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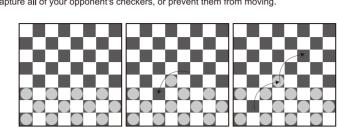
## **100 CLASSIC GAMES**

01. CHECKERS

Object of the Game:
To capture and remove the opponent's checkers from the game board.

Each player gets 12 checkers of one colour and places them on alternate squares of the first three rows on their side of the board, both players must place their checkers on the same colour squares. Each player moves a checker in turn. To remove the opponent's checker from the board, the player must jump that piece To jump an opponent's piece, the jumping checker passes over the checker to be captured in a diagonal direction and must land on a square that is vacant. All moves must be made in a diagonal fashion and must always be moved to the same colour square. Double and triple jumps may be made in the same sequence as long as vacant squares exist in any

You cannot jump your own checkers. When one of your checkers reaches the first row on your opponent's side of the board, it becomes a "King" and gets "Crowned" by having another piece of the same colour placed on top of it. You must capture all of your opponent's checkers, or prevent them from moving.



#### 02. SOLITAIRE

Players: 1

The game is made up of 32 pieces. Distribute them among all the circles on the board except for the one in the center. The object of the game is to jump over the pieces into an empty space and finish the game with only one piece remaining.

Remove the pieces by jumping over them. You can jump horizontally or vertically. Not diagonally. You can only jump over

Jump over and remove all pieces but one. Have one piece left and you win.





Plavers: 6+ Object of the Game:

Getting Prepared: Get 5 dice and chips

Let's Play: Each player has 2 chances to roll 5 dice to achieve 24 or more, when a player achieves a higher number than 24, the rest of the players have to pay the difference. Example: Player 2 rolled a 26. All the other players will have to pay the difference to

Object of the Game

Getting Prepared: Grab 5 dice.

Players will take turns to roll 5 dice to get their hands. Each roll will have a hand value. After all the players have

Single rolls will have the value rolled / Doubles count as pairs / Triple counts as trios / 4 of a kind will count as full house / 5 of a kind will be a playing card. How to Win:
Roll the highest hand of playing card.

Getting Prepared:

This game is similar to "DICE OF PLAYING CARD" but straights do not count. How to Win:
Get the highest hand of playing card.

### 47. Cee-IO

Object of the Game

This game is easy and quick to play. Before every round place your bets, each player will roll 5 dice but the only number that counts will be the highest single number. Example: a player one rolls 1, 3, 6, 6 and 5, this player highest number is 5, since there were two 6s, so it doesn't count. If there is a tie then you go to sudden death, where both players will roll 3 dice instead of 5, and will try to get the lowest number.

How to Win: Roll the highest single number.

### 04. PAR

Try to achieve a roll of 24 or higher.

#### 05. PARCHISI

To be the first player to move all four playing pieces from their entry point to their HOME Each player selects four playing pieces of the same colour and places them in their starting area. The game board should be

positioned so that each player's "enter" space is at their right hand. Each player then rolls the dice and the highest number goes first. Play then continues on passing on the left. a) To enter a playing piece: A player may enter a playing piece only if they throw a total of 5 with the two dice or if one of the dice shows a 5. For every 5 thrown, the player must enter a playing piece. If a double 5 is thrown the player must enter by After a playing pieces.

b) After a playing piece has entered: If one die shows a 5 and the other die a different number, another playing piece is entered (using the 5), and a playing piece already on the board moves the number of spaces indicated by the other die. Once a playing piece has entered, it can be moved the number of spaces that match the number shown on the dice. Should a player not be able to use the total shown on the dice, they may use the number shown on one of them. During the game, a player may not have more than two of his/her playing pieces occupying the same space.

