9 Full House: Three-of-a-kind and a pair. Scores total value of all dice.

10 Four of a Kind: Scores total value of the four dice. i.e. 6, 6, 6, 6, 2 scores 24 points. 11 Chance: No pattern required. Scores total value of all five dice. 12 Yacht: Five-of-a-kind scores 50 points.

**Example:** A player rolls all five dice resulting with the numbers 6, 6, 6, 3, 3. They could score for a full house without any further throws. But if the full house category is already used, they would set aside the three 6's and roll the remaining two dice to try and gain a good score for the sixes category. The remaining dice are rolled again and come up as a 4 and 6. The 6 is kept making four-of-a-kind and the remaining dice rolled as the last throw. It is a 6 as well making a Yacht (five-of-a-kind) and scores 50 points which ends a very lucky turn. It is common for a player to enter zero for a category and players often use the 1's for this because it is low scoring.

Yarzee/Yacht Score Sheet (Yacht scores in Bold)

Upper Section		1	2	3	4	5
Total all 1s						
Total all 2s						
Total all 3s						
Total all 4s						
Total all 5s						
Total all 6s						
Total						
0 / 63+ scores 35 bonus						
Total						
Lower Section		1	2	3	4	5
3-of-a-kind	Total all dice					
4-of-a-kind	Total all dice					
Full House	Total dice / 25					
Low Straight	30					
High Straight	<b>30 / 40</b>					
5-of-a-kind	50					
Chance	Total all dice					
Lower Section Total						
Upper Section Total						
Grand Total						

## 113. YARTEE

**Players:** 2+.

**Required:** 5 dice.

It is played as described above, but the score sheet is divided into two sections. 1's through 6's as the first section, and the remaining categories as the second. At the end of a game, a player scores a bonus of 35 if the 1's to 6's section totals 63 or more. Additionally, the definition of a big straight is any run of five consecutive dice values and a little straight any run of four consecutive dice values. Players score 40 for a big straight, not 30.

## 114. GENERAL

**Players:** 2+.

**Required:** 5 dice.

It is played as described above for Yacht but with the following differences: There is only one straight scored in General and can be either 1, 2, 3, 4, 5 or 2, 3, 4, 5, 6. Score 25 points if made with only one throw and only 20 points if made on the second or third. For this category, Aces (1s) are wild and may represent a 2 or a 6 if either or both are needed to make a straight. The full house scores 35 points if made with one throw and 30 points if made on the second or third. Four-of-a-kind scores 45 points if made with one throw and 40 points if made on the second or third. The Yacht category is known as a general. If it is made with one throw then the game is won with no further play and is known as a big general. If made on the second or third throw, the player scores 60 points and is known as a small general. When played for stakes, the winner receives the difference between their score and that of each of the other players at a pre-arranged sum for each point.

## 115. CHICAGO

**Players:** 2+.

**Required:** 2 dice.

**Object of the game:** The game is based on the 11 possible combinations of the two dice - 2, 3, 4, 5, 6, 7, 8, 9, 10, 11 and 12 - and so consists of 11 rounds. To score each of these combinations in turn. The player with the highest score is the winner.

**How to play:** Each player rolls the dice once in each round. During the first round, players will try to make a total of 2, during the second, a total of 3, and so on up to 12. Each time a player is successful, that number of points is added to their score. For example, if they are shooting for 5, and throws a total of 5, they gain five points. If they fail to make the desired number, they score nothing on that throw.

## 116. BASEBALL

**Players:** 2.

**Required:** 1) One, two, or three dice, according to the type of game being played; 2) The one-dice and two-dice games require at least three counters for each player to represent their men; 3) A sheet of paper (not included) with a simple diagram of a baseball diamond drawn on it; 4) Another piece of paper for recording scores, chips (not included).

**Object of the game:** The objective is to score the highest total number of runs in the nine innings per player that constitute the game. If the two players have equal scores after the usual nine innings, an extra-inning game is played. (Note that in Baseball, each player's turn at bat is called a half-inning).

**How to play:** The banker covers each stake the other players put up, to an agreed limit. Each player in turn has five throws, putting the highest dice to one side after each roll and throwing with the remainder. After the last throw, with the last dice, the five dice put aside are totalled. If the total is 25 or more, then the player wins and takes their stake back with an equal amount of the banker's. If the total is 24 or less, the banker collects the player's stake.

**Variations:** A more social game, sometimes called High Dice, can be played without a banker. Each player throws the dice and must put aside one (or more if desired) after each roll, and throw the remainder again. The winner is the player with the highest total once everyone has had a turn, who then takes the stakes.

As a dice game for two players, baseball can be played in several different ways. Of the three described below, the most popular is probably the two-dice game.

## 117. BASKETBALL

**Players:** 2.

**Required:** 2 dice, or as many as 10. Many players use eight dice, as there are then enough to ensure a rapid game and realistic scores.

**How to play:** A game consists of four quarters. In each quarter, each player takes a turn rolling the eight dice once, their total being their score for that quarter. If the game is played with only two dice, each player rolls the dice four times, to determine their score for that quarter.

The player with the highest score for the four quarters wins the game. If the game, or agreed series of games, ends in a tie, this is resolved by playing extra quarters, until the outright winner is established.

## 118. ONE-DICE BASEBALL

**Players:** 2.

**Required:** 1 dice.

**How to play:** The players throw the dice to decide who should bat first (i.e., shoot the dice first). Each player in turn then throws a half-inning. A half-inning is ended when a player has thrown three outs (see below). **Value of the throws:** At the start of the game, or whenever all bases are empty, a throw of 1, 2 or 3 permits the player to put a man (counter) on which ever of the three bases they have thrown. A player may have only one man on a base at a time. If they throw 1, 2, or 3 again, this permits the player to move their man around the diamond by the number of bases thrown, and to place another man on the base that bears the number thrown. For example, if the player has a man on 1, and throws a 2, the man advances to base 3 (1 + 2) and a new man is entered on base 2. Each time a man reaches home plate, a run is scored. A single throw may give a score of more than one run, if it results in more than one man reaching home base. (The rule against more than one man on a base does not apply to home plate.) For example, if a player with men on bases 2 and 3 throws a 2, both men advance to home base and two runs are scored. At the same time a new man is entered on base 2. A throw of 4 counts as a home run, and advances all men on the bases to home base. The score is thus the home run plus one run for each man brought home.

**Outs:** Throws of 5 or 6 are outs. A throw of 5 is as though there had been a hit and a throw-in, so that players on the bases may also be out, as follows: a) If the a player has only one man on the bases, they are out b) If they has men on all bases, the man on base 1 is out c) If they has men on bases 1 and 2, the player on base 2 is out d) If player has players on bases 1 and 3, the player on base 1 is out e) If they has players on bases 2 and 3, both are safe players on the bases, who are not out, remain where they are. A throw of 6 is also an out, but it is as if the batter was out without striking the ball; players on bases are safe, and remain where they are. Note that three outs ends a half-inning. The other player then throws their half-inning, to complete the inning.

## 119. TWO-DICE BASEBALL

**Players:** 2.

**Required:** 1 dice.

Two-Dice Baseball is similar to the one-dice game, but the dice scores count as follows: Any 12 or 2 is a home run. Any 4 or 10 is a one, any 11 a two, any 3 a three. With these, all players already on bases advance the appropriate number of bases, and a new player is entered on the appropriate base. Any 6 or 9 is an out, and the players on bases do not move. Any 8 is an out, except for double 4 (4 + 4), which is a walk. On a walk, a new player is entered on first base, and other basemen advance only if they are forced on by them. Any 5 is an out, but basemen advance one base each (sacrifice). Any 7 is an out, and, if there are 7 any basemen, one of them is also out. When there is more than one basemen, it is the one nearest home base; the others do not move.

## 120. THREE-DICE BASEBALL

**Players:** 2+.

**Required:** 1 dice.

Three-Dice Baseball is the simplest version of baseball dice. Each player throws the dice in turn, scoring one run for every 1 that is rolled. When a player fails to throw a 1, the player's half-inning is ended, and their opponent takes over. The game consists of the usual nine innings, with extra innings to decide any tie. As a dice game, Baseball is usually played by two players, but more can take part, each player representing a team. As in the real game, the winner is the team (i.e., player), making the highest score in the game or series of games.

## 121. BUCK DICE

**Players:** 2+.

**Required:** 3 dice.

**Preliminaries:** Order of play is established by a round in which each player throws a single dice. The highest scorer becomes first shooter. The lowest scorer then throws one dice, to determine a point number for the first game.

**Object of the game:** Players aim to score a buck or game (exactly 15 points). On achieving this score, the player withdraws from the game, which continues until one player is left: the loser.

**How to play:** Each player in turn takes the three dice, and each goes on throwing for as long as they throw the point number on one or more of the dice. As soon as the player makes a throw that does not contain the point number, they pass the dice to the player to their left. Each player keeps count, aloud, of the number of times they have thrown the point number. Each occasion counts one point. If, when they



are nearing 15 points, a player makes a throw that carries their score beyond 15, the throw does not count, and they must roll again.

**Special Values:** Some throws rate special values. Three point numbers in one throw (big buck or general) count 15 points. A player making this throw withdraws immediately from the game, irrespective of any score they have made previously. Three of a kind that are not point numbers count as a little buck, and score five points.

**Variation:** Some players follow the rule that, when a player has scored 13 points, they roll with only two dice; and when 14 is reached, rolls with only one dice.

**Continuing play:** Start of play rotates one player to the left after each game. The right to determine the point number also rotates in this way, so that it is always with the player to the starter's right.

## 122. DROP DEAD

**Players:** 2+.

**Required:** 5 dice and a sheet of paper (not included) on which to record players' scores.

**Object of the game:** Players aim to make the highest total score.

**How to play:** Each player in turn rolls five dice several times. The player's score for each throw is the total of the numbers in that throw. Any throw containing a 2 or a 5, however, scores nothing. Any dice showing those numbers must be removed from succeeding throws by that player. For example, if a player threw 2, 4, 6, 3, 4 on their first throw, the dice showing 2 would count zero, and on their second throw they would roll only four dice. Eventually they may be reduced to only one dice. When this shows a 2 or a 5, they are said to have dropped dead, and is out of the game. It is possible, of course, for a sudden demise to result from the very first throw, e.g. 5, 5, 5, 2, 2; and equally possible to survive profitably for a long time with only one dice! The game can also be played with each player having several throws, exactly as above, but throwing only one dice in a turn, and passing it to the player to the left after each throw. This makes the game more exciting, but, after each player's throw, a careful note must be made of their score so far, and how many dice (if any) they have left.

## 123. THIRTY SIX

**Players:** 2+.

**Required:** 1 dice.

Order of play is determined by a preliminary round, in which each player throws a single dice. The lowest scorer becomes first shooter, the next-lowest second shooter, and so on.

**Object of the game:** Players aim to score a total of 36 points. Any player scoring more than 36, however, is eliminated from the game. The winner is the player with the score nearest 36 points.

**How to play:** Each player in turn rolls the dice once, totalling their score round by round. As a player nears 36, they may choose to stand on their score, especially if it is 33 or more.

## 124. PAR

**Players:** 2+, but is best played with 3 -5 players.

**Required:** 5 dice, notepad and pencil (not included).

**Object of the game:** Keep your high dice and reroll your low dice to produce a score of 24 or higher and achieve a big score on your final throw.

**How to play:** Use the notepad to keep score. One player begins and play continues clockwise.

Player begins by rolling all five of their dice. After a roll, the player must set aside at least one dice and reroll the remaining dice. Once a dice is set aside it can no longer be rolled. A player's turn ends when all five dice are set aside. The object is to obtain the highest score possible with five dice, with the hopes of achieving a score of 24 or higher. 24 is considered par.

- If the score from all five dice is below 24, the player loses points equal to the amount below par.

- If the score from all five dice is 24, the player neither loses or gains points.

- If the score from all five dice is above 24, the number by which the player exceeds par becomes the player's "hit number" for this turn.

The player will roll all five dice, adding up all the dice that have the hit number; the player will record this as their score. For example, if a player scores a 27, their hit number will be '3'. The player will roll all five dice with hopes of obtaining as many 3's as possible. After the roll, if the player rolls two 3's, that player will record a score of 6. A winner is determined by the player with the highest score. Alternatively, at the beginning of the game players can agree on a score that must be obtained before a winner is determined. Using a notepad, add or subtract points after each player's turn until someone reaches the predetermined winning score.

## 125. CENTENNIAL

**Players:** 2-8.

**Required:** 3 dice, a long piece of paper (not included), marked with a row of boxes numbered 1 to 12; and a distinctive counter or other object for each player.

**Object of the game:** Each player tries to be the first to move their counter, in accordance with throws of the dice, from 1 to 12 and back again.

**How to play:** Play begins after a preliminary round has determined the first shooter (thrower) - usually the player rolling the highest score. Each player in turn throws the three dice once. A player's throw must contain a 1 before they can put their counter in the box so numbered. After the first player's throw, the dice are passed to the next player, and so on.

Once a player has thrown a 1, they must try for 2. They can make 2 by throwing either a 2 or two 1s. The player continues to move their counter in this way from box to box. Some throws may enable them to move through more than one box on a single throw. For example, a throw of 1, 2, 3 would not only take the player through the first three boxes, but on through the fourth (1 + 3 = 4), to the fifth (2 + 3 = 5), and finally the sixth (1 + 2 + 3 = 6). Other players' throws must be watched constantly. If a player throws a number they need, but overlooks and does not use it, that number may be claimed by any other player. The other player must do this as soon as the dice are passed, however, and must be able to use it at once.

## 126. EVEREST

**Players:** 2+.

**Required:** 3 dice and a sheet of paper (not included) for each player showing two columns, each divided into 12 boxes. In one column, the boxes are numbered from 1 to 12 in ascending order. In the other, they are numbered from 1 to 12 in descending order.

**Object of the game:** Each player tries to be the first to score all 24 numbers. The numbers do not have to be scored consecutively as in Centennial, but as desired, and in either column.

**Scoring:** Each dice in a throw can be counted only once.

**How to play:** This game is like Centennial, but has a different layout and scoring system. Play begins after a preliminary round has determined the first shooter (thrower) - usually the player rolling the highest score. Each player in turn throws the three dice once. The player's throw must contain a 1 before they

can put their counter in the box so numbered. After the first player's throw, the dice are passed to the next player, and so on. Once a player has thrown a 1, they must try for 2. They can make 2 by throwing either a 2 or two 1s. The player continues to move their counter in this way from box to box. Some throws may enable them to move through more than one box on a single throw. For example, a throw of 1, 2, 3 would not only take them through the first three boxes, but on through the fourth (1 + 3 = 4), to the fifth (2 + 3 = 5), and finally the sixth (1 + 2 + 3 = 6). Other players' throws must be watched constantly. If a player throws a number they need, but overlooks and does not use it, that number may be claimed by any other player. The other player must do this as soon as the dice are passed, however, and must be able to use it at once.

## 127. MULTIPLICATION

**Players:** 2+.

**Required:** 3 dice.

This game is played like Going to Boston, but with one important difference. When each player has completed their turn, the score is the sum of the spot values of the first two dice rolled, multiplied by that of the third. For example, if a player's first throw is 5, their second throw 4, and their final throw 6, their score will be 54: (5 + 4) x 6.

## 128. INDIAN DICE

**Players:** 2+.

**Required:** 5 dice. "6" ranking as the highest number and "1's" (Aces) are wild.

**Object of the game:** Indian Dice is very similar to Poker Dice. Players aim to make the highest Poker hand. The hands rank as in Poker Dice, except that straights do not count.

**How to play:** Play begins after a preliminary round to decide the order of play. The highest scorer becomes first shooter, the second highest scorer sits to their left, and so on. The player who shoots first may have up to three throws to establish their hand. They may stand on their first throw, or pick up all or any of the dice for a second throw. They may then stand on that throw, or pick up the dice again for a third and final throw. No subsequent player in the round, or leg, may make more throws than the first player. A game usually consists of two legs, with the winners of each leg playing off, if stakes are involved, or the lowest scoring players playing off, if no stakes have been placed. If there are only two players, the victor is the one who wins two out of three legs.

## 129. HOOLIGAN

**Players:** 2+.

**Required:** 5 dice and a throwing cup (not included).

Hooligan is a point-scoring game; the winner is the player making the highest total score.

