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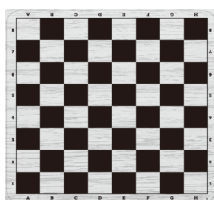
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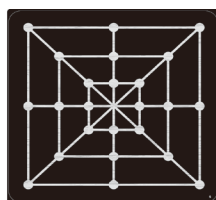
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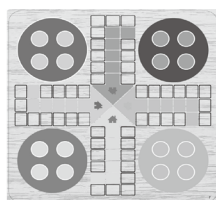
BOARD # 1 CHESS



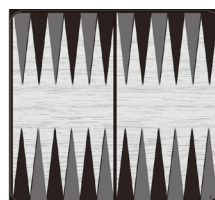
BOARD # 3 LOLLIPOP LANE GAME



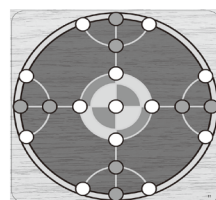
BOARD # 5 Nine Men's Morris



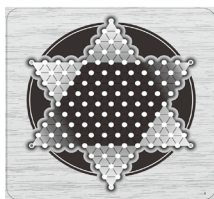
BOARD # 7 LUDO / PACHISI



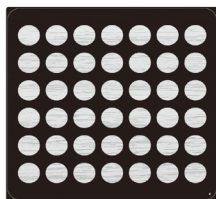
BOARD # 9 BACKGAMMON



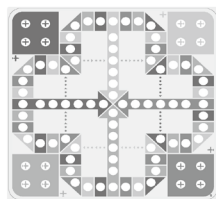
BOARD # 11 WATERMELON CHESS



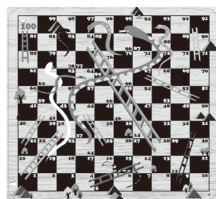
BOARD # 2 CHINESE CHECKERS



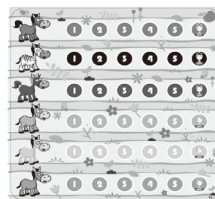
BOARD # 4 4 IN A ROW



BOARD # 6 AEROPLANE CHESS



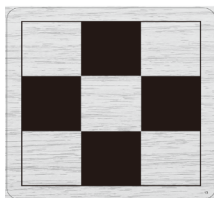
BOARD # 8 SNAKES & LADDERS



BOARD # 10 HORSE RACE



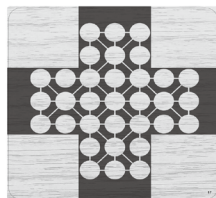
BOARD # 12 GOOSE GAME



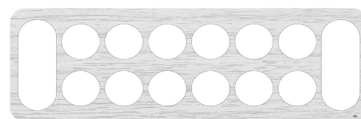
BOARD # 13 TIC-TAC-TOE



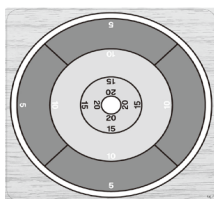
BOARD # 15 SNAIL RACE



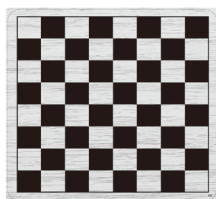
BOARD # 17 SOLITAIRE



BOARD # 19 MANCALA



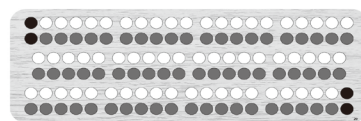
BOARD # 14 CROKINOLE



BOARD # 16 CHECKERS



BOARD # 18 RACING GAME



BOARD # 20 CRIBBAGE

Board Required: Board #1 CHESS

01. CHESS

Players: 2.

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

Getting Prepared:

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

Let's Play:

1. White is always the first to move.

2. Players alternate turns, one move at a time.

3. If a player lands on an occupied square he or she captures the piece on the square, the captured piece is removed from the board.

4. Only the Knight can jump over other pieces.

King:

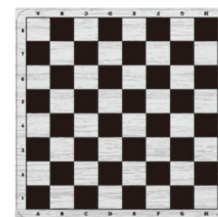
The King is the all-important piece. He moves exactly one square at a time in any direction - forward, backward, sideways or diagonally. The King can capture any enemy piece that is undefended, whereas he himself is not subject to capture. He must not at any time move into a "check" that is controlled 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.

Queen:

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.

Rook:

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".



Bishop:

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.

Knight:

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

Pawn:

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.