c) When all four playing pieces are in play: If a player throws the dice and gets "doubles", he/she may move any combination of his/her playing pieces the number of spaces indicated on the dice. One playing piece may use all the spaces, or the number may be divided by 4, 3 or 2. Any time a player throws "doubles", they are allowed another turn. d) Capturing an opponent's playing piece: If in his/her turn, a player's playing piece lands (by exact count) on a space occupied by another player's playing piece, that opponent's piece is "captured" and sent back to its starting corner. It must re-enter the board as noted above. The player who makes the capture may either throw the dice again or move any one of their playing pieces ten spaces. When a playing piece is on its home path, it cannot be captured. No opponent may enter any home path except its own. If two playing pieces of the same colour rest on the same space anywhere on the board, they cannot be passed by any player, regardless of colour. The player whose pieces are blocking the path may keep them there as long as they can move another playing piece. Once the "block" is broken, the two-playing pieces may not travel together; they must be on different spaces at the end of the move. Should a "block" occupy an entry space, it will prevent any playing pieces from entering the path.
e) Going home: The home space may only be entered by an exact throw of the dice. For every playing piece moved into HOME, that player is given a bonus of ten spaces, which must be used by only one playing piece. If the ten cannot be used it is then forfeited.

The first player to get all of his/her four playing pieces home wins.

#### 06. SNAKES & LADDERS Players: 2-4

Object of the Game: Players move around the board with their marker hoping not to be "swallowed" by a snake, but getting a raise up a ladder. First player to land their marker on the one-hundred square by exact count wins.

Each player moves his marker according to the number thrown on the die. If the marker lands on a square with the foot of a ladder, the player may move the marker to the top of the ladder. If the marker lands on the head of the snake the marker slides down the snake to the square at its tail. Game continues until one of the players reaches the 100 square by exact count. If a player throws a higher number than needed, he must move the marker to the 100 square, and subtract the number of steps moved from the number the dice shows, then moves backward a number of steps equals the rest of the number after subtraction. Example: If marker was on 97 and a player threw a 5, marker must move forward 3 steps to 100 square, and back 2 steps to 98 square.

## **07. ROAD RUNNER**

Object of the Game: Be the first player to finish 3 laps around the game track.

#### 03. CHESS

Object of the Game: To checkmate or trap the opponent's King.

Each player has 16 pieces arranged on each end of the board as follows:
First Row - Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook. Second Row - 8 Pawns.
The board has 64 squares, just like a checkerboard. Make sure it is placed so that a white square is always at the right hand of each player.
Note: Queen is always placed on a square of her own colour.

1. White is always the first to move.

 Players alternate turns, one move at a time.
 If a player lands on an occupied square he or she captures the piece on the square, the captured piece is removed 4. Only the Knight can jump over other pieces.

When a Knight leaves his square he always lands on a square of the opposite colour.

2. The hostile piece that checks must be captured.
3. A piece must be placed between King and attacking piece.

or diagonally. The King can capture any enemy piece that is undefended. whereas he himself is not subject to capture. He must not at any time move into a "check" that is controlled by the opponent. The king must always stay at least one square away from the opposing King. Both Kings must always remain on the board.

The King is the all-important piece. He moves exactly one square at a time in any direction - forward, backward, sideways

Like the King, the Queen can move forward, backward, sideways or diagonally in a straight line. She can move any number of squares, provided there is no obstructing piece in her path. She may capture an enemy piece by removing the captured piece and occupying the vacant square.

The Rook is next in power to the Queen. It can move forward, backward, or sideways (but not diagonally) any number of squares in a straight line, provided there is no obstruction. The Rook captures by taking the space of the piece it is capturing. The Rook is also used in "castling".

The Knight moves in a very special way: either he goes forward one square and then one square diagonally to the right or left, or he goes immediately to a diagonally right or left square, and then forward one square (this move forms an "L"). The Knight is the only piece that can leap over obstructing pieces. The knight captures in the same way as the other pieces.

The Bishop moves only diagonally, either forward or backward and any number of squares in a straight line, provided there is no obstruction. The Bishop captures on the diagonal.

The Pawn moves forward only (never backward). On its first move it may go either one or two squares. After that it may move only one square at a time, capturing like the Bishop on a diagonal. When any Pawn arrives at the last square of the opposite side, the player may substitute for it any other piece except the King.

Each player has the privilege of "castling" once in the game. Castling is the moving of the King two squares to his right or left toward the Rook and then placing the Rook on the square on the other side of the King. A player may castle subject to . The King must not be in check

 He must not pass over or land on a square commanded by a hostile chess piece.
 Neither King nor Rook must have been previously moved.
 No piece may intervene between the King and the Rook. The King is in check when he is attacked by one of the opponent's pieces. His capture is not permissible. Player making check must say "check" when attacking opponent's King. Now the opponent must do one of three things: . The King must move out of check.