**Preliminaries:** Aside from a preliminary round to determine the order of play, a score sheet must be prepared. This sheet should have a column divided into seven sections marked 1, 2, 3, 4, 5, 6, and H (Hooligan), against which the score of each player can be recorded. The game consists of seven rounds, each player throwing in turn. A turn (frame) consists of three throws. After their first throw, each player declares which of the numbers on the score sheet (including H) they are shooting for (i.e., the point number). They must shoot for H on their final throw, if they have not previously done so. Hooligan is a straight, either 1, 2, 3, 4, 5 or 2, 3, 4, 5, 6, and counts 20 points. If they wish, a player need not declare a point number after their first throw. In this case they pick up all five dice, shoot again, and then declares their point number; but this counts as their second throw; so, they have only one throw left in this frame. The player puts aside all dice bearing that number, and then throws a second time with the remaining dice. Once more, any dice bearing the point number are put aside. The player then makes their third and final throw with the remaining dice. Sometimes games of Hooligan are operated by a banker. Players play against the bank, and must pay to enter the game. The odds and rules of such games vary from place to place.

## 130. TWENTY ONE

**Players:** 2+.

**Required:** 2 dice.

**How to play:** The aim is to score 21, or as near as possible to it, by throwing the dice as many times as desired and adding up the numbers thrown. Once a player totals 14 or more, only one dice is used. A player who totals over 21 is bust, and is out of the game. In the case of an equally high total, a play-off is made.

**How to win:** The player whose total is nearest 21, after each player has had a turn, wins the game.

## 131. FIFTY

**Players:** 2+.

**Required:** 2 dice.

**How to play:** Each player in turn rolls the two dice, but scores only when identical numbers are thrown (two 1's, two 2's, and so on). All these doubles, except two 6's and two 3's, score 5 points. A double 6 scores 25 points; and a double 3 wipes out the player's score, and they have to start again.

**How to win:** The first player to score 50 points is the winner.

## 132. PURE DICE

**Players:** 2+.

**Required:** 5 dice.

Pure Dice is similar to Yartee. It is a pure dice game, which means that there are no other pieces, not even a game board, just five dice and a table to write the score. Start position and game object. Players roll five dice each turn and try to get the best combination for maximum points in different rows. The scoring rules will be explained at the next section and the game starts with an empty score table. The player who gets the most total points, wins the game.

**How to get points:** The dice are rolled at the beginning of each turn. The player who is to make the move decides which row could be the best to use the dice combination for. There are 13 rows in the table and their descriptions show the corresponding score calculations:

1. Ones - a sum of all 1's
2. Twos - a sum of all 2's
3. Threes - a sum of all 3's
4. Fours - a sum of all 4's
5. Fives - a sum of all 5's
6. Sixes - a sum of all 6's
7. 3 of a kind (3 or more dice with the same number) - a sum of all dice
8. 4 of a kind (4 or more dice with the same number) - a sum of all dice
9. Full House (3 dice with the same number + 2 dice with the same number, and those two numbers must be different) - 25
10. Small Straight (a straight of 4 or more dice) - 30
11. Large Straight (a straight of all dice) - 40
12. 5 of a kind (all dice with the same number) - 50
13. Chance (any dice combination) - a sum of all dice. The scores at this table are valid only if the dice combination (used in the corresponding row) fulfills the row conditions, otherwise the player scores 0 points. For example, if the player rolls 1-3-2-4-4, they can get 1 point at the 1st row (a sum of 1's) or 8 points at the 4th row (a sum of 4's) or 30 points at the 10th row (a small straight) etc. Other important rules: Since the basic rules would make the

game too luck-based, there are several additional points to make it more interesting and strategic. If a player is not satisfied with the dice roll, they can select one or more dice and make another roll with them. This action can be done twice at the current turn, then the player must use the resulting combination with no more changes to it. Of course, the additional rolls are not mandatory if the player is satisfied with the first roll, they can use it immediately. Using the dice is mandatory in every turn. It means that even if the roll does not make any points at any available row, the player must use it, even if it they score 0 points. It also means that every game has exactly 13 moves.

#	Description	Points	
		-	-
1	Ones		
2	Twos		
3	Threes		
4	Fours		
5	Fives		
6	Sixes		
7	3 of a kind		
8	4 of a kind		
9	Full House		
10	Small Straight		
11	Large Straight		
12	5 of a kind		
13	Chance		
Total Score		0	0

### 133. C-LO

**Players:** 2+.

**Required:** 3 dice and chips (not included).

**Step 1:** Get together with at least one friend. More than two players can play, but there must be at least two. Decide on a wager for each round. Once that amount is decided upon, place the wager - or "pot" - in a pile.

**Step 2:** Roll the dice (three dice) if you are the first player. Each player will get a turn to roll. If you (or whoever is rolling) rolls a 1, 2, 3 on the dice, then you automatically lose. If you roll a 4, 5, 6 on the dice, then you immediately win. The only way to survive if the roller rolls a 4, 5, 6 is to roll a 4, 5, 6 as well, which will require a "shoot-out" round between the players who rolled the 4, 5, 6.

**Step 3:** Continue rolling until a recognized combination is rolled. The two combinations mentioned in Step 2 are just two of the possible combinations. Another possible combination is to roll three of the same number (trips). Three of the same number will not beat a 4, 5, 6, but it beats all other rolls. The only way to beat a roll of three of the same number is to roll a 4, 5, 6, or to roll triples of a higher number. For example, a roll of 4, 4, 4 will beat a roll of 2, 2, 2.

**Step 4:** The only other recognized rolls besides the ones mentioned in Steps 2 and 3 are doubles. For example, a roll of 3, 3, 3, 5 is a recognized combination. As long as two of the dice match, then it is a legal roll. If two of the dice do not match, and none of the rolls mentioned in Steps 2 and 3 are rolled, then the player must continue rolling until they roll a recognized combination.

**Step 5:** Remember your score. To get your score, you will take the single number from your roll mentioned in Step 4. So if you roll a 3, 3, 5, then your score is 5. If you roll a 6, 6, 5, then your score is still 5. The double numbers have no effect on your score. A roll where the single number is a 6 is hard to beat. To beat a roll where the single number is a 6, either trips (three of same number) or 4, 5, 6 must be rolled. If the 6 is matched, then the two people with the sixes go another round (assuming no one beat them). If two players get the highest rolls, then they may bet extra before they go another round, if they wish.

**Step 6:** Remember the scoring structure. 1, 2, 3 loses. 4, 5, 6 must be matched; otherwise it beats all other rolls. Trips are the next highest roll. 6, 6, 6 is the highest trip, and beats all trips below it. The next scoring level is rolling doubles with one single. The single dice is your score. Remember, however, that even trip ones (1,1,1) still beats a high 6 (3,3,6 or any combo of six high). Whoever has the highest roll at the end of the round takes the whole pot.

### 134. TEN PIN

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

The game lasts for ten rounds (frames), of three rolls each. Players may keep one or both dice at the end of each throw. The player must throw the remaining dice again. If the player keeps both dice, the round is over. Any six is a "gutter ball" and scores no points. A double five thrown on the first throw is a strike and scores 10 plus the total of the dice on the third throw. A double five thrown on the second or third throw is a spare and scores 10 plus the total of the dice on the first throw of the next round. The player with the highest score at the end of ten rounds (frames), wins.

### 135. DELETE 6

**Players:** 2+.

**Required:** 1 dice, pencil and paper (not included).

Each player draws a column numbered from 1 to 6, and the game consists of rolling the dice and crossing off numbers. For example. If a player rolls a 3, they cross off the number 3; if they roll a 6, they cross off the number 6; etc. The first player to cross off all six numbers, wins.

### 136. WATCH OUT FOR THREE!

**Players:** 2+.

**Required:** 1 dice, pencil and paper (not included).

Each player rolls the dice and adds up the scores until they decide to "stand", in which case they will then pass the dice to the next player. However, if they roll a three, they will lose all the accumulated scores up to that point and then pass the dice to the next player. The player with the highest score after one round, wins.

### 137. THE KING

**Players:** 3+.**Required:** 1 dice and 72 chips (not included).

All the chips are distributed as evenly as possible among the players. To begin, all the players roll the

dice and the first one to roll a 6 is the King, who will assign a trump from 1 to 5, a number that other players must roll to win. Each player will take turns rolling the dice. If a player rolls the trump they will win 3 chips. If they does not roll the trump value, they must pay a token to the King. The player who rolls a 6 can decide whether to be the King or to pass on the right to be King.

### 138. THE TARDY

**Players:** 2+.

**Required:** 1 dice.

Before rolling the dice, the player must say the number they want to get and will roll the dice until they get that number. The player who has to roll the most times to get the desired number is considered tardy and loses the game.

### 139. ONE AFTER ANOTHER

**Players:** 2+.

**Required:** 1 dice.

Each player rolls 6 times in a row. The player who has drawn the most consecutive numbers, the ideal being the following score: 1st roll: 1; 2nd roll: 2; 3rd roll: 3; 4th roll: 4; 5th roll: 5 and 6th roll: 6, wins.

### 140. THE BEETLE

**Players:** 2-6.

**Required:**

- 1) 1 dice, either an ordinary one or a special beetle dice, marked B (body), H (head), L (legs), E (eyes), F (feelers), and T (tail);
- 2) A simple drawing of a beetle as a guide, showing its various parts and (when an ordinary dice is used) their corresponding numbers;
- 3) A pencil and a piece of paper (not included) for each player.

**Object of the game:** Each player, by throwing the dice, tries to complete their drawing of the beetle. The first to do so scores 13 points, and is the winner. The 13 points represent one for each part of the beetle (body, head, tail, two feelers, two eyes, and six legs).

**How to play:** Each player throws the dice once only in each round. Each player must begin by throwing a B (or a 1); this permits them to draw the body. When this has been drawn, they can throw for other parts of the beetle that can be joined to the body. An H or a 2 must be thrown to link the head to the body before the feelers (F or 5) and eyes (E or 4) can be added. Each eye or feeler requires its own throw. A throw of L or 3 permits the player to add three legs to one side of the body. A further throw of L or 3 is necessary for the other three legs. Sometimes it is agreed that a player may continue to throw in their turn for as long as they throw parts of the body they can use.

**Continuing play:** When a series of games is played, each player counts one point for every part of the beetle they have been able to draw, and cumulative scores are carried forward from round to round. The winner is the player with the highest score at the end of the series, or the first to reach a previously agreed total score.

### 141. ONE AND DONE

**Players:** 2+.

**Required:** 1 dice, pencil and paper (not included).

Each player rolls the dice 7 times on their turn and adds up the scores. However, if the player rolls a 1, the player loses their turn and passes the dice to the next player. The player with the highest score after two rounds, wins.

### 142. THEY WHO SPEAKS, LOSES

**Players:** 2+.

**Required:** 1 dice, pencil and paper (not included).

During the game it is forbidden to speak. The player that speaks must start over. The object of the game is to write, then cross off the numbers 1-6 from the list. Each player takes a turn rolling the dice. The numbers 1 through 6 must be rolled in correct numerical order - 1, 2, 3, 4, 5, 6, then each number is written on the list. However, a player will not be able to write any number other than the next correct number in numerical order. Example; Player A rolls a 1 on their first attempt. They can then write the number 1 on their list. They must now roll a 2 on their next attempt. If they roll a 2, they write that number down, then must now roll a 3 on their third attempt, and so on. If they rolls any other number than the next proceeding one, the dice is passed to the next player. The player who writes, then crosses off all six numbers first, wins.

### 143. THEY WHO SPEAKS, LOSES FAST

**Players:** 2+.

**Required:** 1 dice, pencil and paper (not included).

It is played the same as the previous game, but with the difference that the player who just writes down all they numbers first, wins.

### 144. LEFT-HANDED, RIGHT-HANDED

**Players:** 2+.

**Required:** 1 dice and 5 pieces per player.

Each player takes turns rolling the dice, and must roll either a 1, 2 or 5. If the number rolled is 1, the player gives a piece to the player to their right (right-handed).

If they roll a 2, they will give a piece to the player to their left (left-handed). If the player rolls a 5, the player places a piece in the middle of the table. The object of the game is to get rid of all of your pieces as quickly as possible. The first player to do so, wins.

### 145. TWELVE

**Players:** 2+.

**Required:** 1 dice.

Each player rolls the dice 3 times and must reach a total of 12 points, or as close to 12 as possible. If they go over 12, they lose. If they do not reach 12, they can choose to roll one more time to get closer to 12. One point is awarded for each round that is won and another for getting 12 in two rolls. The player with the highest score after 12 rounds, wins.

### 146. ELEVEN

**Players:** 2+.

**Required:** 1 dice, pencil and paper (not included).

Each player rolls the dice, once per turn. Only the number 1 when rolled, is written down. The player who rolls the eleventh 1, wins.

## 147. ONE

**Players:** 2+.

**Required:** 1 dice, pencil and paper (not included).

Each player rolls as many times as they consider necessary per turn. The object of the game is to get the maximum score. However, if a player rolls a 1 with the dice, they must pass the dice to the next player and lose all their points. The player with the highest score after ten rounds, wins.

## 148. SIX TIMES

**Players:** 2+.

**Required:** 1 dice, pencil and paper (not included).

In each round, a player rolls the dice 6 times in a row and adds up the scores. The player with the highest score after each round, wins.

## 149. FIVE TIMES

**Players:** 2+.

**Required:** 1 dice, pencil and paper (not included).

In each round, a player rolls the dice 5 times and adds up the scores. The player with the highest score after five rounds, wins.

## 150. DELETE ONE

**Players:** 2+.

**Required:** 1 dice, pencil and paper (not included).

A column of six boxes is drawn on the paper for each player. In each of the boxes, write the numbers 1 through 6. The object of the game is to cross out the boxes, regardless of the number order. Each player takes a turn rolling the dice. When a number is rolled, that numbered box can be crossed off. The first player to cross off all their boxes first, wins.

## 151. SIX CURSED SIX

**Players:** 2+.

**Required:** 1 dice, pencil and paper (not included).

A column of five boxes is drawn on the paper for each player. In each of the boxes write the numbers 1 through 5. The object of the game is to cross out the boxes, regardless of the number order. Each player takes a turn rolling the dice. When a number is rolled, that numbered box can be crossed off, but if a six is rolled, any crossed off number must be written again. For example; if box number 1, has already been crossed off and a player rolls a 6, the number 1 box must be written again. If a second 6 is rolled, then the number 2 box must be written again, etc.. The first player to cross off all their boxes first, wins.

## 152. FARKLE

**Players:** 2+.

**Required:** 6 dice, pencil and paper (not included).

One player begins the game by rolling all six dice. The goal is to score the most points by rolling different dice combinations.

Below is a scoring system that is typically used for this game:

5 = 50, 1 = 100, 3 of a kind = face value x 100 (3 Fives = 5 x 100), 4 of a kind = 1000, 5 of a kind = 2000, 6 of a kind = 3000, Straight (1-6) = 1500, 3 pairs = 1500, 2 sets of 3 of a kind = 2500

If a combination is rolled, the player will keep the dice worth points and may roll the remaining dice to gamble for more points. If another combination is rolled, the player may add the points to the sum of the previous rolls. However, if a combination is not rolled, it is a Farkle and the player forfeits any points they have collected during that turn. The dice will then move clockwise to the next player. Don't forget to record any awarded points on your scoresheet! Once a player reaches 10,000 points, the other players get one more chance to earn a higher score. The player who has the most points over 10,000 at the end of the game, wins.

## 153. THE LEAP OF FAITH

**Players:** 2+.

**Required:** 1 dice.

The first player to begin says a number lower than 30. They then roll the dice, and passes it on to the rest of the players, so that they can roll. Each time a player rolls the dice, they will add their points to those that the other players have rolled. The first one to reach or exceed the number given at the beginning will be eliminated, and will give a number 30 points higher than the previous one, and so on. The last player to remains, wins.

## 154. BEAUTY AND THE BEAST

**Players:** 2+.

**Required:** 2 dice.

The object of the game is to roll the Beauty (double 6) and the Beast (double 1) with the fewest rolls possible. The player who needs the fewest rolls to do so, wins.

## 155. MONKEY IN THE MIDDLE

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

The game consists of two parts with ten rounds each. In the first part, the object of the game is to roll the lowest score. Whichever player has the lowest score after each round, draws a circle on their paper. In the second part, the object of the game is to roll the highest score. Whichever player has the highest score after each round, crosses out one of the circles on their paper. The player who first crosses out all of their circles first, wins (even if they only had one).

## 156. NUMERICAL LADDER

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

On a player's first roll, a double 1 must be rolled. If successful, two points are marked on their sheet; otherwise, none. Once all the players have rolled the dice, it goes on to the next round. A double 2 must then be rolled in the next round, four points are marked on their sheet; otherwise, none, and so on. The player with the highest score after eleven rounds, wins."