Castling:

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 following restrictions:

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

Check:

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:

1. The King must move out of check.
2. The hostile piece that checks must be captured.
3. A piece must be placed between King and attacking piece.

Checkmate:

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.

02. TAKE-IT CHESS

Players: 2

Required: 32 chess pieces (16 of each color).

In this variant, the goal is to lose all your pieces except for your King. Capturing your opponent's pieces is mandatory, and players aim to give away their pieces as quickly as possible.

03. POSITION CHESS

Players: 2

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

Players take turns placing pieces on the board, with the stipulation that once a piece is placed, it cannot be moved. Pieces cannot be placed on the first or last row. Each player's bishops must be positioned on opposite coloured diagonals. Players cannot place pieces in positions that threaten opposing pieces or are threatened themselves. The player unable to place a piece loses the game.

04. FORCED TO EAT CHESS

Players: 2

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

In this game, players are obliged to capture pieces; there is no check or checkmate, and even the King can be captured. If a piece reaches the opponent's back rank, it can only become a piece that has been captured. The player who runs out of pieces loses.

05. K.O. CHESS

Players: 2

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

In this variant, the game is won by the first player who cannot make a legal move. Players cannot voluntarily put themselves in checkmate.

06. HALF-BLINDFOLD CHESS

Players: 2

Required: 32 chess pieces (16 of each color).

Normal chess rules apply, but players start with an empty board and must visualize the initial positions. When a piece is moved, it appears on the board while all other pieces remain invisible. This format allows players to observe unique strategies, such as reliance on a single piece or control of the center with pawns. The challenge increases as the game progresses, particularly in tracking invisible pawns during the middlegame.

07. DOUBLE-MOVE CHESS

Players: 2

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

Object of the game: The standard chess rules apply, but players make two moves per turn. If a check occurs during the first move, the player forfeits the second move and must address the check immediately. The King cannot move into check on the first move, even if it can escape on the second. If neither player can make a second move, the game ends in a draw.

08. THE QUEEN AND THE WARRIORS CHESS

Players: 2

Required: 16 chess pieces (one colour), and the opposing Queen.

One player sets up 16 pieces as usual (the warriors) while the other has only a Queen. The Object of the game is for the warriors to checkmate the Queen. The Queen moves like a standard queen and a knight and can capture any piece, including the King. The warriors move according to standard chess rules.

09. HORSE JUMPING CHESS

Players: 1

Required: 1 knight.

The goal is to move the knight through all 64 squares of the board using the knight's standard movement (two squares in one direction and one square to the side). For example, starting at A1, the knight can jump to C2 or B3. To avoid revisiting squares, players can track the knight's path on paper. This game provides an engaging mental challenge with numerous possibilities.

10. SOLDIERS VS. SOLDIERS CHESS

Players: 2

Required: 3 pieces per player.

The Object of the game is to be the first to move a piece to the opponent's end of the board or to capture/block all of their pieces. This game uses a 3x3 section of the board. Players place their three pieces at their respective bases and can only move forward into empty squares or diagonally to capture. Victory is achieved by successfully getting a piece across or blocking the opponent's movements.

Board Required: Board #2 CHINESE CHECKERS

11. CHINESE CHECKERS

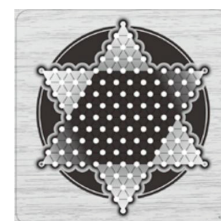
Players: 2-6

Requirements: 60 playing pieces (10 of each colour: White, Yellow, Red, Green, Blue, Black).

Object of the game: Chinese Checkers can be played with two, three, four, or six players. In a six-player game, all pawns and triangles are used. For four players, the game starts in two pairs of opposing triangles, while a two-player game should also begin in opposing triangles. In a three-player game, each player's pawns start in three triangles spaced equally apart. Each player chooses a colour and places their 10 pawns in the corresponding triangle. The goal is to be the first player to move all ten pawns across the board and into the opposite triangle.

Let's play: Players decide who goes first and take turns moving a single pawn of their colour. In one turn, a pawn may either move to an adjacent circle or make one or more hops over other pawns. Each hop must be over an adjacent pawn into an empty circle directly beyond it. Players can hop over any coloured pawn, including their own, and can move in any of the six directions. After each hop, the player can choose to finish or continue hopping if possible. Occasionally, a player may move a pawn from their starting triangle straight into the opposite triangle in one turn. Pawns are never removed from the board and can be moved into any hole, including those in other players' triangles or unoccupied triangles. Once a pawn reaches the opposite triangle, it may only be moved within that triangle.