This means the King has been captured. Because the object of the game is the capture of the opponent's King, the game is lost if none of the above three moves can be made. The "check" then turns into a "checkmate". How to Win To achieve checkmate

Let's Play:
At the start of the game, players place their playing pieces at the start point. Players take turns throwing the dice until they get a 6 in order to move their playing piece, then throw the dice once again.

Players must follow instructions on each place they land. Game continues until one of the players finish 3 full laps on the

MATCHSTICK PUZZLE GAMES

#### 44. MULTIPLICATION

Object of the Game: Get the highest score on 3 throws.

Getting Prepared:

This game has the same rules of "Going to Boston" but with a different score system. After each player has their turn, they will add the results of the first 2 throws multiplied by the third. Example: A player gets a 3 and a 5, then the third roll is a 6, the result would be (3 + 5) x 6. Get the highest score.

### 45. DICE OF PLAYING CARD

Object of the Game:

46. INDIAN DICE Players: 2+

### Object of the Game: Get the highest hand of playing card.

Players: 2+

Getting Prepared: Get 5 dice.

# 11. LINK 4

This is a faster version of "Road Runner" played with 2 dice and special rolls. At the start of the game, players place their playing pieces on the starting point. Players take turns throwing the dice and

How to Win:
The first player to successfully finish 10 laps on the track wins

37. PIG

Object of the Game: Get the highest score without rolling a 1.

Getting Prepared:

as many times as he/she wants to get any desired score. If the Shooter rolls a 1, he/she loses his/her turn. Once the shooter has settled for one score, then other players will take turns to try to pass the shooter's score without rolling a 1. The player with the highest score at the end of the round wins.

How to Win:
Get the highest score without rolling a 1.

## 38. SHIP, CAPTAIN AND CREW

Getting Prepared:

Let's Play: Each player starts their turn by rolling five dice. They are attempting to roll a 6, 5 and 4 in descending order, and whenever the number they require is rolled, they "bank" it by setting it aside.

For example, if the first roll of the dice shows a 6, a 4, two 3s and a 1, the player banks the 6 but must reroll the 4 because there is no 5 yet. If their second roll is a 6, a 5, a 4 and a 1 they may bank the 5 and 4 together, and now they have a full "crew" for their ship.

Each player has only three rolls, and after their third they score their turn. If they have a crewed ship then they score the "cargo" - the total of the other two dice. If they do not have a crewed ship, they score nothing

## 39. THIRTY SIX

Getting Prepared:

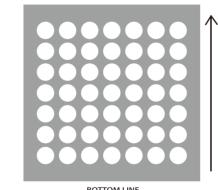
Any player that passes the 36 automatically loses the game. Players must keep rolling until everyone is set on one desired

The player to reach 36 wins. If no player got 36, the player with closest score wins.

Object of the Games: Link 4 chips in a row before your opponent. Getting Prepared:

Each player gets 16 chips of the same colour.

Players take turns placing their chips trying to link four in a row. This can be done horizontally, vertically or diagonally. Each player must only play one chip at a time, starting at any line. (See diagram) The first player that successfully links four in a row wins.



# 12. DICE 100

Object of the Game: Get 100 points before other players

Get 5 dice, pencil and paper to write down points. (Not Included)

Each player rolls a die and the one with the highest number will go first and continuing in a clockwise direction. The first player rolls all 5 dice. The score will be added up to get the total of each turn (Example: 5 + 5 + 3 + 2 + 1 = 16). Take turns until a player reaches 100 Points.

The player to reach 100 Points first wins.

## 13. **ACES**

Object of the Game Get rid of all dice or be the last player rolling a 1.

2: Pass that dice to the player sitting on your left.
5: Pass that dice to the player sitting on your right. 3,4 and 6: Will stay in game and pass to the player in the next turn.