## 157. SEVENS

**Players:** 3+.

**Required:** 6 dice.

Agree upon how many rounds you'll play and which player goes first. The first player will roll all six dice and remove any combination of numbers that add up to seven. The goal is to score the highest possible total by adding the numbers shown on the remaining dice. The first player will have the option to roll up to three times during their turn. Once they have removed any sets of dice that add up to seven (this can include one or more sets), those dice are set aside and not used again for their turn. Add the numbers on the remaining dice to calculate the score. If the player is not happy with their score, they may roll again. However, any combination of dice that total seven must be removed. They may then choose to accept their score or take the risk of rolling again to increase points. Keep in mind that the players that follow may only take as many throws as the first. For example, if the first player only rolled twice, then all the other players may not roll more than two times. The game ends once all the rounds have been played, and the player with the highest score, wins.

## 158. THE COUPLE WINS

**Players:** 2+.

**Required:** 2 dice and 10 chips (not included) per player.

At the beginning of the game, each player must put two chips in a pile (the "pot") in the middle of the table. The object of the game is to roll doubles. When a player rolls a double, they takes one chip from the pot. If they do not roll a double, they must put a chip into the pot. The game ends when there are no chips left in the pot.

## 159. THE ABYSS

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

Each player takes turns rolling the dice then adds up their score. After 30 points, only one dice is rolled and the first player to reach 50, wins. But beware! The player whose score adds up to 38 or 39 (the abyss) is eliminated.

## 160. TWO DICE

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

9 boxes with the numbers from 1 to 9 are drawn on a piece of paper. In each round, the players try to eliminate as many boxes as possible. Example; if a player rolls 6-3 or 5-4, they can cross out box 9. When a player can no longer cross out any more boxes, they will stop rolling the dice and will add up the points that they had not yet crossed out. After 3 rounds, the player with the least amount of points, wins.

## 161. EASY GAME

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

Before play begins, the point amount for hitting and failing must be established. Before rolling, each player must say the score that they hope to get with the dice. If they succeed, they receive the points agreed upon beforehand. If they fail, they lose points (for example, one point for each number of difference between what was obtained and what was announced).

## 162. 7 IS THE MAGIC NUMBER

**Players:** 2+.

**Required:** 2 dice.

The object of the game is to roll a 7 in the fewest number of rolls possible. The first player to do so, wins.

## 163. HEAVEN & HELL

**Players:** 2+.

**Required:** 2 dice.

The game consists of 5 rounds. Players take turns rolling the dice. On each roll, the score on the upper side of the dice is multiplied by ten and the score on the opposite side is added. For example; If the roll is 5-4, the score will be counted as follows: 5 x 10 + 2 = 52 and 4 x 10 + 3 = 43, so the total score will be 95. The player with the highest score after 5 rounds, wins.

## 164. LOLLIPOPS

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

Each player draws twenty lollipops on a piece of paper. In turn, each player rolls the dice and crosses out as many lollipops as they has scored. If the score is higher than the number of lollipops left, then the difference is drawn. The game consists of getting all the lollipops crossed out as quickly as possible. The first player to do so, wins.

## 165. ELF

**Players:** 2+.

**Required:** 2 dice and 15 chips (not included) per player.

Each player places 4 chips in a pile (the "pot") in the centre of the table as an ante. If a player rolls a 12, they must put 6 chips in the pot. If a player rolls less than 11, they must pay a chip for each point difference between their score and eleven. The first player to roll an 11, wins the pot.

## 166. HUNDREDS

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

The object of the game is to reach 100 points. To do this, each player has to roll the dice and add up the scores, but which ever player manages to get a double can multiply the score. For example; If the roll is a 5-5, the score is recorded as 25 (5 x 5). However, if you rolls a 6-5, then the score is recorded as 11 (6 + 5). If a player rolls a double and forgets to multiply the score and their opponent catches them, they lose point and the opponent receives the points instead.

## 167. FIVE WOLVES

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

**Object of the game:** To get as many points as possible in 5 rounds. A single five is added for the



score, a double five is multiplied for the score. Example; A roll of 5 - 4 = 9 / a roll of 5 - 5 = 25. The player with the highest score after 5 rounds, wins.

## 168. THE CURSED SEVEN

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

Ten boxes with the following numbers are written down on a piece of paper: 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12. The numbers 1 and 7 are not used. The object of the game is to cross out the numbers that are rolled, but if a seven is rolled, a number is written for every seven rolled. Example; for the first seven rolled another 2 is written, for the second seven rolled another 3 is written, and so on. The player who crosses out all of their boxes first, wins.

## 169. SIMPLY DOUBLE

**Players:** 2+.

**Required:** 2 dice.

**Object of the game:** To get the highest possible score rolled only from a double (1-1, 2-2, 3-3, etc.).

## 170. EASY PASTA

**Players:** 2+.

**Required:** 2 dice.

The dice are rolled to determine which player will be the "shaman". Highest number rolled becomes the shaman. They will call out a number between 2 and 12. The shaman rolls the dice and if the chosen number comes out, they win. If the number does not come out, they have not lost yet, as they still have the opportunity to say another number and roll again. They must roll the new number, otherwise they lose, and the other players win. Players rotate being the shaman.

## 171. DOUBLE AND A SEVEN

**Players:** 2+.

**Required:** 2 dice.

Each player rolls the dice. If a player rolls a double, they roll again, and must roll a seven to win. Play continues until one player manages to do so.

## 172. EVENS

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

Each player takes turns rolling the dice twice per round. The player with the most points per round, wins, but only even numbers are valid, odd numbers do not count.

## 173. ODDS

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

This is a variation of the previous game EVENS, but in this game, only the odd numbers count.

## 174. THE ACE LOSES

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

**Object of the game:** To reach 100 points. Each player keeps rolling the dice and adds up the scores, until they roll an ace (1). If they roll double aces, in addition to losing their turn and passing the dice to the next player, they have to deduct 25 points from their current total. The first player to 100 points, wins.

## 175. BINGO

**Players:** 2+.

**Required:** 2 dice.

Before play begins, a "banker" is selected. The banker will play against the player to their left. The player who is playing against the banker will have to roll a higher score than the banker to win. After this, it is the turn of the next player who will bet again against the banker. If a player rolls a double six, they win, and then may choose to become the banker or allow another player to become the banker, as long as the banker does not also roll a double six. If the banker also rolls a double six, they win and continues as the banker against the next player in line.

## 176. THE ROUND

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

There are twelve rounds. The first round is dedicated to the number one, and one of the dice rolled must be a one. If two ones are rolled, the other players receive zero points, while the player who has rolled the pair receives two points. The second round is dedicated about rolling a two or rolling a sum that gives two. If a single two is rolled, they receives two points, which is scored if the pair 1-1 is achieved, it is also worth a two and if the pair of twos is made, the one who has drawn it will score four points and zero the rest of players. The same goes for the rest of the numbers. The player with the highest score after 12 rounds, wins.

## 177. JACKPOT

**Players:** 2+, but best with 4-8 .

**Required:** 2 dice, different coloured pens (one for each player), notepad, pencil and paper (not included).

With paper and pencil, draw the game board, which is a circle divided into nine parts, numbered from 3 to 11. Before the game begins, each player gets a different coloured pen. Place the board in the center of the table. Each player starts the game with the same number of marks allowed (usually 15 or 20). Choose a player to take the first turn. Play then proceeds clockwise around the table. On your turn, roll the two dice and add the numbers together. If the number corresponds to one of the spaces on the board that has fewer than 3 marks in it, make a mark in that space. If the number corresponds to a space on the board that already has 3 marks in it, you win those points. Add them to your score. If you roll a 2 (a 1 on each die, or "snake eyes"), place a mark on each space that has fewer than 3 marks. If you don't have enough marks left to fill all the spaces on the board, begin filling spaces from the lowest number. If you roll a 12 (a 6 on each die, or "boxcars"), you have won! Count up all the marks from the board and add them to your own score. If you mark your last mark at any point, you are out of the game. The player with the most points at the end of the game, wins.

## 178. PEAK

**Players:** 2+.

**Required:** 3 dice.

Each player rolls a dice to see who begins. The player with the highest score starts. To determine the "point number", the player who has rolled the lowest score in their throw will roll the dice again, and the score obtained will serve as that "point number". With all this complete, play can begin. The three dice are rolled and if the "point number" has been obtained, it is rolled again, and so on until we get no more "point numbers", in which case we will pass the dice to the next player. The game is won by the player who first reaches 15 points. If they get three equal numbers in a spin, they have obtained a mini peak, which is equivalent to two points. If they get three "point numbers", they will have won the game and will not have to roll again.

## 179. TEN

**Players:** 2+.

**Required:** 3 dice.

Before play begins, a "banker", point total and number of rounds is pre-determined. The player who is the banker, rolls the three dice. If the score resulting from adding the three dice is greater than ten, the banker wins and takes all the points. If the score adds up to ten or less than ten, the other players win and receive the points. Banker then is passed to the player seated on the left of the losing banker. The player with the most points at the end of the pre-determined number of rounds, wins.

## 180. THE TRAIN

**Players:** 2+.

**Required:** 3 dice.

Each player rolls the three dice three times in a row, only the series of consecutive numbers count (eg 2-3-4). The player with the highest series, wins.

## 181. TWENTY-ONE

**Players:** 2+.

**Required:** 3 dice, paper and pencil (not included).

The three dice are rolled and, depending on the number scored, the three dice can be rolled, two or one, as appropriate to reach 21. The player closest to 21 wins and takes a point, if they passes they is eliminated and loses two points. If two players tie, the points will be shared (one each).

## 182. THREE AND TEN

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

The object of the game is to get the highest possible score after 10 rolls of the dice. A player rolls the three dice, if they rolls a 1 that dice is removed and continues rolling the other dice. If they rolls another 1, another dice is removed, and continues to roll with a single dice. The player with the highest score, having reached 10 throws, will have won.

## 183. THE POOR WINS

**Players:** 2+.

**Required:** 3 dice and 10 chips (not included).

The three dice are rolled and according to the score, a player can get rid of their chips. If the score adds up to 7 or 14, a chip is given to the player on the left. If the score adds up to 8 or 13, they give a chip to the player of their choice. If the score adds up to 5 or 15, a chip is placed in the centre. If the score adds up to 3 or 18, take a chip from the centre. The first player to run out of chips, wins.

## 184. LEFT, RIGHT, CENTRE

**Players:** 2+.

**Required:** 3 dice and 24 chips (not included).

Place all the chips on the centre of the table. This will be the "pot". Each player takes three chips from the pot. Youngest player goes first. The number of dice rolled will depend on how many chips a player has. Example; if a player has three chips, 2 they roll all three dice. If they have two chips, they will only roll two dice. If they have one chip, they will only roll one dice. If they have no chips, their turn is skipped. After the dice are rolled, a player must take actions based on what is showing on the dice:

1, 2, and 3 are dots 4 is Left 5 is centre 6 is Right

Example; if a player had 5 chips and rolled a 4, a 5, and a 2 (dot), they would give one chip to the player on their left (4) and put one chip in the centre pot (5). They would then have 3 chips remaining. If they lose all their chips, they aren't out of the game but they don't roll any dice or take any actions on their turn. Other players can still give them chips however, and if it comes back to their turn and they have chips again, then they takes their turn as normal. If at any point only one player has chips remaining, that player wins.

## 185. LESS IS MORE

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

Each player rolls all three dice. If the sum of the scores is greater than 10 (eg. 5-6-4), the player loses 10 points. If the sum of the scores equals 12 (eg 4-3-5), the player loses 2 points. If the sum of the scores is less than or equal to 10 (eg 2-4-3), the player receives 15 points. The player who first reaches or exceeds 75 points, wins.

## 186. ZANZI

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

Before play begins, determine the total number of points that the game will consist of. The first player can roll all three dice, one, two or three times, as desired; the other players cannot roll more than the first player, but less. Only the player who gets the best "shot" scores points. In the event of a tie between two or more players, a single roll will tie them off. The "zanzi" is designated by a trio of sixes, fives, and so on. The six trios that can be formed win at any other advertised value. Its value is 300 points; but the trio of ones beats the trio of sixes, which beats the trio of fives, etc. When "zanzi" is not achieved, the values are: a 1 is worth 100 points, a 6 is worth 60 points and 5, 4, 3 and 2 are worth 5, 4, 3 and 2 points respectively (eg 6-4-2 is worth 60 + 4 + 2 = 66 points) The first player who first reaches the Pre-determined number of points, wins.

## 187. THREE OR MORE

**Players:** 2+.

**Required:** 5 dice.

Players take turns rolling all five dice and scoring for three-of-a-kind or better. If a player only has two-of-a-kind, they may re-throw the remaining dice in an attempt to improve the matching dice values. If no matching numbers are rolled, they score 0.

**Scoring:** 3-of-a-kind: 3 points, 4-of-a-kind: 6 points, 5-of-a-kind: 12 points

Set the number of rounds for the game. The player with the highest score at the end of the rounds, wins.

## 188. RUMPELSTILTSKIN

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

5 rounds are played, one roll per player per round. The results of the rounds are add up. If a player gets 3 or 4, they can subtract them from their sum. The player who has the least number of points after 5 rounds, wins.

## 189. THE TRIO WINS

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

Each player rolls all three dice, three times. Only pairs (2-2; 3-3; etc.) and triplets (1-1-1; 4-4-4; etc.) count. But while pairs are worth their score, that is 2-2 = 2; 3-3 = 3, the triplets are worth their score multiplied by 4, eg. 3-3-3 = 3 X 4 = 12. The player who has the highest score after the three rolls, wins.

## 190. AURORA

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

The dice are rolled 5 times, but only the points around the centre are scored. For example; The 1 is the centre, but since it does not have more points around it, it does not score; 2, 4 and 6 also do not score because they do not have any points in the centre. Therefore, only 3 and 5 score points, which score 2 and 4 points respectively.

The player with the highest score after 5 rounds, wins.

## 191. MALAVOIR

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

Each player rolls once per round, for a total of 5 rounds. Only the even numbers score, so the sum of the even numbers from each roll of the 5 rounds will give the final total for each player. The player with the highest score after 5 rounds, wins.

## 192. ENGLISH MALAVOIR

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

It is played the same as Malavoir, but using the odd numbers.

## 193. BALUT

**Players:** 2-8.

**Required:** 3 dice, pencil and paper (not included).

The object of the game is to roll scoring dice combinations to get the highest number of points. After rolling the dice, a player can only get points when some of their dice land on four, five, or six. Additionally, they get points when they gets a straight or a full house. However, they do not need all dice to land on a combination since they can choose to count just two dice for a given combination. Moreover, they can roll up to three times to get the right combination that they want. Balut is generally played across 28 rounds.

Rounds of Balut can take a significant amount of time since each player can roll up to three times per round. However, players can agree in advance to reduce the number of rounds in the game. At the end of the game, players add up their total points to determine the game's winner.

## 194. FROGEL

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

Each player rolls the dice three times per round. The game consists of drawing deuces, a simple two is counted as a single two. If a player roll is two 2s, they will count double, that is, 4 twos. If it is a three of a kind, the 2s will be worth triple, that is, nine twos. The first player to reach 30 deuces, wins.

## 195. CHAINED

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

The dice are rolled three times. Only the strings of consecutive numbers count, that is, 4-5-6, eg. The player with the highest chain, wins.

## 196. CHERRIES

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

The dice are rolled three times per round. Only equal numbers are scored (eg 2-6-6 = 12 points; 1-4-1 = 2 points; 3-1-5 = 0 points). The player with the highest score after 10 rounds, wins.

## 197. TWO AND ONE

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

Two dice are rolled and the numbers totaled. The third dice is rolled and what was rolled is multiplied by the previous sum. The player with the highest score after 5 rounds, wins.

## 198. COLLECTOR

**Players:** 2+.

**Required:** 3 dice, 15 chips (not included) per player, pencil and paper (not included).

Before starting, each player writes a column of numbers from 3 to 8, in total 6 numbers. Each player has 6 rolls. The score is placed in order next to the numbers they have written. When a player has

rolled 6 times, each roll is multiplied by the number right next to it, and the results are added. The winner is the one with the most points. The rest of the players will pay the winner the equivalent of one tenth of the subtraction of the points between the winner and the second, which is rounded whenever necessary. For example; If the winner has 218 points and the second 195, the difference is 23 points, which rounded, is equivalent to 2 chips.