How to Win: The first player to occupy all 10 circles in their destination triangle wins. If a player cannot move a pawn into a circle in their destination triangle because it's occupied by an opponent's pawn, they can swap their pawn with the opposing one.



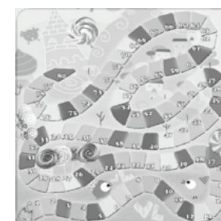
Board Required: Board #3 LOLLIPOP LANE GAME

12. LOLLIPOP LANE GAME

Players: 2-4

Requirements: 4 different coloured playing pieces (one for each player), and 1 dice.

The youngest player goes first. On their turn, they roll the dice and move their piece the corresponding number of spaces. The first player to reach the candy house wins, but they must roll the exact number needed to land in the destination area. If the rolled number exceeds what is needed, the player must move back the surplus spaces.



Board Required: Board #4 4 IN A ROW

13. 3-IN-A-ROW

Players: 2

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

In 3-in-a-Row, the Object of the game is similar to 4-in-a-Row, but players must connect three of their pieces in a row instead of four. Players take turns placing their pieces on the board, aiming to create a line of three horizontally, vertically, or diagonally. The first player to achieve three in a row wins the game. If all pieces are placed without any player connecting three, the game ends in a stalemate.

14. 4-IN-A-ROW

Players: 2

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

In 4-in-a-Row, players take turns placing their coloured pieces on the board, aiming to connect four pieces in a row. This can be achieved horizontally, vertically, or diagonally. Players place their pieces one at a time, starting from the bottom of the board and working upwards.

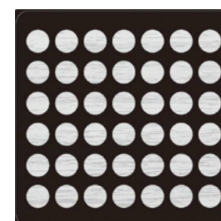
Players must strategize to either build their own row of four or block their opponent's attempts. The first player to connect four pieces in a row wins. If all pieces are placed without anyone connecting four, the game ends in a stalemate.

15. 5-IN-A-ROW

Players: 2

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

In 5-in-a-Row, players compete to connect five pieces in a row, either horizontally, vertically, or diagonally. Players place their pieces one at a time, with the goal of forming a line of five before their opponent does. The first player to connect five pieces in a row wins. As in the other variations, if the board fills up without a winner, the game ends in a stalemate.



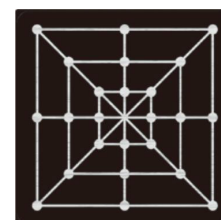
Board Required: Board #5 NINE MEN'S MORRIES

16. NINE MEN'S MORRIS

Players: 2

Required: 18 game pieces (9 light and 9 dark).

In Nine Men's Morris, players take turns placing their 9 pieces on the board, with dark pieces going first. After all pieces are placed, players move their pieces along the lines to unoccupied points, one space at a time. The Object of the game is to form "mills," which are lines of 3 pieces in a row. Each time a



player forms a mill, they can remove one of their opponent's pieces, unless that piece is part of a mill. The game can end with one player reducing the opponent to 2 pieces, preventing them from forming mills, or if a player cannot move. Additionally, if a player is reduced to 3 pieces, they can use the "Flying Rule" to move any piece to any open space, providing a strategic advantage.

17. DIAGONAL MILL

Players: 2

Required: 24 checker pieces (12 of each colour).

In Diagonal Mill, the gameplay follows the same rules as Nine Men's Morris, but with an added twist: players can also form lines of three pieces diagonally. Players take turns placing their pieces on the board and then moving them to create mills, capturing opponents' pieces whenever a mill is formed. The Object of the game remains to reduce the opponent to two pieces or block their movements.

18. CROSS MILL

Players: 2

Required: 12 checker pieces (6 light and 6 dark).

In Cross Mill, each player begins by placing their 6 pieces on the two central diagonals of the board. Players then take turns moving one piece to an adjacent unoccupied position. The goal is to be the first to arrange three pieces in a row, either horizontally, vertically, or diagonally.

19. THREE CHIPS MILL

Players: 2

Required: 6 pieces (3 light and 3 dark).

In Three Chips Mill, players place their pieces on the board according to the initial setup. Players alternate turns moving one of their pieces to any free position on the board. The Object of the game is to be the first player to arrange three of their pieces in a row, winning the game.