Be the last player to roll a 1 or remove all dice from the game. (Passing a dice by rolling other than 1 does not count as a

Randomly select a player to be the banker (Note: this player cannot place chips during his turn). Once everyone has placed their chips on the roll, the banker places dice into the cup, shakes it and then put the cup upside down on the table. The banker reveals the dice. The winners' chips will be taken by themselves, and the losers' chips will be given to the banker. After

each round of the game is completed, the player to the left of the host will be the new banker. Continue playing until no chip

To get the highest score possible by positioning your shooting discs on the playing surface so they remain within the scoring circles at the end of the round. Getting Prepared: Crokinole can only be played by 2 players or 2 teams of 2 players each. Each player takes 12 playing pieces. If there are 4 players, each player takes 6 discs to shoot. Each player must only have discs of their team colour. A Crokinole shoot 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 game board. To start, pick which team or player will play first.

Game will proceed in a clockwise direction.

To shoot, place the disc over the shooting line (this might vary depending on which player is playing, please see diagram). If a player shoots too hard and misses the game board, the disc will be disqualified and it is the next player's turn. Place this disc aside the since it won't be used during the match. At any time of the game you can move any of the discs on board in other way than using your own If you push an opponent's disc out of the board, that opponent loses the disc. After all players have shot their discs, count the remaining points by adding the points where the teams' or players' discs have moved.

How to Win:
The first player to successfully finish 3 laps on the Road Runner Track wins.

08. CROKINOLE

Game will proceed in a clockwise direction.

Plavers: 2

#### How to Win: The team or player to reach the designated score wins. 09. NINE MEN'S MORRIS

Object of the Games 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's pieces to only 2, that way they won't be able to make another mill. When a player cannot make any move he/she loses the game

Each player must get 9 playing pieces of the same colour. A total of 18 pieces is the full amount to use per game between Let's Play:

This game is played on phases. The first phase the players take turns to place their 9 pieces around the board. After all the pieces have been placed around the game board, the player with the dark colour starts by moving one piece to a space where there are no playing pieces (pieces cannot stack on top of each other), Only one piece is to be moved one space How to Win:
The player that forms the most mills first wins.

### 10. GAME OF GOOSE

Object of the Game:
Be the first player to make to the end of the board. Pay attention to get a Goose!

The game of goose is the perfect game for any age. Can be played with 2 or more players. Each player takes a playing piece and place it on the starting line.

All players roll the die, and the player with the highest number goes first, the game will continue in a counterclockwise direction. Players take turns rolling the dice, if you end your turn on a square occupied by an opponent, that player goes back to the square you started your turn from. If a player rolls a 6, he/she gets an extra roll. This can be repeated until the player rolls a different number. Make your piece reach the end line before other players.

Decide who will be the first one to play by having all players roll 1 dice, the player with the highest number will start playing. Every turn each player will roll 3 hands of 5 dices. Each time a player rolls he/she can keep or safe any numbers rolled this way in order to get 5 of a kind hand. If a player fails to roll 5 of a kind on their turn they will be disqualified if another player

rolls of a kind hand. After players have collected their hands, the highest hand wins the round. If no players get 5 of a kind the player with the highest and closest one to get 5 of a kind wins the round. Players with 5-of-a-kind hands will accumulate points depending on their hands, players that did not manage to get a full hand they won't collect points this turn. See table for point system.

**Points** 

0 Points

10 Points

8 Points

6 Points

3 Points

5 Points

#### 40. YARTEE

Object of the Game

Getting Prepared

The game is the same as the original Yacht but does not count extra points for combinations. This will make the game

How to Win:
The player with the highest score after 5 rounds wins.

### 41. CENTENNIAL

The aim of this game is to move from 1 on the board, up to 12, and then back to 1 again, in sequence.

Get 3 dice and a sheet of paper with 12 boxes numbered from 1 to 12. (Not Included) Each player in turn throws three dice and moves to square 1 if the throw contains a 1. To move to square 2 the throw must contain either a 2 or two 1s, and to move to square 3 the throw must contain either a 3, three 1s, or a 2 and a 1, and so on. The value of any single die, the sum of any two, and the sum of all three may be counted.

A player can move more than one place in any single turn by using more than one combination of dice values. For example, if a player on their first throw rolls a 1, 2, and a 4, they may use the 1 to move to position 1 on the board; the

2 takes them to position 2; the 2 and 1 together to position 3; the 4 to position 4; the 4 and 1 to position 5; the 4 and 2 to position 6; and the sum of the 1, 2 and 4 takes them to position 7. How to Win:
The winner is the first player to make the round trip from position 1 to 12 and back to 1 again.