## 199. ONE THOUSAND AND ONE NIGHTS

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

The dice are rolled three times in turn. Each player writes down the three totals of each roll in the order they wish. For example; if the roll was 2-1-5, they can score 215, 512, 125, etc. The object of the game is to come as close as possible to 1001. The first player to do so, wins.

## 200. ELEVEN

**Players:** 2+.

**Required:** 3 dice and 11 chips (not included).

The eleven chips are placed in the centre. After the dice are rolled in turn, the player who obtains a score lower than 11 can take 2 chips from the centre.

If a number greater than 11 had been rolled, the other players take 2 chips. If the score had been exactly 11, no one takes any chips. The player with the most chips at the end, wins.

## 201. ALTUS

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

The object of the game is to get the highest possible number after three rolls. After the first roll, the highest number of the three dice is chosen, then the remaining two are rolled and proceeded in the same way, and then the third is rolled. Line up the dice in the order rolled to get the total. For example: Roll ones highest number was 6; roll two - 3; roll three - 5. The total for the three rolls would then be - 635. The player with the highest score, wins.

## 202. FIFTEEN

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

The object of the game is to get the number 15 through the score obtained with the three dice in a single roll and using any mathematical operation.

For example: if a 3-6-3 is rolled - 3-3-6 = 3 x 3 + 6 = 15.

## 203. CALIPSO

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

With a single roll per player, the highest possible score should be attempted, bearing in mind that, if the normal roll scores higher than 10, 10 points are removed as a fine, if the score is equal to or less than 10 receive a bonus of 10 points.

## 204. WAKEUP

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

Each player rolls the dice three times. On the first roll, only the 1s count. On the second roll, only the 3s count. On the third roll, only the 5s count. The player with the highest score, wins.

## 205. SLIDE

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

The rules are the same as the previous game WAKEUP, but here, only the fives are valid in the first roll, in the second the threes and in the third the ones.

## 206. ACES

**Players:** 3.

**Required:** 5 dice.

The first player rolls all 5 dice at once. Any 1s are placed in the centre and removed from game play. Any 2s rolled are passed to the player on their left; and 5s are passed to the player on their right. They continue to roll any remaining dice until they have either given away all their dice or fails to roll a 1, 2 or 5. Once they have failed to roll a 1, 2 or 5 they pass the remaining dice to the player on their left, who has their turn and rolls whatever number of dice they have. Play continues in this manner until there is only one dice left in play and the player left with it rolls a 1 and thus wins the game.

## 207. HARLEQUIN

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

Each player takes turns rolling 2 dice, in which those Numbers are multiplied. The third dice is then rolled and that number is used to divide the first total.

For example: the first roll is 6 - 4 (6 x 4 = 24). The second roll is a 4 (24 / 4 = 6). The player with the highest score, at the end of each round, wins. Fractions are allowed.

## 208. CORNFIELDS

**Players:** 2+.

**Required:** 3 dice, pencil and paper (not included).

The rules are the same as the previous game HARLEQUIN, but here, the player with the lowest score, wins.

## 209. CUNNINGHAM

**Players:** 2+.

**Required:** 3 dice and 10 chips (not included) per player.

Rounds are determined based on the number of players. The first player rolls the three dice and adds up the score. The other players then roll the dice in turn, and have to match the first roll. If they succeed, they give the first player one chip, otherwise the first player gives that player one chip. The first player to run out of chips, wins.

## 210. GOING TO BOSTON

**Players:** 2+.

**Required:** 3 dice.

**How to play:** Each player in turn rolls the three dice together. After the first roll, the player leaves the dice showing the highest number on the table, and then rolls the other two again. Of these, the dice with the highest number is also left on the table, and the remaining dice is rolled again. This completes the player's throw, and the total of the three dice is their score. When all players have thrown, the player with the highest score wins the round. Ties are settled by further rolling. A game usually consists of an agreed number of rounds; the player who wins the most games is the winner. Alternatively, each player can contribute counters to a pool that is won at the end of each game.

## 211. ON 21

**Players:** 2+.

**Required:** 4 dice.

Players decide how many rounds will be played. Each player rolls a dice, and the player with the highest score begins. The game proceeds from left to right. Each of the players rolls three dice at once, adding up the points obtained. Then the players roll one by one the 4th given as many times in a row as they wish and each time adding the points obtained to the previous ones. The player who scores 21 points or is closer than the others (without going over) wins. In case of a tie, the points are evenly distributed. When the first round is over, it starts over.

## 212. ELIMINATION

**Players:** 4+.

**Required:** 4 dice.

The object of the game is to eliminate the player on your left. Each player rolls all 4 dice and adds their total. The points of the player on your left are subtracted. If the result is a negative value, the player to your left is eliminated, if the result is positive, you are eliminated. The winner is the player who is left alone at the table, since the rest have already been eliminated.

## 213. CARNACHA

**Players:** 2+.

**Required:** 4 dice.

Three dice are rolled first and the total added, then the fourth dice is rolled and subtracted from the previous total. The player with the highest score after 4 rounds, wins.

## 214. FIFTY-FIFTY

**Players:** 2+.

**Required:** 4 dice.

Two dice are first rolled and their scores added, then the other two dice are rolled and the scores are then subtracted from the first total. The player with the highest score after 4 rounds, wins. Negative scores count too.

## 215. MADS

**Players:** 2+.

**Required:** 5 dice, pencil and paper (not included).

**Object of the game:** To have the highest score by successively carrying out the 4 arithmetic operations with the points obtained each toss: multiplication, addition, division and subtraction. Players determine the number of rounds prior to starting. Each player will roll a dice. The player with the highest score starts and the game proceeds from left to right. Two dice are rolled first, then one by one, the other three dice are rolled. After each roll, a player must do one of the four arithmetic operations. The player can start with the one they thinks is most convenient with the points obtained with each side. All four operations must be used. The player with the highest score at the end of the game, wins.

## 216. MAY THE BEST HAND WIN

**Players:** 3+.

**Required:** 5 dice.

The goal is to get the best hand, rolling a maximum of twice. The players determine the number of rounds per game and point total per round. Players roll one dice each. The player with the highest number starts. The game proceeds from left to right. The first player rolls all five dice and can keep the roll made or prepare the dice that interest them and re-roll the rest to try to get a better hand. The player to the right plays in the same way and so on. In each turn, the player who has obtained the strongest hand wins and whoever has drawn the weakest loses and pays as agreed. The player with the most points at the end of the game, wins.

## 217. PASSAGE

**Players:** 2+.

**Required:** 2 dice.

**Object of the game:** To be the first player to reach 11 points. To set up the game each player rolls a dice. The highest scoring roll will be the player who begins the game. The player who rolled the lowest number will now roll a second time and the number on the dice becomes the "point number." Starting with the first player, players take turns rolling two dice. If they roll the point number, they get one point. If they roll doubles of the point number they get two points. Each player gets only one roll per turn. The first player to get 11 points, wins.

## 218. THREE OR MORE

**Players:** 3+.

**Required:** 5 dice.

**Object of the game:** To have the highest score at the end of ten rounds. Players take turns rolling all 5 dice. The goal is to roll at least 3 of a kind. On a player's turn one of the following will happen:

- If the roll contains no matches, the score is zero and the player's turn is over.
- If the roll contains 3 or more of a kind, record a score of three and pass the dice to the next player.
- If the roll contains 2 of a kind, the player may re-roll the remaining three dice. If, after the second roll, there is not at least 3 of a kind, the score is zero.
- If the roll has 3, 4 or 5 of a kind, record either a score of three for 3 of a kind, six for 4 of a kind or twelve points for 5 of a kind. The player with the highest score at the end of ten rounds, wins.

## 219. NAVAL BATTLE

**Players:** 2+.

**Required:** 5 dice, pencil and paper (not included).

A table is drawn on paper with the names of the players at the top, and ten vertical boxes for each player. The first six will be the ship, the first five to follow will be the captain, and the first four to come with them or later will be the pilot. The rest will be the crew and their sum will be noted in the box corresponding to the turn of the game, until reaching those of rigor. Once the crew has been obtained, the other two dice will mark the number of crew members. This number, if you are lucky and the combination 6-5-4 is achieved on the first roll, can be taken on the first roll, or repeated until the third and last roll, in which there is no choice but to add those two dice and write them down in the corresponding box. If the 6-5-4 combination is not completed in the three spins, the result will be a zero in the square of the corresponding round and there will be no other solution than to wait for the next round to score something, if fortune improves.

## 220. TWO AND FIVE

**Players:** 2+.

**Required:** 5 dice, pencil and paper (not included).

There are a total of 12 rounds. The dice are rolled six times per round. All five dice are rolled on the first roll. If any 2s or 5s appear, they are placed aside and do not count. Only dice with a score other than 2 and 5 will have value. Each time these two values appear, the dice are moved. If there are as many 2s and 5s as dice, that player loses their turn and the dice are passed to the next player. The player with the highest score after 12 rounds, wins.

## 221. THE SECOND ROUND

**Players:** 2+.

**Required:** 5 dice.

Before play begins, a "banker" must be chosen. All five dice are rolled, and the dice with the highest score is set aside. If there are two or more of the same, only one is set aside. On the second roll, the remaining four dice are rolled, and the one with the highest score is set aside again, until there is only one dice left to be rolled. After having rolled the five times, the scores obtained are added. If they add up to 25 or more points, they are qualified for the second round. Any player who has not passed the first round, is out. In the second round, the player who has rolled a 25 must roll a 1 or more; for the player who got a 26, a 2 or more; 27, a 3 or more; 28, a 4 or more; 29, a 5 or more; 30, a 6 or more. If they do, they win, and the banker loses. If they do not, they lose, and the banker wins.

## 222. STUCK IN THE MUD

**Players:** 2+.

**Required:** 5 dice, pencil and paper (not included).

**Object of the game:** To get the highest score. Players can only score on a roll which does not include the numbers 2 and 5. Any dice, which show a 2 or a 5, become "Stuck in the mud!" Before play begins, agree on a number of rounds (five works well). The first player rolls all five dice. If any 2s or 5s are rolled, no points are scored for this throw. If no 2s or 5s are rolled, add up the total of the dice and write it down. The player sets aside any 2s and 5s, and throws the remaining dice. Again, if any 2s or 5s are thrown, no points are scored. If there are no 2's or 5s, add the total to the previous score. Continue in this way until all the dice are "Stuck in the Mud!" After the score is totaled, play passes to the left. The player with the highest score at the end of 5 rounds, wins.

## 223. RUN FOR IT

**Players:** 2+.

**Required:** 5 dice.

Each player takes a turn rolling the dice and looking for runs starting with (1-2, 1-2-3, and so on). Each dice part of the run scores five points. A player can only have one run in each roll. Examples of play: Hand 1 - Player throws five dice and gets the numbers 1, 2, 2, 1 and 3. The following sequences can be scored: 1, 2 (10 points) or 1, 2, 3 (20 points). The hand is worth 30 points. / Hand 2: Player throws five dice and gets the numbers 1, 4, 6, 6, 3. No sequences can be formed, so no score is recorded. The first player who reaches 100 points, wins.

## 224. PLUS AND MINUS

**Players:** 2+.

**Required:** 5 dice, pencil and paper (not included).

Each player gets four rolls in a row on their turn. On the first roll, they adds the highest two values and then rolls the remaining three dice. On this roll, they takes the lowest scoring dice, set it aside and subtract it from the previous sum. On the third roll, they rolls the remaining two dice; the higher value dice is set aside and added to the current score. On the final roll of the last dice, that value is subtracted from the score to make the total. For example: The first roll is 6-4-2-4-1; set aside 6-4 for a score of 10. The second roll is 3-2-1; set aside 1 and subtract from 10 for a score of 9. The third roll is 4-2; set aside 4 and add to 9 for a score of 13. The final roll is 6; subtract from 13 for a final score of 7. The dice is then passed to the player on the left. Players can decide ahead of time how many rounds they wish to play. The player with the highest score at the end of the pre-determined number of rounds, wins.

## 225. THREE OR MORE

**Players:** 2+.

**Required:** 5 dice, pencil and paper (not included).

**Object of the game:** To get the highest score. Before play begins, agree on a number of rounds. Players take turns rolling all five dice and scoring for three-of-a-kind or better. If a player only has two-of-a-kind, they may re-throw the remaining dice in an attempt to improve the matching dice values. If no matching numbers are rolled, a player scores 0. **Scoring:** 3-of-a-kind: 3 points; 4-of-a-kind: 6 points; 5-of-a-kind: 12 points. The player with the highest score at the end of pre-determined number of rounds, wins.

## 226. ROUND THE CLOCK

**Players:** 2+.

**Required:** 2 dice.

**Object of the game:** To be the first player to throw all the numbers from 1 to 12, in sequence. Before play begins, each player rolls the dice. The player with the lowest total goes first. The first player throws both dice, hoping to throw a 1. Players then take turns (in a clockwise direction) trying to throw a 1. On the next round, those players who threw throw a 1 will try to throw a 2. Any player who did not throw a 1 in the first round will try again this round. Players can do so by throwing a 2 or two 1s. Play continues round-by-round with players trying to throw all the numbers from 1 to 12 in sequence.



Players may count the spots on just one dice or on both dice added together. For example, throwing a 3 and a 6 could be counted as 3, 6, or 9. The first player to go "Round the Clock" - throw all the numbers from 1 to 12 in order, wins.

## 227. BEAT THAT!

**Players:** 2+.

**Required:** 2 dice (for younger players), 5 dice (for older players).

Each player takes a turn rolling the dice and placing them in order to make the highest number possible. For example, if a player rolls a 2 and a 3, they have 23. A player who throws a 6 and a 4 would win the round as they have the higher number. After each throw, a player challenges the next player, "Beat that!" Play this game in rounds, assigning a winner to each round.

## 228. KNOCK OUT

**Players:** 2+.

**Required:** 2 dice.

**Object of the game:** To avoid throwing certain scores and being knocked out of the game. Before play begins, decide a final score to be reached to win. Each player chooses a "knock out number" - either 6, 7, 8, or 9. More than one player can choose the same number. Players take turns throwing both dice, once each turn. Add the number of both dice for the total score. If a player rolls a 6, 7, or 8, they are knocked out of the game until the next round.

## 229. SHIP, CAPTAIN, MATE AND CREW

**Players:** 2+.

**Required:** 5 dice.

**Object of the game:** Players try to throw 6 (the ship), 5 (the captain), and 4 (the mate) in that order, and within three throws.

**Order of play:** Order of play is established by a preliminary round, in which each player throws a single dice. The highest scorer becomes first shooter. Play then moves in a clockwise direction around the table.

**How to play:** Each player in turn is allowed not more than three throws of the dice. If the player makes a 6 and a 5 on their first throw, they can set those dice aside. In their second throw, they then roll the other three dice, hoping to make a 4. If, however, they make a 6 and a 4 on their first throw, only the 6 can be set aside, and the remaining four dice must be rolled again for a 5 and a 4.

If the player makes 6, 5, and 4 in their three throws, the remaining two dice (the crew) are totalled as their score. But, if they make 6, 5, and 4 in their first or second throw, they may, if they wish, use the remaining throws to try to improve the total of the crew dice. The winner is the player with the highest score in the round. A tie nullifies all scores, and a further round has to be played. Start of play rotates one to the left after each game.

## 230. FIFTY

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

Taking turns, players roll two dice, one roll per turn. If a player does not roll doubles, they do not mark a score for that turn. If they roll doubles, they earn a score as follows: Double 1s, 2s, 4s, 5s = 5 points, Double 6s = 25 points. If they roll double 3s, the score up to that point is wiped out and they must restart accumulating points. The first player to reach 50 points, wins.

## 231. TWO GIVES TWO

**Players:** 2+.

**Required:** 2 dice, pencil and paper (not included).

Squares from 1 to 9 are drawn on the sheet of paper. The object of the game is to cover as many squares as possible, according to the rolls of the dice. The first player rolls the dice and decides which squares to cover. They can cover the numbers adding up to the same as their roll. For example; if they roll rolls a 2 - 5, the player can cover 1 - 6; 2 - 5; 3 - 4 or simply 7. Already used number combinations cannot be used. The game ends when the numbers of the roll cannot be covered. The player who has the lowest score for any uncovered boxes, wins.