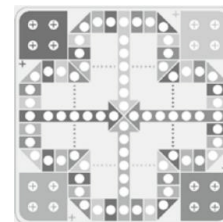
20. 3 TO 7 MILL

Players: 2

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

In this game, the dark player aims to achieve tic-tac-toe (three in a row) by moving their pieces strategically. The light player's role is to prevent dark from winning by jumping over dark and their own pieces. The game is played for a maximum of 15 moves; if dark achieves tic-tac-toe within those moves, they win. If not, light wins by blocking dark's attempts.

Board Required: Board #6 AEROPLANE CHESS



21. AEROPLANE CHESS

Players: 2-4

Requirements: 16 playing pieces (4 of each colour), and 1 dice.

The Object of the game of the game is to move your four pieces all the way around the board and land them in the "Destination" area. Each player selects four pieces of the same colour and places them in their respective "Airport." Players take turns rolling the dice, with the highest roll going first, followed by the others in a clockwise direction. To move a piece to its "Ready" square, a player must roll an even number (2, 4, or 6). Players will then move their piece according to the dice result on their next turn.

Additional Rules:

1. An even number is required to move a piece to the "Ready" square. After moving a piece, players can either move another piece from the "Ready" square or advance a piece already on the track.
2. Rolling a "6" grants an additional roll. However, if a player rolls "6" three times in a row, all their pieces must return to the "Airport."
3. Landing on a checkpoint of the same colour allows a player to advance to the next checkpoint of that colour (4 checkpoints forward).
4. If a piece lands on a checkpoint occupied by an opponent's piece, that opponent's piece is sent back to its starting point (the Airport). If the checkpoint is occupied by two or more opponent's pieces, those pieces remain there.
5. If a piece lands on a checkpoint of the same colour that has a "dotted line" leading to the other side, it can be moved across and then advanced to the next checkpoint of the same colour (4 checkpoints forward). However, if a piece is already on the other side and advances to a checkpoint with a "dotted line," it can move across but cannot advance further. If there's an opponent's piece on a checkpoint in your path, that piece must return to its starting point (the Airport).
6. Landing on a checkpoint marked with an arrow of the same colour indicates you are close to reaching the destination.
7. An exact roll is required to enter the destination area; if you roll higher than needed, you must move back the excess number.
8. Once a piece reaches the destination area, it returns to the Airport, separate from the pieces still waiting to move.
9. The first player to successfully navigate all four pieces around the board and land them in the "Destination" area wins.

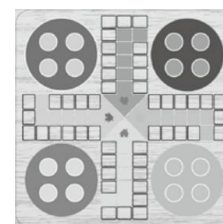
Board Required: Board #7 LUDO/PACHISI

22. THIEVES AND POLICE LUDO

Players: 2

Required: 8 pawns (4 of each colour) and 2 dice.

In this game, one player acts as the thief and the other as the policeman. Players set their pieces in their starting areas and must roll a total of 5 to move a piece from the starting area. The thief aims to reach their home while avoiding capture, as police cannot be chased. If a policeman catches a thief, they remove that piece from the board and advance 10 positions. The police officer can circle the board multiple times, always trying to remain behind the thieves. The policeman wins by capturing 3 thieves, while the thief wins by getting 3 pieces home.



23. ASSASSIN LUDO

Players: 2

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

In Assassin Ludo, each player starts with 5 pieces: 4 of the same colour and 1 assassin of a different colour. The goal of the assassin is not to reach the home area but to capture the opponent's pieces. Both players start their assassins from the same position as the opponent's pieces.

After rolling the dice, players choose whether to move their assassin or one of their regular pieces. The assassin is the only piece capable of capturing the opponent's pieces, but it can also be captured. If a piece lands on a square occupied by an assassin, that piece is captured and becomes the property of the player who captured it. This means one player could end up controlling two assassins if they successfully capture the opponent's.

The winner is the first player to get all four of their regular pieces to their goal.

24. LUDO/PACHISI

Players: 2-4

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

The board is a square with a cross in the center, each arm having a home column. Players place their pawns in the starting area of their colour and take turns rolling a dice, needing to roll a six to enter a pawn onto the board. Players move their pawns clockwise around the board and up their home column. Landing on an opponent's pawn sends it back to their start. The winner is the first player to get all four pawns to the finish square.

25. LUDO - WITH CONSEQUENCES

Players: 2-4

Required: 16 pawns (4 of each colour per player) and 4 dice.

In this variation of Ludo, each player distributes their pieces evenly and can immediately put their first piece into play; the rest can be played after rolling a 6. Before starting, players must decide whether to move to the left or right, and must consistently follow that direction throughout the game.