### 42. EVEREST

Object of the Game;
The aim of this game is to move from 1 on the board, up to 12, and then back to 1 again, in sequence.

Get 3 dice and a sheet of paper with 12 boxes numbered from 1 to 12.

This game is similar to Centennial but with a different value system. In "Everest" each roll will count with all the combinations possible to move along the board. Example: Player one rolls 1, 2, 3. This time instead of just moving 3 boxes, the player will be able to combine other numbers like 3+1=4, 2+3=5 and 1+2+3=6, these two combinations allow the player to move all the way to box number 6.

#### The winner is the first player to make the round trip from position 1 to 12 and back to 1 again. 43. GOING TO BOSTON

Object of the Game:
Get the highest score on 3 throws

Getting Prepared

Each player has three rolls of the dice on their turn. On the first roll, they keep the highest number and re-roll the other With the second roll, they again set aside the highest number. On the third roll they add up the three dice. The total is After everyone has had one turn, the round is complete. The player with the highest score wins.

P12

Play for the set number of rounds; whoever has collected the greatest number wins

# 36. FORMULA 1

Object of the Game: Be the first player to finish 10 laps around the game track.

Players must follow instructions on each place they land. Game continues until a player finishes 10 full laps on the game Special Rolls:
6-6: If a player passes this way over the start point, they are he/she is forced to stop and lose one entire turn 5-5: Yellow flag is up, get 1 extra roll after moving your piece.

to roll a six (the "ship"), a five ("captain"), and a four ("crew") with three dice, and get the highest score with the other

## The winner is the player at the end of a round who has the highest score.

Object of the Game. Roll the die to get 36 or the closest number without going over.

Each player will roll the die to decide who will go first. Players take turns to roll 1 die and add to get 36. Only 1 die could

Each player rolls a die, the player with the highest number will start the game. First player takes 5 dice and rolls, depending on each number rolled a different action will be taken.

1: Place the dice in the middle and get eliminated from the game.

## 22. YACHT

Object of the Game Getting Prepared

- 3 of a kind = 4 points

For example: - 5 of a kind = 5 points - 4 of a kind = 4 points

21. CUBILETE

Object of the Games

Roll the 5 of a kind. Getting Prepared

How to Win:

Player to reach 100 points wins.

Roll

5x6

5x5

5x4

5x3

5x2

5x1

Players take turns to roll the highest score possible. After each round write down on a sheet of paper your score and share with the other players. After all the players have played 5 rounds, do a total recount and the player with the most points wins.

Different combinations give extra points.

#### - 2 of a kind = 4 points - 2 of a kind = 4 points - Stair from 1 to 5 = 10 points - Stair from 2 to 6 = 8 points How to Win: Player with the highest score after 5 rounds wins

23. TIC TAC TOE Tic-Tac-Toe or X's and O's is a game for two players, X and O, who take turns marking the spaces in a 3x3 grid. The

player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row is the winner

## 24. STAIRWAY TO HEAVEN

Object of the Game: Getting Prepared

Each player will take turns to try to make a stair either from 1 to 5 or 2 to 6. Each player will have 3 rolls of 5 dices. They can keep 2 dice at a time to form a stair within 3 rolls. Any player that couldn't make a stair during the round will be disqualified. If any of the players made a stair then the round must be replayed.

## 25. CHICAGO

Object of the Game: Get the highest score by matching the rolls of each turn.

This game is based on 11 possible combinations of the two dice (2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12). For 11 rounds players have to roll the combination needed in order to earn points. A player will earn the points equal to the number desired for the round and if a player fails to get the desired number, he/she will score nothing on that throw. Always follow the ombination in order from 2 to 11 for a total of 11 throws Get the highest score after 11 rounds.

### rolls 1 die to determinate how many bases he/she takes. If a player gets a 30 it is a HOME RUN! Which means the player will automatically score 1 point. But if the player rolls a 24 or less it counts as 1 out. Once a player gets 3 outs it is the next player turn. Continue playing this way for 9 rounds. If there is a tie at the end of the 9 rounds, players will win to whoever gets a difference of 2 runs. Example 12 to 14. How to Win: Get the highest score after 9 rounds.