## 232. CRAZY EIGHTS

**Players:** 2+.

**Required:** 1 deck of cards.

Each player is dealt seven cards. The remaining cards are placed face down in the centre of the table, forming a draw pile. The top card of the draw pile is turned face up to start the discard pile next to it. First player adds to the discard pile by playing one card that matches the top card on the discard pile either by suit or by rank (i.e. 6, jack, ace, etc.). A player who cannot match the top card on the discard pile by suit or rank must draw cards until they can play one. When the draw pile is empty, a player who cannot add to the discard pile passes their turn. All eights are wild and can be played on any card during a player's turn. When a player discards an eight, they choose which suit is now in play. The next player must play either a card of that suit or another eight. The first player to discard all of their cards, wins.

## 233. SNIP, SNAP, SNOREM

**Players:** 3+.

**Required:** 1 deck of cards.

Deal the cards out completely (don't worry if some players get more than others). Players sort the cards in their hands by rank. The object of the game is to get rid of all your cards. The player to the left of the dealer starts by placing any card down on the table. The next player looks to see if they have a card of the same rank. they do, they place it down on top of the card, saying "Snip". If they have another card of the same rank, they place it down too, saying "Snap". If they don't, play passes to the next player, and so on. The player who places their final card of that rank says "Snorem" and wins the right to start the next round with the card of their choice. Players will learn that it is best to lead with a card in which they have more than one of a kind.

## 234. GO FISH!

**Players:** 2-4.

**Required:** 1 deck of cards.

Shuffle the cards and deal them out to the players. For 2 players, each player gets 7 cards; for 3 players, deal 6 cards; and for 4 players, deal 5 cards. Place the remaining cards randomly in the middle of the table. Each player looks at their cards secretly. The first player to take a turn chooses another player and asks them if they have any cards of a certain value. They must have a card of the number they ask about in their hand. For example, they must have one or more Kings to ask for a King. If the player who is asked has any cards of the value requested, they must hand them over. The player who asked for the cards can then take another turn and ask for another card. If the player who

is asked has no cards of the requested value, they must tell the player to 'Go fish.' The player must then take a card from the centre. At any point, if a player collects a set of 4 of the same kind, they win the cards and put them aside in their winner's pile. Play continues until all sets of 4 cards have been collected. The player with the most sets of 4 cards at the end, wins.

## 235. SIX HUNDRED

**Players:** 4 (forming 2 teams).

**Required:** 1 deck of cards, paper and pencil (not included).

It is played with the entire deck (52 cards) and between four players, forming two pairs, which are placed on the table each pair diagonally. Each player is dealt 8 cards. The way of playing and the auction is the same as in the previous game. The couple that did not stay in the auction must try to "chop" the cards to the other couple, that is, try to prevent them from getting the auctioned points. The team that reaches 600 points or more first, wins.

## 236. ROLLING STONE

**Players:** 4-6.

**Required:** 1 deck of cards.

If six players: the 2s are removed. If five players: 2s, 3s and 4s are removed. If four players: 2s, 3s, 4s, 5s and 6s are removed. Aces are high. The players cut the deck and the highest card deals all the cards around the group clockwise, until each player has eight cards. The players sort their cards by suit and then the player to the left of the dealer plays one card face-up. The next player then has to play a card which is of the same suit. Play continues until a player cannot place a card, at which point they have to pick up all the face-up cards and add them to their hand. They then start the next round with one of their cards of a different suit. The first player to runs out of cards, wins.

## 237. BEGGAR MY NEIGHBOUR

**Players:** 2-3.

**Required:** 1 deck of cards.

All the cards are dealt to each player, one by one, until there are none left. Each player collects their cards in a face-down pile and does not look at them. To start, the person to the left of the dealer places their top card face-up in the centre. Then the game moves around clockwise, with each player adding one card to the central pile until a player turns up an Ace, Jack, Queen or King. The player who turns up one of these cards can then demand payment from the next player. An ace earns four cards, a King earns three cards, a Queen earns two cards, a Jack earns one card. These payment cards are each placed on the central pile. The last player who turned up an Ace or Court Card takes the whole central pile and puts it at the bottom of their own. They start the next round, and the game begins again.

The player who first goes out by using up all their cards, wins.

## 238. CHASE THE ACE

**Players:** 3-4.

**Required:** 1 deck of cards.

To begin, the dealer will deal each player one card and one card only. The cards must remain face down, however the players can look at the cards. The object of the game is to not have the lowest card. Once the deal has finished, players will then look at their cards and choose whether they will pass their card to the player on their left, or hold onto the card. The ranks go from 1 - A, which means if a player is holding a card with the face value of 10 or higher, they will want to hold on to it. If they are holding a low ranked card, they would want to switch with the person to their left. The person to the left of the dealer starts and can either switch with the person to their left or they can discard their card and draw a new one. If a player has an Ace, that player gets to hold on to their card regardless of what the other players want to do. In this game, you usually give the player a pre-determined number of lives, since it is a very fast game to play and when a player loses all their lives, they are out.

## 239. NINETY-NINE

**Players:** 2+.

**Required:** 1 deck of cards, pencil and paper (not included).

Each player is dealt three cards. To play, place one card face up in the centre of the table, calling out the total value of the face-up pile before drawing the top card from the stock. Each card adds its face value in points. Jacks and Queens count as 10. The following cards have additional effects - 3: skips next player 4: no value, reverses play 9: value of 99 10: adds or subtracts ten from the total King: no value Ace: value of one or 11. If the player cannot place a card without taking the value of the pile over 99, the round ends and they lose one point. The last person with points remaining, wins.

## 240. RED DOG

**Players:** 2+.

**Required:** 1 deck of cards.

**Object of the game:** To beat the top card of the pack by having a higher ranking card of the same suit. Ace is high. Five cards are dealt to each player face down (four if more than eight play). The dealer turns the top card of the pack. If the player can show a higher card in the same suit they receive a point. If they can't, they lose a point, discard their hand and it's the next player's turn. A player can forfeit a hand by losing a point and discarding their cards. Last player with points remaining, wins.

## 241. OLD MAID

**Players:** 2-4.

**Required:** 1 deck of cards.

One of the four Queens is removed before game play begins. The object of the game is to form and discard pairs of cards, and not to be left with the odd card (a queen) at the end. Any player shuffles the pack and deals them, one at a time to each player, until all the cards have been handed out. Players do not need to have an equal number of cards. Each player removes all pairs from their hand face down. If a player has three-of-a-kind, they remove only two of those three cards. The dealer then offers their hand, spread out face down, to the player on the left, who draws one card from it. This player discards any pair that may have been formed by the drawn card. The player then offers their own hand to the player on their left. Play proceeds in this way until all cards have been paired except one - the odd queen, which cannot be paired - and the player who has that card is the Old Maid! If any player is found to have discarded two cards that are not a pair, (thus causing three unpaired cards instead of one to remain at the end), the player who made the mistake automatically loses and becomes the Old Maid!

## 242. THE COUPLES

**Players:** 4.

**Required:** 1 deck of cards.

All the cards in the deck are spread out face down on the table. After the draw is made, the resulting hand discovers two cards without the others seeing them. If they match, they keep them; but if they do not match, they leave them as they were, that is, in the same place and face down. Then the partner to the right plays, revealing two cards in turn, which if they match they keep them and otherwise leaves them as they were. And in this way they continue to play until there are only four cards left. Then they will stir well before catching, as there are only two pairs left. When doing the count, the one with the most pairs wins.

## 243. MALILLA

**Players:** 4 (forming 2 teams).

**Required:** 1 deck of cards.

7 cards are dealt to each player and 4 on the table; or 8 cards to each player. Rules are the same as the previous game, but the cards are dealt only once. Maximum attention must be paid, especially in the first round, because poor memory and poor concentration can greatly favor the opponent. In order to minimise this risk, it is preferable to choose, among your own cards, those that offer the least probability to your opponent. Otherwise, the same rules and scores of the normal handle apply.

## 244. CONQUIAN

**Players:** 2-4.

**Required:** 1 deck of cards.

Before starting, the J's are drawn from the deck. After shuffling and cutting, 8 cards are distributed per person. The rest is in the centre of the table. The game consists of forming ladders, triplets or squares with the cards. Three or more cards of the same suit are required to make the straight. To form the trio, you need three aces, or three cards of the same face value, but obviously different suits. For the crew, four cards are required, of the same value but of a different suit. During the game, a card is taken from those on the table and one is discarded. The next player can choose between the discarded card or the first card in the deck. The formed combinations (stairs, triplets or crews) are placed, uncovered, on the table. Cards can be added, for example, by transforming a trio of a kind into a crew or extending a straight. The winner is the one who places on the table, after having combined them, all the cards available to them. In the event that at the end of the deck neither of the two players have achieved victory, the game is considered void.

## 245. THE DOG

**Players:** 2-5.

**Required:** 1 deck of cards.

5 cards are dealt to each player, and whoever has the seven of diamonds begins the game, pulling a card of any suit. The next one has to throw two cards, one of the same suit but of any value and a second of the suit and value that they want. In this way each player has to throw two cards. Players who cannot attend have to take a card from the pile. The player who loses all of their cards first, wins.

## 246. MOUNTAINS

**Players:** 2-5.

**Required:** 1 deck of cards.

Before starting a "dealer" is chosen. The dealer shuffles the cards and distributes them into piles of cards, putting as many piles as there are players, including the dealer. Each player chooses the pile, whose bottom card they think is the highest. The piles are then turned over, and the players who have a higher card than the dealer's, wins, otherwise they lose and the dealer wins. In the event of a tie, both win.

## 247. THE LAST TRICK

**Players:** 2-5.

**Required:** 1 deck of cards.

One player shuffles the cards and deals. Suits do not influence the value of the cards, and there are no trumps. The one who has dealt plays the first card, as low as possible. The others have to attend but trying not to win. Whoever does not have a card of the same suit, can throw any other. The point of the game is to make the last trick, so you have to keep the highest cards until the end, and also be aware of the cards that come out. It is best to keep a card of a suit that is almost out of play, and another as high as possible. This can decide the last trick. If a one-suit card is thrown, which nobody else has, the trick is assured. The player with the last trick, wins.

## 248. THE WATCH

**Players:** 2-5.

**Required:** 1 deck of cards.

All the cards are distributed among the players, and the one that corresponds to the previous draw begins. The one who begins does so with one, leaving a card on the table while calling out the number that they touches, the next continues through seven, the next eight and so on until J, Q and K, after which one continues with the one again. The player who first runs out of cards wins. But you have to bear in mind that, if the number that the player says matches the number of the card that they puts on the table, they will have to take all the cards that the deck has at that moment and start over with one.

## 249. EIGHT

**Players:** 2-5.

**Required:** 1 deck of cards

All the cards are dealt to all the players. The game consists of forming, starting from eight, the four suits of the deck, that is, the first card that is put in each suit, is eight, and then the rest of the cards are placed, towards K and the ace. The first player to run out of cards, wins.

## 250. PATIENCE SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

The uncovered cards are placed on the table as they come out, so that each card is placed after the previous one, in a horizontal row. Each card, as it comes out, can be mounted on the previous one or the one preceding it, in three places, if they correspond to the same value or the same suit. In this way, some letters will be piled up on top of the other. Whenever the top card of the piles thus formed has to be moved, it will carry the entire pile it covers with it. The object of the patience solitaire is that all the cards are placed in a pile on the first card. The movement of the cards is always from right to left.

## 251. KINGS SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. Eight piles of four covered cards each are laid out. From the last one a card is revealed and this is placed uncovered on the pile to which it corresponds, taking into account that the 1st will correspond to the aces, to the 2nd sevens, to the 3rd the eights and so on in this order up to the K. From the pile where it corresponds to place a discovered card, another of the decks will be raised, which in turn will go to the corresponding pile. It is thus a question of getting to leave the cards of all the piles uncovered, and these in turn ordered, as has been said before. Instead of discovering a card from the last pile, starting solitaire can be made from any other card.

## 252. NO ACES SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. The 32 cards are placed in four rows of eight up cards, and the four aces are removed. For the gaps that remain when separating the four aces, the cards that are the immediate superiors and of the same suit to the left of the gap will be transferred. The gaps that are left free due to the transfer of cards, will be reoccupied in turn following the same rule. When to the left of a hole there is a K, no letter can be placed. In each of the four rows, a suit from the deck must be placed, from seven to K. In the first the diamonds, in the second the hearts, etc. When the first hole in a row is free, the seven of the corresponding suit will be placed there. In this way, the correlative cards from the seven of diamonds to the K are placed on the first row; over the second row, from the seven of hearts to the K, and so on over the remaining rows in spades and clubs. In case of stopping the movement due to lack of combination, you can pick up the cards that are not placed in the correlative order shown, and they are shuffled again including the four aces and placed again, occupying the empty places of the four rows of eight cards. The four aces are then separated and the cards continue to be moved according to the same rule until the combinations cease. They can be picked up and placed like this three times.

## 253. THE BIASED ONES SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

**Object of the game:** To remove all the cards in pairs, a possibility that is not always realised. Five uncovered cards are placed in a horizontal row, under which and forming a second row, others are formed that are removed from the deck until one of these forms even with the immediate right or left side of the upper row. This coincidence will cause the two cards that form the indicated pair to be withdrawn. Then and to fill the gap produced, the remaining cards will be run, from right to left, the last space of the upper row occupying the first one on the left of the lower row. Then you will continue discovering cards from the deck to complete the second row or to form another below the previous ones. When completing a row, the cards are removed form a pair, as long as they are immediate laterals of two contiguous rows. It is also authorised to remove the first two cards or the last two of each row, provided, of course, that they form a pair, taking into account that during the entire game it is only possible to draw the lateral pairs from only one side.

## 254. PYRAMID SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

The object of the game is to draw in sums of ten all the cards in the pyramid. First, a face card is placed on the table. Below this, a row of two cards, covering, between the two, part of the previous card. Below, another row of three cards, which will cover, as previously said, part of the cards in the previous row. The pyramid will end with a row of six cards, which will cover those of the previous row. Always between two cards from which they are completely uncovered, after placing the 21 cards as said, add ten, they are removed to a pile. (We remember that the J is worth 8, the Q 9 and the K 10. The latter will fold alone. The ace is worth one). You continue to draw cards from your hand, and if the one that is discovered adds up to ten, with any of the uncovered on the table they are collected and removed to the pile. If when discovering a card from the hand it does not add ten with any of the uncovered cards of the pile, it is placed in another pile. When the last card in this pile adds up to ten with one of the uncovered cards on the table, they are also picked up.

## 255. EIFFEL TOWER SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. The 32 cards are placed in four horizontal rows. In the first row a card is placed, in the second two, in the third three and in the last four, so that their placement is not a pyramid, but on the left side they are placed one below the other. Example: if this last card is a nine, those of this same numbering that exist between the cards of the different rows, as well as those that come out of the deck, will be drawn separately, in order to superimpose on each of the four nines of the they shuffles, in ascending order, the eight cards of their suit, going from K to ace to eight. The spaces that are left free in the rows, are occupied with as many cards from the deck, or with the top of the well that is formed with those that are discovered from the deck and have no placement. Solitaire will have been achieved if it is possible to superimpose the entire deck in each given suit on the base cards.

## 256. CROSS SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Five uncovered cards are placed in the shape of a cross and they are removed from the remaining deck one by one, so that these cards can be placed on any of the five mentioned cards that turns out to be the one immediately above and of the same suit. Cards that do not lend themselves to this combination are piled up open. Example: eight of diamonds above the seven of the same suit; nine of spades over eight of spades, etc. The aces, when they come out, are placed in the corners of the cross and on them are placed correlative cards of their suit and from lowest to highest. When some space on the cross is free, it is covered with any of the cards available for the indicated combinations. The object of the solitaire in cross is to get to place all the cards ordered by suits and from lowest to highest, on the four aces.

## 257. THE TALE OF SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

The deck is picked up and after well shuffled, the cards that compose it are discovered one by one, at the same time that in correlative order, from smallest to largest, the numbers are sung. Example: ace,

seven, eight, nine, ten, J, Q, K, to start the ace again, and so on. If the card that is called matches the one that is discovered from the deck, the game has been lost, being necessary to start over, but previously shuffling the cards. When it is possible to taste all the cards without any of them coinciding with the one we took from the deck at that moment, the solitaire of the story will have been achieved.

## 258. CLOCK SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

The player shuffles the deck, then makes thirteen piles of four cards each, face down. Twelve piles are placed in a circle, like a clock, and the thirteenth pile is placed in the middle of the circle. Begin by flipping over the top card of the centre pile. Then place that card under the deck that corresponds with its clock value. Ace is in the 1 position, 2-10 are in their position, Jack is 11, Queen is 12, and the King is the centre deck. Next, flip the top card over from the deck just placed a card under and place that card face up on its corresponding clock pile. Keep playing like this, quickly, until all the piles are face up. The object of the game is to end with the Kings as the last face up pile. If not, and a player completes the Kings pile before the other piles, they must start over.

## 259. FOUR PILES SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Four face cards are laid out in a horizontal row. From the remaining cards that remain in hand, they are drawn one by one and they will be placed, if possible, on the ones uncovered on the table, in a way that corresponds from superior to inferior and of different suits. For example: nine of clubs, eight of hearts, seven of spades, etc. The cards that do not lend themselves to this combination will be piled up, the last one always being uncovered, which can be transferred to any combination that is lent. When an ace comes out, it is put aside, and on it the cards of the same suit can be placed, in correlative order up to the K, both of the cards that come out of the hand, and of those that are in the lower part of the cards. four verticals. The solitaire of the four piles comes out when by this procedure all the cards are placed on the four aces, ordered consecutively and by suits. For the appropriate combinations, the cards can be changed from one row to another, but only one at a time, and the one that occupies the lowest place in each row. They can only be placed, as has been said before, on others of different suits and in correlative order from superior to inferior. When any of the four squares are left free, it is dealt with a card from the hand or the bottom of the four vertical rows or the last of the remaining pile.

## 260. FIVE PILES SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Five piles of four covered cards are arranged, and the last one on top of each pile is revealed, leaving it on the same pile that is revealed. Cards can be moved in this way: On the higher card another correlative lower card of a different suit is placed. When an ace comes out, they is put aside, to go placing on it even the K of their same suit. Of the 12 cards left in the hand, they are drawn one by one to make this combination. And when there is any square of the five piles without cards, it is covered with a card from those in the hand or on the table, whichever we like the most. If you can do this with one of those that are covered on the table, it will be better, but for this it is necessary that this card does not have any uncovered on it. This solitaire of the five piles comes out when all the correlative cards are placed on top of the four aces up to K.

## 261. TEN PILES SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

The 52 cards are placed in 10 piles of three up cards. The leftover card is then placed, uncovered as well. The aces that occupy the first place in each pile are started to be drawn. In the event that there are none, the card movement begins, placing on the card that is alone, in order from highest to lowest of any suit. The first cards of the pile can be moved to each other in the same order, but it is a condition of this solitaire of the ten piles that in each pile there are never more than three cards, and that the gap that occurs because all of them have been drawn cannot be filled. One K can be placed on top of another, but never more than two together. Any of the first cards in the pile may be carried over the aces drawn out, as long as they can be placed in correlative order. Solitaire is achieved when all the cards of each suit have been placed on the four aces, up to K.

## 262. TENS

**Players:** 1.

**Required:** 1 deck of cards.

The player shuffles the deck, then forms the Tableau by dealing 13 cards in two rows of 5 and one row of 3. All cards are face up. The remaining deck forms the stock. The player then discards four of a kinds and pairs of cards that form 10 (e.g. a 3 and a 7). Cards that are discarded are replaced with cards from the stock. If the player can discard all 52 cards, they win.

## 263. COUPLES SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. The 32 cards in the deck are laid out in eight piles of 4 cards, face down. The first card of each pile is revealed, and if there are two cards of the same rank (such as two Js, two sevens, etc.) they are drawn out and the first remaining covered card in those piles is returned. This is how the cards are drawn in pairs, as long as there is a combination. When there is no pair, the solitaire ends, which comes out if by this procedure the 52 cards have been drawn out.

## 264. TWO BY TWO SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

The four aces are drawn from the deck and placed side by side on the table. Next, the deck is shuffled, cut and left face down. Then the cards are drawn from the deck two at a time and turning together on the table. This operation is carried out until one of the two cards turned (the one on top) is a seven, which will be placed on top of those in your suit. If the next card uncovered, of those that make up the pile of which we are returning, is another that follows a correlative order with any of the four suits, it can be placed, and if not, the cards must continue to be removed from the deck two by two, and so on until finished. Immediately afterwards, the cards that we had separated and that remained in the pile will be taken again because they could not be placed in their determined suit, and

we will return them, without shuffling, to form the deck again from which we will take the cards of two in two, to place them in their corresponding group each time the corresponding number of the same appears. The game has been played when the cards of each suit from ace to K. If not, the loner has not come out. As a variance to this solitaire, there is the solitaire four by four.

## 265. LUCKY SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. Of the 32 cards in the deck, four rows of 7 covered cards are placed, leaving four in the hand. A card is taken from the hand and placed uncovered in the corresponding place following the order of ace to J for each row, and corresponding to the first row the diamonds, to the second the hearts, etc. The covered letter that occupies that place will be revealed in turn and will be placed where it belongs. And so on it will be done with the covered cards whose places are being occupied. When a K is discovered, it is drawn out and another card is taken from the hand instead to follow the indicated combination

In this lucky solitaire, a variant of the four suits, if the four Ks come out, it is lost, because there are no more cards in the hand to replace them.

## 266. KLONDIKE SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

**Object of the game:** To arrange the cards by suit, starting with the Ace and ending with the King, on empty areas called the foundations. The cards are dealt into 7 piles on the tableau (the game area). All the cards are facing down, except for the upper one in each pile. To access and reveal the bottom cards, the players have to build sequences and move them within the piles. Sequences on the tableau are built in descending order (from King to Ace) and with alternating colours. Only Kings can be moved into empty spaces on the tableau. The remaining cards that were not dealt into the piles are arranged in a Stock pile. These can be called into play to help players build their sequences.

## 267 TRI PEAKS SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

**Object of the game:** To clear all the cards from the tableau. The cards are positioned in the shape of three 4-rows pyramids. The base of each pyramid contains 4 cards facing forwards, while the others are facing down. The remaining cards are set in a Stock pile. The player must deconstruct the pyramids by building sequences of cards 1 point higher or lower than the previous one, regardless of suit. For instance, a 4 can build a sequence with a 3 or a 5, and so on. The cards that are removed from the pyramid are sent into a discard pile. The top card of this pile becomes the base for the next sequence. When there are no more moves available, the player may use the Stock pile and send a different card to the discard pile to be used as the sequence base.

## 268. BAKER'S DOZEN SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

The cards are set into 13 piles (a baker's dozen), all facing forward. The Kings are always placed at the bottom of the piles.

**Object of the game:** To build the foundations in ascending order (Ace to King). Only the upper cards can be moved within the piles. It is not possible to move sequences within them. The suit does not matter to build sequences in the tableau.

## 269. FREE-CELL SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Free Cell resembles KLONDIKE solitaire, however, it is considered a more strategic version, as it requires a more careful and thoughtful approach. The cards are dealt into 7 piles. In this Solitaire game, however, all cards are dealt and there is no Stock pile. The cards are also facing forward and visible to the player. The goal is to build the foundations by suit. Sequences are also built in the same way as with Klondike: by suit, in ascending order in the foundations, and in descending order, with alternating colours within the piles on the tableau. The main difference between them is, nevertheless, the existence of 4 empty spaces on the tableau: the free cells. Cards can be sent to these cells and be left on hold, to free those underneath them. Once a card is in a free cell, it can only be called into play again to build a pile or foundation sequence. It is not possible to exchange cards.

## 270. COVERED AND UNCOVERED CARDS SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. All the cards in the deck are distributed in sixteen piles of a covered card and a face card on top. The aces that are found between the discovered cards are drawn apart to superimpose on them, in ascending order, the 8 cards of their suit up to K. The discovered cards will be superimposed on the aces in the indicated order. For this purpose, the discovered cards can be combined with each other, putting one on top of the other in descending order and of equal suit. By using the top card of any pile, the next card is revealed. The holes that are produced in the piles cannot be filled with any card. Solitaire is achieved if the 32 cards can be placed on the aces in the indicated way.

## 271. EIGHT COLUMN SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. Eight face cards are laid out in a horizontal row. On these, another eight covered cards are placed, and so on until all 32 cards have been placed. The aces that may be in the bottom row will be drawn apart to superimpose on them, in ascending order, the other 7 cards of the same suit. For this purpose, the available cards may be combined with each other, superimposing them in descending consecutive order and of different suits. For this purpose, the available cards may be combined with each other, superimposing them in descending consecutive order and of different suits. When taking any usable card, either to place them on the aces or to combine it on the bottom of another column, the next card is available, which, if it is covered, must be discovered to know which card it is. In this way, you will try to draw all the cards to superimpose them in the piles of aces. When all the cards have been drawn from one of the eight vertical columns, the free space will be filled with the usable card from any other column. This solitaire comes out when the



32 cards of the deck have been superimposed on the four aces.

## 272. THE PARADE OF COUPLES SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. The cards are revealed, one at a time, and placed on the table, forming four horizontal rows of eight cards each. The object of this solitaire is to remove all the cards from the deck in pairs of equal cards. To do this, you begin by removing the pairs that are in the bottom row. By taking two cards from the bottom row, the immediate ones from the top row are available, which, in turn, can be removed as long as they are paired with any other available card. Therefore, only those cards whose lower space is free can be used. The game continues in the same way until all the cards have been removed in pairs, or until there are no two alike among the available cards, in which case the solitaire has been lost.

## 273. MONTE CARLO SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Seven face cards are laid out in a horizontal row. The object of this solitaire is to remove all the cards from the deck in groups of four equal cards. To do this, it is necessary to see if there are two or more equal cards among the seven discovered cards, in which case they are placed under one of them in a column, occupying the free space or spaces with the next cards in the deck. You continue to discover cards from the deck, one by one, to place them under the cards of the same number or in the spaces that become free. As soon as a column is completed with the four cards of the same number, they are removed to leave a free space, which remains available. This solitaire is lost when the card that is revealed from the deck cannot be used because there is no card of the same number on the table, nor is there any free space that can be occupied.

## 274. SEVEN'S SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Cards are discovered from the deck, one by one, to form a box that leaves four free spaces inside. These four spaces will be occupied with the four sevens of the deck, to superimpose on each one of them, in descending order, cards of their suit up to the ace. If there are any seven among the cards that make up the box, they will be placed in the central spaces, as well as the corresponding cards of the same suit. The free spaces that are produced in the box will be filled with the cards that are discovered from the deck. When a card in the deck is discovered when there is no free space in the box nor can it be placed on the centre piles, it will be left uncovered to start the pot, which is fed by the cards from the deck that cannot be used. The top card of the pot can be used to occupy free space in the box or to superimpose it on the piles in the centre. This solitaire comes out when the four piles in the centre are completed, leaving the four aces surrounded by the 12 figures visible on the table.

## 275. TWO COLUMN SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. Two columns are placed with five face cards each. The object of this solitaire consists of superimposing on four base cards (one of each suit) of the 10 that make up the two columns, the remaining nine cards of their suit, in ascending correlative order. In view of the 10 cards that make up the two columns, those four (one of each suit) that present the most game possibilities will be chosen, and this selection must be made carefully, since, once the base cards have been chosen, they must continue as such throughout. The cards of the deck are revealed, one by one, to be superimposed on the base cards, in ascending correlative order, and of the same suit. The other cards in the columns can also be used for this purpose, but, on the other hand, it must be taken into account that only cards can be superimposed on the four already chosen. The spaces that become free in the columns will be filled with cards from the deck or the top one from the well, which is made up of the cards that are discovered from the deck and have no placement. This solitaire comes out when, following the indicated rules, the 32 cards of the deck have been placed on the four base cards.

## 276. GRASSHOPPER SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. After the cards are well shuffled, place in 8 piles of four covered cards. The game begins by uncovering the top card of any pile, which will be placed uncovered under the pile to which it corresponds, taking into account the first pile the aces will correspond, the second the sevens, and so on, until the K, which will go placing under the tenth pile. When placing a discovered card in its corresponding box, a card from the top pile is discovered, which will be placed, in turn, in the place that indicates its value, and so on, it continues to discover and place cards until it is possible to discover those of all the cards heaps, which will be arranged in the way already explained, in which case the object of this solitaire has been achieved. Solitaire is lost when, upon uncovering a card and placing it on its corresponding space, there are no more cards left to discover in the top pile of that space.

## 277. SOLITAIRE SANDWICH

**Players:** 1.

**Required:** 1 deck of cards.

This solitaire is played by discovering cards from the deck, one by one, which are placed in a horizontal row. The object of solitaire is to remove all the cards from the deck as follows: When between two cards of the same number or the same suit there is any one card, it will be removed separately; when between two cards of the same number or of the same suit there are two of the same suit or of the same number, these are removed. You continue playing in this way until only two cards of the same suit or number remain on the mass, in which case the solitaire is achieved.

## 278. BY ONE MORE, BY ONE LESS, BY EQUALS AND BY THE SAME STICK SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Cards are uncovered from the deck, one at a time, and placed in a horizontal row. The card that is discovered from the deck is removed together with the previous one when both are of the same suit or of the same number and when, not being the same suit, they are ascending or descending,

thus fulfilling the title of this solitaire. This solitaire comes out when, according to the indicated rules, all the cards have been removed from the row after having revealed all the cards in the deck.

## 279. SEMICIRCLE SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. 10 piles of three open cards each are placed, in the shape of a semicircle; the remaining card is then turned up, turned up, and the other is put into any pile. The aces that occupy the first place of any pile are drawn separately, in order to superimpose on them, in ascending order, the other seven cards of their suit up to K. The cards that occupy the first place of the piles can be combined with each other, overlapping them in descending consecutive order and of the same suit. In this way, you will try to draw cards to place them on the aces, according to the order indicated. The spaces that are left free to have drawn all the cards from a pile, cannot be filled with any card. When there are cards left in the semicircle and none of them can be drawn on the aces nor can they be combined with each other, said piles of cards will be collected, leaving those that are on the aces. After shuffling well, these cards are returned to the starting position, in piles of three open cards, the last pile may have one, two or three cards. Cards can be picked up in this way twice. This solitaire comes out when, in the way explained, the 32 cards of the deck have been placed on the four aces.

## 280. ASTORGANO SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. Five columns of five, four, three, two and one cards are placed, respectively; the bottom card of each column is revealed. If there is an ace among the uncovered cards, it will be taken apart to place on each of the four aces in the deck, in ascending order, the 8 cards of its suit. At the moment of using the discovered card of any column, the next card will be revealed. The uncovered cards in the columns may be combined with one another by superimposing them in descending consecutive order and of different suits. In this way, you will try to draw cards to place them on the aces in the order indicated. When you cannot draw or combine any more cards, you will begin to discover cards from the deck, one by one, trying to place them first on the aces, or, if this is not possible, to combine them with the uncovered cards of the columns, according to the order already indicated. When the card that is discovered from the deck cannot be played on the aces or on the table, it will go to the pot, from which the top card can be used for the combinations already explained. If there is any free space left by having used all the cards in a column, it can be filled with the bottom card from another column, the top card from the pot, or the one discovered from the deck.

## 281. AMERICAN SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. Seven columns of one, two, three, four, five, six and seven cards are placed, respectively; the bottom card of each column is revealed. The object of solitaire is to free columns to place the four Ks in such free spaces in order to superimpose on each of these 8 cards up to the ace, in descending correlative order and of different suits. To this end, the uncovered cards of the columns may be combined with each other, superimposing them in descending correlative order and of different suit, being able to carry a series of correlative cards on the uncovered of another column that is correlative superior and of a different suit. In this way, an attempt will be made to free columns; When a column is left without cards, the free space will only be able to be occupied with a K, knowing which letters will be superimposed according to the indicated order. At the moment of using the discovered card of any column, the next card will be revealed. When it is no longer possible to make any more combinations, the game will begin with the 4 cards that were left in the deck, discovering them two by two, of which only the second can be used; When using this one, the next one, etc., can be used in turn. The cards in the deck can be passed, two at a time, as long as there is a combination.

## 282. TWO STAIRS SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. The 32 covered cards are placed in two rows of five piles each. The piles of the first row will be of two, again two, three, four and five cards, respectively, and those of the second of five, four, three, two and another of two cards, respectively. The top card of each of the piles in the first row is revealed. If there is an ace among the uncovered cards of the first row, it will be drawn apart in order to superimpose each of the four aces in the deck, in ascending order, the 8 cards of its suit up to K. As soon as a face card is used, the next card in that pile will be revealed. The uncovered cards of the first row may be combined with one another by superimposing them, in descending order, of the same or different suits. In this way, you will try to draw cards to place them in the order indicated on the aces. When there is a free space for having drawn all the cards from a pile, it will be occupied with the discovered card of another. When it is no longer possible to continue playing with the cards of the upper row, the upper card of each of the piles of the lower row will be revealed, playing with them in the same way. However, it must be taken into account that the cards of the upper row cannot be played on the cards of the lower row or vice versa. Solitaire is achieved when the 32 cards of the deck are superimposed on the aces, as explained.