How to Win:
Player with the highest score after all 4 quarters wins.

Be the first player to complete the Beetle by rolling the required pieces.

Accumulate 50 points by getting other players to get the number you roll.

34. SUDDEN ELIMINATION

Get 5 dices, and a paper sheet to keep track of score (Not Included).

Get 1 to 3 dice, 2 Sheets of papers. (Not Included)

26. BASEBALL

Object of the Game: Score the highest total of runs

27. BASKETBALL

Object of the Game: Score the highest total of runs

32. BEETLE

5 = Wing (2 wings required) 6 = Tail

Object of the Game:

Getting Prepared:

Object of the Game:

Complete your Beetle before other players

33. BUCK DICE

How to win:
Be the first player to earn 50 points.

Get the highest score and keep the dice(s) in hand.

How to Win:
Get the highest score and keep the dice(s) in hand.

Object of the Game:

This game consists of 4 quarters. During each quarter players will roll 2 to 5 dice to determinate the score of each quarter. At the end of all 4 quarters recount all points.

Every turn each player rolls the die. The first roll to be able to build your Beetle must be a "1". After that you must get the Beetle a Head, 6 Legs, 2 Eyes, 2 Wings and a Tail. Each number has a different meaning: 1 = Body (Necessary roll to start building your Beetle)

Each turn 1 player will become the Buck. This player will start the turn by rolling only 1 die and call it out loud, then passes the 3 dice to the player sitting on the left. Each player but the Buck will roll 3 dice and the Buck will get points by each time another player gets the same number he/she called. Example: The Buck rolled a 5. Player 1 rolled two 5s and Player 3 rolled only one 5, that means the Buck will get 15 points (the 5 was rolled 3 times). Once all the players played then the player on the left of the Buck will become the new Buck.

Each player rolls 1 dice to decide who will play first, after that the play goes counterclockwise. Players have 5 times to

dices for that round. If a player loses all the dice, he/she automatically will be disqualified and "sudden elimination"

roll the dice adding all the points, A player will lose a die each time he/she rolls a 2 or a 5. Once a player runs out of dice. he/she suddenly loses the ability to continue playing the game and games out.

Example: Player one rolls on the first try (1, 3, 3, 2, 4) that player will score 11 points and lose 1 dice leaving him with 4

The banker covers each stake the other player put up to an agreed limit. Each player in turn has five throws, putting aside the highest die after each throw. After 5 throws count all the dice put aside. If a player's score is 25 or more, then the player

28. ONE DICE BASEBALL

Object of the Game: Score the most runs after 9 turns.

All players throw the die to decide who will bat first. The players take turns to roll 1 die and depending on each roll they must follow a certain action. If a player gets 3 out it is the next player's turn. Each time you earn a base move up the man to the next one. See below for rolls.

4: Both players roll a die. If the player rolled a higher number this takes 3 bases, but if is a lower number takes an out.
5: Home Run.
6: Strike Out.

#### How to Win: Score the most runs after 9 turns. 29. TWO DICE BASEBALL

3: Foul. if there is a man on 3rd base remove him and add 1 out.

This version is similar to "One die Baseball" but with the difference of any 12 or 2 is a home run. Any 4 or 10 is a one, any 11 is a two and any 3 is a three. With these, all men already on bases advance the appropriate number of bases, and a new man is entered on the appropriate base. Any 6 or 9 is an out, and men 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 man is entered on first base. And other basemen

Object of the Game:

Getting Prepared:

30. THREE DICE BASEBALL Object of the Game.

Score the most runs after 9 turns.

How to Win: Score the most runs after 9 turns.

Let's Play: This is the easiest baseball version. All players take turns to roll 3 dice at a time. Each 1 counts as a run. If a player cannot roll a 1 this player turn is over. Players keep playing as long as they roll 1s.

advance only if they are forced by him. Any 5 is an out, but basemen advance one base. Any 7 is an out and any

#### How to Win: Score the most runs after 9 turns. 31. TWENTY ONE

Score 21 or the closest among all the players. Getting Prepared:

arrow the dice as many times as desired and add up the numbers of each roll. Once you reach 14 you can only roll 1 If a player passed 21 points, he/she will be disqualified. Score 21 or the closest possible. Player that gets the closest score to 21 wins.

## 18. **CHO-HAN**

Object of the Game. Guess correctly if the roll will be a "Cho" (even number) or "Han" (odd number). Get 2 dice and a cup (not included).

Be the player to win the most chips. 19. PURSUING SHEEP

Object of the Game:

Getting Prepared:

Let's Play:

Object of the Game Roll the highest 3 of a kind.

Roll a higher combination than the Banker.

Let's Play:
Players will take turns rolling the dice until they get a 3 of a kind. After all players rolled the dice, the one with the lowest trio will be disqualified until the next round. If 2 players roll the same trio they will decide by the highest reminder rolls.

Example: Player 1 rolls (4/4/4/3/1) and Player 2 rolls (4/4/4/5/1), player 2 will survive and stay in the game since they rolled a Be the last player remaining. **20. HEAVEN AND NINE** 

Choose a player to be the banker. (after each turn, the player to the left become the banker). The banker at the beginning of each turn will place a limit of chips. After the chips have been limited, ers will place their chips against the banker The banker will roll first aiming for the highest combination in the chart an the players will have to roll a higher combination.
If the banker rolls "Heaves" or "Nines" he/she automatically wins all the chips on the table. If a player rolls a "Red Mallet Six" or "Final Three" he/she will earn their chips.

Win all of chips from other players.

6-6 1-1	Heaven	5-4	
1-1		0 7	Nines
	Earth	6-3	Nines
4-4	Man	5-3	Eights
3-1	Harmony	6-2	Eights
5-5	Plum Flowers	4-3	Sevens
3-3	Long Trees	5-2	Sevens
2-2	Bench	4-2	Six
6-5	Tigers Head	3-2	Fives
6-4	Red-Head Ten	4-1	Fives
6-1	Long Leg Seven	2-1	Final Three
5-1	Red Mallet Six		

Military

## 14.TEN

Object of the Game

Object of the Game Score 100 (if the game is played by two players, each one starts at 50 points).

How to Win:
The player who reaches 100 points wins the game **15. YOUR NEIGHBOUR** 

The player with 10 points wins (6 players required). Getting Prepared Get 3 dice and assign each player to a number on the dice At random pick the first player to roll 3 dice. Assign the points to the numbers rolled. Example: 3-3-5 you must assign 1

Each player takes a turn at being the banker (the player to the right of the banker will place the chips). The player places a chip and thee rolls 3 dice. If the player rolls a 10 or the guessed number, he/she wins the chip points at the beginning of the turn, but if it is a different number than the guessed one or below 10, the banker will earn the points bet at the beginning of

# Getting Prepared:

Roll the winning combination to win.

How to Win:
The first neighbour with 10 points wins

16. HAZARD

Object of the Game:

Randomly pick the first player to play. The player rolling the dice will bet on a chance of 1 to 6 if he/she can roll a number. For example: Player one guess that he/she will roll a "3" on a chance of 4 throws. Before the player rolls the dice, the remaining players should decide with or against this possibility, if the player rolls the number before finishing their turns, the player wins and stays in game. However, if the remaining players choices are wrong and the player could not roll the number they are out. Continue taking turns until there is only 1 player in the game.

Stay in game by rolling the guessed number.

17. **BARBUDI** Players: 2+ Object of the Game: Roll the right combination to win the game against other players.

Let's Play: Each player throws a dice and the highest becomes the shooter and the player to his right is the fader. The game goes The fader puts up a stake. The shooter covers part or all of the chips and other players, in turn, may cover what is left or put chips in the game against one-and-other. The shooter or fader may decide not to place chips at all, in which case the dice are passed to the next players.

The shooter rolling first, either of the two players wins the chip 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 players' roles remain unchanged for the next round. Otherwise, the fader becomes the shooter and the next player the new fader.

Players take turns to roll 2 dices. Points only count when a double is rolled. There are 3 different rolls. Any double from 2 to 5 counts as 5 points, double 6 will give you 25 points and rolling a double 1 will wipe your score and set you back to 0.

#### 35. **FIFTY** Object of the Game:

Roll doubles to accumulate points

P10

The first player to get 50 points wins.