## 283. SEVEN PILES ON LADDER SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Remove all 2s - 6s to form a deck of 32 cards. The 32 cards are placed in seven piles of two, three, four, five, six, seven, and five covered cards, respectively; the top card of each pile is revealed. If there are any ace among the discovered cards, it will be drawn separately, to superimpose on each of the four aces in the deck the 8 cards of its suit up to K. When the discovered card of a pile is used, the following. The uncovered cards of the piles can be combined with each other by superimposing them in descending consecutive order and of different suits. In a small way, an attempt is made to draw cards to place them on the aces in the order indicated. As there is a free space due to having used all the cards in a pile, you can deal with the uncovered card from any other pile. This solitaire comes out when, in the way explained, the 32 cards of the deck have been placed on the four aces.

## 284. ADD SEVENTEEN SOLITAIRE

**Players:** 1.

**Required:** 1 deck of cards.

Three rows of four open cards are laid out. Observe those that add up to seventeen between two cards, and another uncovered card is placed on each of them. Thus, successively, cards are mounted until there is no combination of adding seventeen between two cards, in which case the solitaire of adding seventeen has been lost. Solitaire is achieved when all the cards in hand can be placed. In this case, the 12 discovered figures remain on the table. There is a variance, which consists of removing the combination of J, Q and K.

## 285. CARD DETECTIVES

**Players:** 2+.

**Required:** 1 deck of cards.

Remove the Jokers from the deck. Make sure the deck is well shuffled before laying out the cards, facedown, in four rows of 13 cards. Each player takes turns flipping two cards face-up - if they are of the same number and colour (e.g., 9 spades and 9 clubs, or Q hearts and Q diamonds), then that player wins the pair and gets another turn. If the cards are not of the same number and colour, they are turned back facedown and it becomes the next player's turn to pick two cards. The game continues until players have picked up all the pairs. The player with the most pairs, wins.

## 286. COUPLES

**Players:** 2-5.

**Required:** 1 deck of cards.

The cards are shuffled and then all the cards are placed face down on the table. The game consists of making number pairs (1-1, 2-2, 3-3, etc.) regardless of the suit. Each player in turn and following the clockwise movement must select two cards and turn them over, if they has made a pair, they must keep the cards for them, if they has not been successful, they will turn the cards over again and pass the turn to the next player. The player who makes the most pairs, wins.

## 287. THE MAGIC FIFTEEN

**Players:** 2+.

**Required:** 1 deck of cards.

**Object of the game:** To place nine cards on the table, in such a way that the sum of the numbers represented on them equals fifteen from any line of three, be it horizontal, vertical or diagonal.

## 288. GUESS AND WIN

**Players:** 2-5.

**Required:** 1 deck of cards.

Before play begins, one player is chosen as the "dealer". The following rules are followed: The dealer shuffles the cards, cuts them, then places the pile in front of them, face down, and picks up the top card. This is the dealer's card and will place it, again, face down, to the left of the pile. The next one the dealer picks is the players card, which is placed, face down, to the right of the pile. A third card is placed, face down, in the centre of the table. The dealer must have a higher face value card than the other players. If the dealer has a jack, and another jack is in the middle, the dealer wins. If not, the dealer loses and a new game is started. If the dealer's card and the player's card are the same, the dealer wins directly. In each round the deal is handed over to another player.

## 289. SLAP JACK

**Players:** 2-5.

**Required:** 1 deck of cards.

**Object of the game:** To win all of the cards in the deck by slapping down on the jacks in the deck as they are played. Play begins by dealing all of the cards out evenly. Players do not look at their cards, and square them up into a pile in front of them. Starting from the dealer's left, players lift one card from their piles at a time and place them in the centre of the table. When any player lays down a jack, the first player to slap it takes the jack and all of the cards beneath it. These cards are shuffled into their pile, and play resumes. Now, if a player slaps a card that is not a jack, they must give up one card, face-down, to whoever played the non-jack they slapped. If more than one player slaps a jack, the hand that is touching the most of the card wins the pile. If a player runs out of cards, they may stay at the table until the next jack is revealed, but if they fail to slap in to collect that jack and its pile of cards underneath, they are fully out of the game. Play continues until one player has all of the cards.

## 290. THIRTY ONE

**Players:** 2-8.

**Required:** 1 deck of cards.

Aces are worth 11 points, face cards are worth 10 points and numbered cards are worth their face value. The object of the game is to have a hand equal to or as close to 31 as possible. Before play begins, a dealer must be selected. Each player draws one card from a shuffled deck. The player with the lowest card becomes the dealer. The dealer shuffles the deck and passes out three cards to each player in a clockwise fashion. The remaining deck forms that stock and it is place in the middle of the play area. The top card of the stock is flipped over, placed beside it and becomes the discard pile. The player to the left of the dealer begins gameplay. When it's their turn, players choose to either pick a card from the stock or from the discard pile and then they must discard one of their cards, all in an attempt to get a hand as close or equal to 31. Only cards of the same suit count as points. For example, if a player has an Aces of Spades, an 8 of Spades, and a King of Hearts, the player's hand is worth 19. If a player has a three of a kind, the hand is worth 30 points. When a player is comfortable with their hand, they knock on the table. All other players then have one more draw to try and improve their hand. The player with the lowest hand loses for that round. If the player who knocks has the lowest hand, they give up a lost of 2 rather than 1. When a player loses 4 times, they are out of the game. The last player standing, wins.

## 291. I DOUBT IT

**Players:** 3+.

**Required:** 1 deck of cards.

Kings are high and Aces are low. Before play begins, a dealer must be selected. To do so, players must choose a random card from a shuffled deck. The player with the lowest card becomes the dealer. Ties are broken with repeated drawings. The dealer shuffles the deck and passes out all of the cards face down to every player one at a time. The game starts with Aces. The player left of the dealer

begins by stating how many Aces they will be putting face down in the middle of the game play area. Play moves clockwise and the rank for the turn increases to 2 and so on. Players have to lay down at least one card even if they do not have the specific rank in their hand. For example, if the rank a player must lay down is a 5 and they have no 5s, they can secretly lay down a Queen and a Jack and say they are laying down two 5s. Before the next player lays down their cards, anyone who thinks the current player is lying can say "I Doubt It". If the player was lying, they must take all of the cards in the middle and add them to their hand. If the player was telling the truth, the player who said "I Doubt It" must take all of the card in the middle. The first player to get rid of all of their cards, wins.

## 292. WHIST

**Players:** 4 (forming 2 teams).

**Required:** 1 deck of cards.

Aces are high and 2s are low. Before play begins, a dealer must be selected. To do so, each player will draw a random card from a shuffled deck. The player with the lowest card becomes the dealer. The dealer then shuffles the deck and passes out all of the cards one by one to each player. The last card is flipped over to establish the trump suit for the round. The dealer is then given that card. Teammates sit across from each other if the game is 2 v 2. Gameplay begins with the player to the left of the dealer, with them laying down a starter card. Going clockwise, players follow suit if possible and try to out rank the cards played. If they cannot follow suit, they then may play any of their cards. The winner of the round lays down the starter card of the next round. Points are rewarded after six tricks. For instance, if a team wins 9 tricks, they will receive 3 points. If, however, they only receive 3 tricks, they receive 0 points. The first team or player to gain 5 points, wins.

## 293. PIG

**Players:** 4 (forming 2 teams).

**Required:** 1 deck of cards.

Order of play is determined by a preliminary round. Each player throws the dice once, and the player with the lowest score becomes first shooter. The next-lowest scoring player shoots second, and so on. The order of play is important, because the first and last shooters have natural advantages (see below).

**How to play:** Play begins with the first shooter. Like the other players, the player may roll the dice as many times as they wish. The player totals their score, throw by throw, until they elect to end their turn. The player passes the dice to the next player, memorising their score so far. But, if they throw a 1, they lose the entire score they have made on that turn, and the dice passes to the next player. Play passes from player to player, until someone reaches the agreed total. Given a little luck, the first shooter is the player most likely to win. But their advantage can be counteracted by allowing other players to continue until they have had the same number of turns. The player with the highest score is the winner. The last shooter still has the advantage of knowing the scores made by all of their opponents. Provided that they do not roll a 1, they can continue throwing until they have beaten all those scores.

The fairest way of playing the game is to organise it as a series, with each player in turn becoming first shooter.

## 294. NEIGHBOURS

**Players:** 3+.

**Required:** 1 deck of cards.

**Object of the game:** To have the lowest card value. Aces are low and Kings are high. Players need to form a circle around a stable playing area. Every player gets three lives at the start of the game. Before play begins, every player must draw a card from a shuffled deck. The player with the highest card becomes the first dealer. Ties are broken by a redraw. The dealer then shuffles the deck and passes out one card, faced down, for each player. Gameplay begins with the player left of the dealer. The first person looks at their card and can either keep it or switch cards with the player to their left. Switches are permanent. Play then proceeds clockwise with each player having the opportunity to switch cards with the person on their left. If a player has a king, they must immediately flip it over. A player cannot swap with a King. A player who is to the right of a King must keep their card. On the dealer's turn, they can either keep their card or choose the top card from the remaining deck. After the dealer goes, all players turn over their cards. The player with the lowest card loses a life. Cards are reshuffled and the dealer position rotates clockwise. The last player alive, wins.

## 295. GUESS PAIRS

**Players:** 2+.

**Required:** 1 deck of cards.

20 cards are chosen, shuffled and left in pairs, face down, on the table. Each pair is shown to the audience, then they choose a pair, secretly.

The cards are placed back down on the table, taking care not to separate or mix up the pairs. For this trick to work, you have to memorise the following:

```
M U T U S
D E D I T
N O M E N
C O D I S
```

You will notice that each letter comes out twice. Here's the secret. Position the first pair of cards in place of the M, the next in place of the U, etc., until all 20 pairs are placed. Ask the audience which row the cards they have chosen are in, this way you can already recognise the cards. If they say for example that the cards are in the second and third rows, you know that the letters have to be on the site of the E.

## 296. PALACE

**Players:** 2-4.

**Required:** 1 deck of cards.

The object of the game is to not be the last player with cards. 3s are low and Aces are high. Players form a circle around a stable playing area. Before play begins, every player must draw a card from a shuffled deck. The player with the highest card becomes the first dealer. Ties are broken by a redraw. The dealer then shuffles the deck and passes out nine cards to each player. The first three cards are faced down. The next three are placed faced up on top of the previous cards. The last three cards are the player's hand and are placed faced up to the side of the other six. The remaining deck forms the Stock. Before the start, every player has the opportunity to exchange any of the cards in their hand with any of their three faced up cards. The player left of the dealer begins by placing a card in the centre of the gameplay area. Going clockwise, players try to outrank or equal the previous card played with cards in their hand. If they cannot do so, they must take the entire centre pile. A player must have three cards in their hand at all times. Players replace cards that they play with cards from the Stock. In Palace, 5s, 2s, and 10s are special cards. If a player plays a 5, the next card must be equal or lower in rank. / 2s are wildcards. Any

card can be played on top of a 2. / 10s remove the pile. They also allow the same player to lead the next pile. After the Stock is exhausted and the player's hand is empty, they move onto the three flipped over cards. After playing the three top cards, the player then blindly plays the three down facing cards. After flipping over a down facing card, they must play it before flipping over another card. Once all of their cards are played, they are out. The last person out, loses.

## 297. GAME OF PURE STRATEGY

**Players:** 2.

**Required:** 1 deck of cards.

Aces are low and Kings are high. Before play begins, the deck must be separated into the four suits. Each player gets one suit of cards. One suit is discarded. The remaining suit is then shuffled and placed in the middle. The top card from the middle deck is placed in-between the players. The players then select one of their cards to go into the middle, faced down. Players then reveal their card at the same time. The player with the higher ranking card wins the middle card. If there is a tie, the players' cards are discarded and another middle card is placed on top of the previous one. Players then aim to win both middle cards. After the middle deck is exhausted, points are tallied. In GOPS, Aces are worth 1 point and, going incrementally, Kings are worth 13 points. Players then add up the point value of the cards they won. The player with the most points, wins.

## 298. SEVENS

**Players:** 3-8.

**Required:** 1 deck of cards and 12 chips (not included) per player.

Kings are high and Aces low. Each player places one chip in the middle of the gameplay area for the game's Ante. Before play begins a dealer must be selected. To do so, players must choose a random card from a shuffled deck. The player with the lowest card becomes the dealer. Ties are broken with repeated drawings. The dealer shuffles the deck and passes out all of the cards face down to every player one at a time. The player left of the dealer begins by (if they can) placing a 7 in the centre of the table. The game continues clockwise. Players either play a 7 or build upon an existing 7 pile. To do so, a card must be of the same suit as the 7 and either be a rank above or below the card they want to play on. For example, if the 7 of Clubs has been played, another player can place the 6 of Clubs on it, while another player can play the 5 of Clubs on the 6 and so on. Players must play a card if they can. If a player cannot play any cards, they must add one chip to the pot. Play then continues clockwise. The first player to get rid of all of their cards, wins the pot.

## 299. HEARTS

**Players:** 4.

**Required:** 1 deck of cards.

**Object of the game:** To have the fewest points when someone reaches 100 points. Aces are high and 2's low. Before play begins, a dealer must be selected. Each player draws one card from a shuffled deck. The player with the lowest card becomes the dealer. The dealer shuffles the deck and passes out 13 cards clockwise to each player. The player with the 2 of Clubs always makes the first lead starting with that card. Moving to the left of the 2 of Clubs, players must follow suit and try to out rank the cards in play. If a player cannot follow suit, then any card may be played with the lead suit trumping others. If, on the first trick, a player does not have any Clubs to match the 2, they neither can play any Hearts nor the Queen of Spades. The winner of the trick goes first in the next round. When all cards are played, players examine their tricks won and count the Hearts and the Queen of Spades. Hearts are worth 1 point each and the Queen of Spades is worth 13 points. Players want to avoid winning tricks with Hearts and the Queen of Spades as much as possible. If, however, a player wins all of the Hearts and the Queen of Spades in the game, the player "Shoots the Moon" and receives no points while all other players receive 26 points.

## 300. OH HELL

**Players:** 3-7.

**Required:** 1 deck of cards.

Aces are high and 2's low. Before gameplay can begin, each player draws a card from a shuffled deck. The player with the highest card becomes the first dealer. Ties are broken by a redraw. The dealer then shuffles the decks and passes out cards to each player. For a game of three to five players, the dealer passes out 10 cards. For six players, the dealer passes out 8 cards. For seven players, the dealer passes out 7 cards. The remaining deck becomes the stock. The top card of the stock is flipped over and placed on top of the stock. The suit of the card is the trump suit for the round. Beginning with the player left of the dealer and going clockwise, players make a bid as to how many tricks they believe they can take. Player cannot pass but can bid zero, believing they will not make any tricks. The dealer must not bid the maximum number of bids possible. The player left of the dealer leads the first trick and play moves clockwise. Players must follow the lead suit if possible. The highest card wins the trick. If a player makes the exact number of tricks they bid, they receive 10 points plus the number of tricks bid. If a player makes under or over the number of tricks they bid, they receive 0 points.

## 301. SIX CARD GOLF

**Players:** 2-4.

**Required:** 1 deck of cards.

Each player is dealt 6 cards face down from the deck. The remainder of the cards are placed face down, and the top card is turned up to start the discard pile beside it. Players arrange their 6 cards in 2 rows of 3 in front of them and turn 2 of these cards face up. The remaining cards stay face down and cannot be looked at. The object of the game is for players to have the lowest value of the cards in front of them by either swapping them for lesser value cards or by pairing them up with cards of equal rank. Beginning with the player to the dealer's left, players take turns drawing single cards from either the stock or discard piles. The drawn card may either be swapped for one of that player's 6 cards, or discarded. If the card is swapped for one of the face down cards, the card swapped in remains face up. The round ends when all of a player's cards are face-up. A game is nine "holes" (deals), and the player with the lowest total score, wins.

**SCORING:**

Each ace counts 1 point.

Each 2 counts minus 2 points.

Each numeral card from 3 to 10 scores face value.

Each jack or queen scores 10 points.

Each king scores 0 points.

A pair of equal cards in the same column scores 0 points for the column (even if the equal cards are 2s).



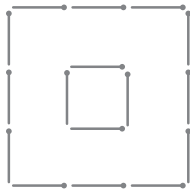
### 302. Turning the Donkey

Move 1 matchstick to turn the donkey.



### 303. 2 Squares to 3

Move 4 matchsticks to make 3 squares.



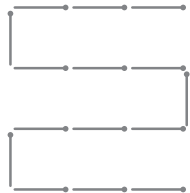
### 304. 10 squares to 2

Move 3 matchsticks to make 2 squares.



### 305. Snake to Squares

Move 4 matchsticks changing the snake to 2 squares.



### 306. Swimming Fish

Turn the fish around by moving only 3 matchsticks (no overlapping).



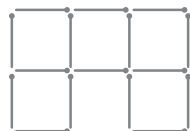
### 307. Removing a square (A)

Move 2 matchsticks to new positions to get only 4 squares (no overlapping or loose ends).



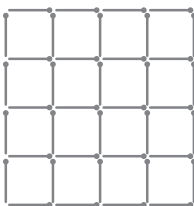
### 308. Removing a square (B)

Move 3 matchsticks to new positions to get only 4 squares (no overlapping or loose ends).



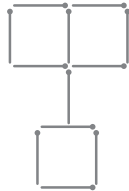
### 309. 16 squares to none

Remove 9 matchsticks so that no square (of any size) remains.



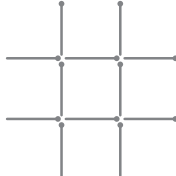
### 310. 3 squares to 5

Move 6 matchsticks so that 5 squares are formed.



### 311. Make 3 squares

Move 3 matchsticks to get 3 perfect squares.



### 312. Divide by 2

Use the four matchsticks to divide the large square into 2 parts of the same shape. Use the matchsticks without breaking or overlapping them.



### 313. 3 triangles to 4

Move 3 matchsticks to make 4 equilateral triangles (no overlapping).



### 314. 3 to 6

Make these 3 matchsticks into 6 (no breaking into pieces).



### 315. Wheel to 3 Triangles

Move 4 matchsticks to form 3 equilateral triangles.



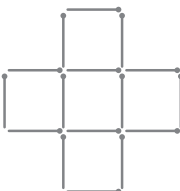
### 316. 6 + 4 = 4

Can anyone solve this puzzle, moving only 1 matchstick?



### 317. Cross to 6 Squares

Move 3 matchsticks to make 6 identically sized squares.



### 318. Ice in the Glass

Move 2 matchsticks and re-form the glass in the same shape so the ice is outside it.



### 319. 4 triangles

Use 6 matchsticks to make 4 equilateral triangles (no broken matchsticks).



### 320. 2 triangles to 4

Move 1 matchstick to make 4 triangles.



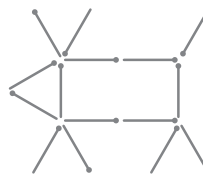
### 321. Scales

Move 5 matchsticks to make the scales balanced.



### 322. Cow

This cow has the following parts: head, body, horns, legs and tail. It is looking to the left. Move two matchsticks so that it is looking to the right.



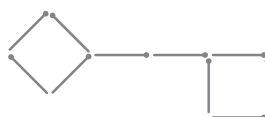
### 323. Key (A)

Move 4 matchsticks so that 3 squares are created.



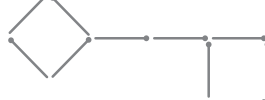
### 324. Key (B)

Move 3 matchsticks so that 2 rectangles are created.



### 325. Key (C)

Move 2 matchsticks so that 2 rectangles are created.



### 326. Touch

Place 6 matchsticks in such a way that each matchstick is in touch with all the other 5 matchsticks.



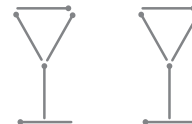
### 327. Christmas Tree

Move 3 matchsticks so that to get 4 equilateral triangles.



### 328. The Wine Glasses Puzzle

Move 6 matchsticks in such a way to get a house instead of these wine glasses.



### 329. The Bat

Move only 3 matchsticks so that the bat will fly in another direction.



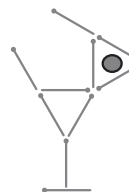
### 330. The Hedgehog

Make the hedgehog run in another direction by moving 2 matchsticks



### 331. The Bird

Move 2 matchsticks and a button to make the bird looking in another direction.



### 332. Puzzling Time

Move 2 matchsticks to get the exact time half past four.



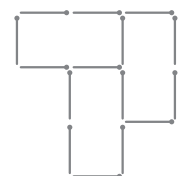
### 333. 4-to-3 squares

Relocate 3 matchsticks to new locations and end up with 3 squares of the same size.



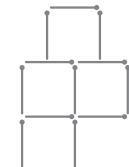
### 334. 3 rectangles to 6 squares

Move 3 matchsticks to convert the 3 rectangles into 6 squares. All squares don't have to be equal in size.



### 335. The square in squares

Move 2 matchsticks creating 4 squares of equal size.



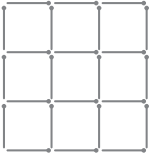
### 336. Hexagon & 8 Triangles

Add 3 matchsticks to form 8 triangles and a hexagon. All the matchsticks don't have to be flat on the surface. All the triangles don't have to be the same size.



**337. 9 Squares reduced to 5**

Remove 4 matchsticks to leave only 5 squares, all equal in size.

**338. Pentagon & 5 Triangles**

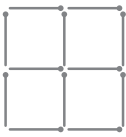
Add 3 matchsticks to form a pentagon and 5 triangles. All matchsticks don't have to be flat on the surface. The 5 triangles don't have to be exactly the same size.

**339. Tower Upside Down**

Move 4 matchsticks to turn the tower upside down. The form and the structure of the tower should not change.

**340. Square 2 x 2**

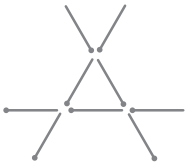
Move 4 matchsticks to form 8 squares. All the squares have to be same size and don't have to be flat on the surface.

**341. 6 to 3 Triangles**

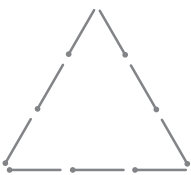
Remove 3 matchsticks and leave 3 triangles.

**342. Make 4 triangles**

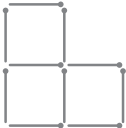
Move 4 matchsticks to form 4 equal triangles.

**343. 1 Big to 4 small**

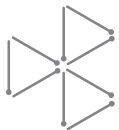
Reposition 5 matchsticks to get 4 same size triangles.

**344. Cube (A)**

Remove 1 and move 5 matchsticks to make a cube.

**345. Cube (B)**

Move 3 matchsticks to make a cube.

**346. Combine Rhombuses**

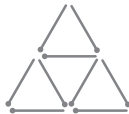
Combine 2 rhombuses into one by moving 4 matchsticks.

**347. 3 Equilateral triangles**

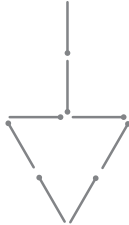
Move 4 matchsticks to form 3 equilateral triangles.

**348. 4 to 2**

Remove 2 matchsticks to form 2 equilateral triangles.

**349. Separate an arrow into 2**

Get two tops by moving 4 matchsticks.

**350. 3 squares**

Remove 2 matchsticks to form 3 different size squares.

**351. A Chair**

Move 3 matchsticks to make the standing chair fall.

**352. 2 + 8**

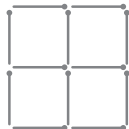
Add 4 matchsticks to form 2 squares and 8 triangles.

**353. Square Rose**

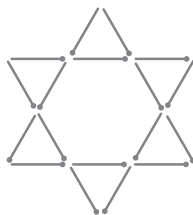
Add 4 matchsticks to create 4 triangles and 2 squares. The squares don't have to be equal in size, but the triangles must be. All the matchsticks don't have to be flat on the surface.

**354. 7 squares**

Move 2 matchsticks to create 7 Squares. The squares don't have to be equal in size (no overlapping or loose ends).

**355. Triangles Star**

Move 2 matchsticks to form 6 triangles. Triangles don't have to be equal in size and not overlap.

**356. 6 + 2=5?**

The formula in the drawing is not correct. Move 1 matchstick so the formula is correct.

**357. 10 + 10 = 10?**

The formula in the drawing is not correct. Move 2 matchsticks so the formula is correct.

**358. 3=2**

The formula in the drawing is not correct. Add a matchstick so the formula is correct. There are two possible solutions.

**359. SQUARES**

- a). Remove 2 matchsticks to leave 2 squares.
- b). Move 4 matchsticks to leave 2 squares.
- c). Move 4 matchsticks to leave 3 squares.
- d). Move 3 matchsticks to leave 3 squares.

**360. LINES**

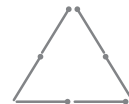
Arrange all 6 matchsticks so that they are all touching each other.

**361. SPOON**

Move 2 matchsticks so that the dice is outside the spoon, without moving the dice.

**362. TRIANGLES 1**

Move 3 matchsticks to form 4 equilateral triangles.

**363. TRIANGLES 2**

Move 3 matchsticks to form 5 equilateral triangles (1 large and 4 small).

**364. TRIANGLES 3**

Move 2 matchsticks to form 4 equilateral triangles.

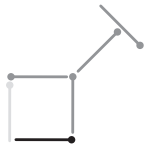
**365. DIAMOND**

Try to form a square with twelve matchsticks so the square continues to be between the 4 dice.

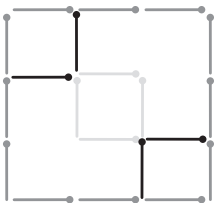


Answers

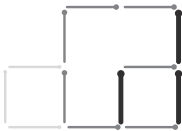
302.



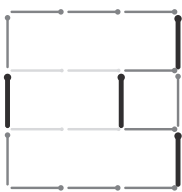
303.



304.



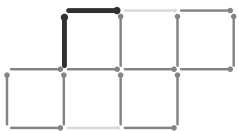
305.



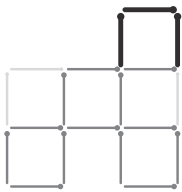
306.



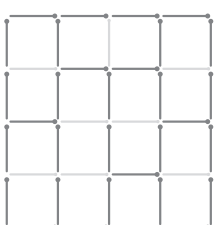
307.



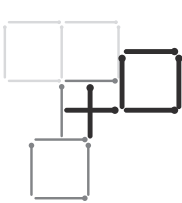
308.



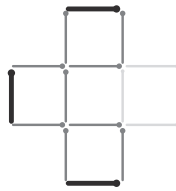
309.



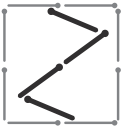
310.



311.



312.



313.



314.



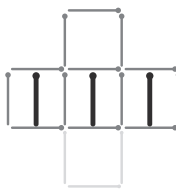
315.



316.



317.



318.



319.



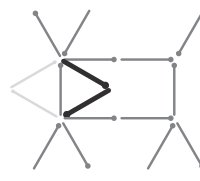
320.



321.



322.



323.



324.



325.



326.



327.



328.



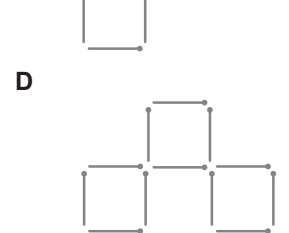
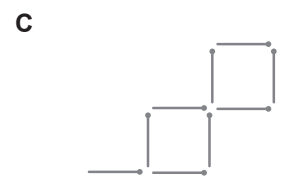
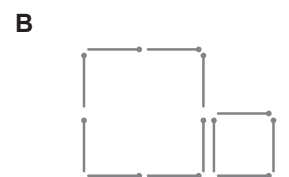
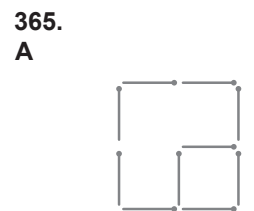
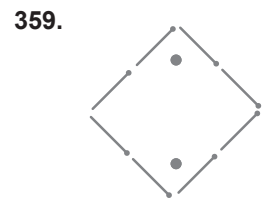
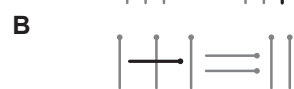
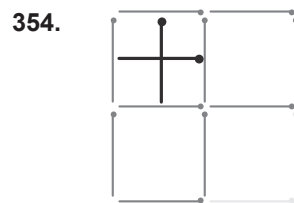
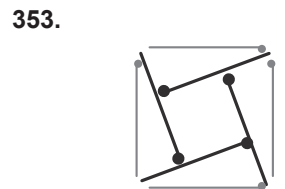
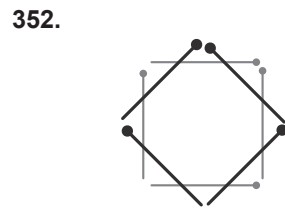
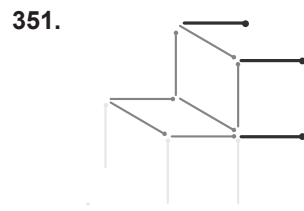
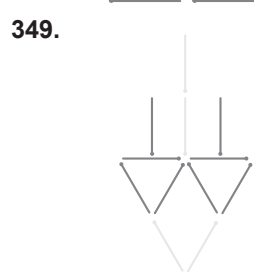
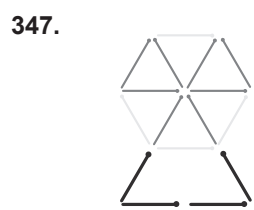
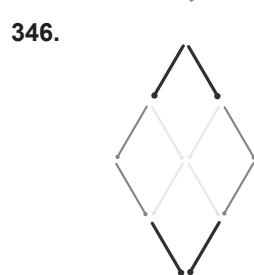
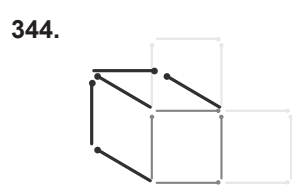
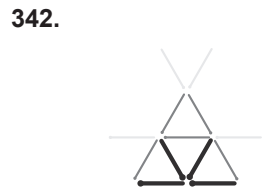
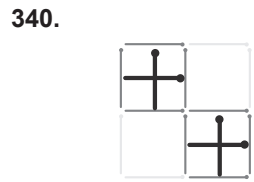
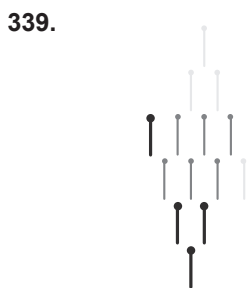
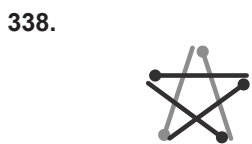
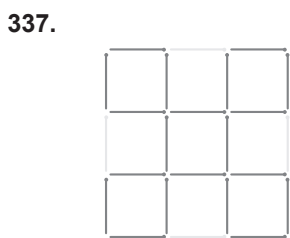
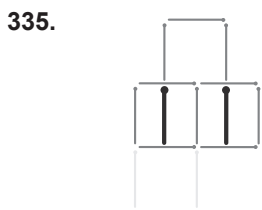
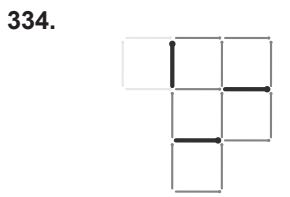
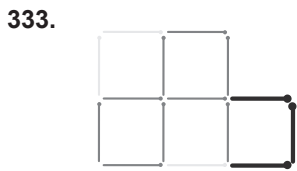
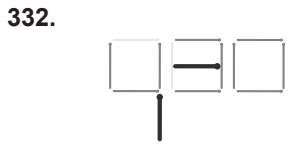
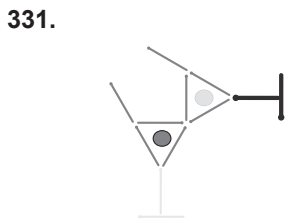
329.



330.







PLEASE TAKE NOTE: AS AN EXTRA PRECAUTION, CHECK THIS TOY REGULARLY FOR SIGNS OF WEAR AND DAMAGE. COLOURS AND PRODUCT MAY VARY FROM IMAGE SHOWN. PLEASE KEEP THE PACKAGING FOR FUTURE REFERENCE.

**MADE IN CHINA**

**CUSTOMER SERVICE:**

**KMART AU:** 1800 124 125

**KMART NZ:** 0800 945 995

**TARGET AU:** 1300 753 567

K: 43-383-603 | T: 69-554-230

**WARNING:** FOR SAFETY REASONS, REMOVE ALL TAGS, LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.



**WARNING:**

**CHOKING HAZARD - Small parts.  
Not for children under 3 years.**