Players cannot place pieces on occupied squares, and opponent pieces cannot be removed. Players can distribute their rolled points across multiple pieces. For example, if a player rolls a 5, they might move one piece 2 squares and another 3 squares. If a player cannot move (due to no available pieces or landing on occupied squares), they lose their turn as a consequence.

If a player lands on an opponent's square, they get to re-roll the dice. The player who successfully gets all their pieces home first wins.

26. WITHOUT COLOUR LUDO

Players: 2-4

Required: 16 pawns (4 of each colour per player) and 4 dice.

Each player starts with 4 pawns of different colours placed in their starting area. The Object of the game is to move all four pawns to the goal area first. Players can only move a pawn out of the starting area by rolling a 6 on the dice, and they get up to three rolls per turn. Once a player has moved a pawn, they can only roll once in subsequent turns.

Players can only advance with pawns that have already left the starting area and have not reached the goal. For example, if a player has a green and a yellow pawn in the starting area and a blue pawn at the goal, they can only advance the red pawn.

Pawns can only move forward but can "capture" backward. A captured pawn can be placed in any goal area where that colour is not present, as long as it doesn't already occupy the goal.

Aside from these adjustments, the normal rules of Ludo apply. Notably, players cannot jump over pieces in the finish area. The winner is the first player to successfully move all four pawns to their goal.

27. INCOMPLETE LUDO

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

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

In Incomplete Ludo, each player's first piece can advance immediately. To bring out additional pieces from the starting area, players must roll a 1 or a 6, though it's not mandatory to do so. Whenever a player rolls a 1 or a 6, they can choose to advance a piece or take another piece from the start and roll again until they roll a number other than 1 or 6, at which point play passes to the next player. Players can also distribute their rolled points among several pieces.

If a piece lands on a square occupied by an opponent's piece, the opponent's piece is sent back to the starting area and must start over. The player who sends an opponent's piece back receives a bonus of 20 squares.

In the starting areas, multiple pieces from different players can coexist, but in other squares, pieces may only stack if they belong to the same player or their partner. If an opponent's piece lands on a square with multiple pieces, only one will be sent back. The winner is the first player to successfully bring all four of their pieces to the goal.

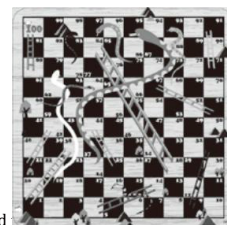
Board Required: Board #8 SNAKES & LADDERS

28. SNAKES & LADDERS

Players: 2-4

Requirements: 2-4 playing pieces (one of each colour: Yellow, Red, Green, Blue), and 1 dice.

Object of the game: The aim is to be the first player to reach square 100. Each player takes a counter of a different colour and rolls the dice. The player with the highest roll goes first, followed by others in clockwise order. Players move their counter according to the dice result. Rolling a six allows a player to roll again. If a player lands at the foot of a ladder, they must move to the top of the ladder. If they land at the mouth of a snake, they slide down to its tail. Landing on any other square has no effect. If a counter lands on a square occupied by an opponent's counter, that opponent's counter is removed, and roll is needed to land on square 100.



Board Required: Board #9 BACKGAMMON

29. BACKGAMMON

Players: 2

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

Let's play:

Setup: Position the checkers as shown in the starting Diagram. The board consists of an "inner table" and "outer table," each divided into six points.

Object of the game: Move all your checkers into your home board and then bear them off.

Starting the Game: Players roll one dice to see who goes first. If tied, they roll again.

Movement: On their turn, players roll the dice and move their checkers according to the numbers rolled. Each number is a separate move. For example, rolling a 3 and a 4 allows a player to move one checker 4 spaces and another 3 spaces or one checker a total of 7 spaces if the intermediate point is open. Both numbers must be used if possible.

If Unable to Move: If a player cannot make a legal move, they lose their turn.

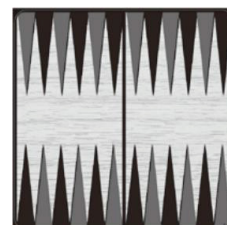
Doubles: When a player rolls the same number on both dice, they have rolled "doubles." In this case, they can move the number shown on the dice four times. They can either move the same checker all four times or a combination of checkers.

Blocked Point: A point is blocked when a player has two or more checkers on it. Opposing players cannot land on a blocked point. Once a player occupies a point with two or more checkers, they have "made the Point." There is no limit to how many checkers one player can have on a single point.

Blot: A point occupied by only one checker is called a "blot." If an opponent lands on a blot, they "hit" the blot checker, which is then placed on the bar in the center of the board.

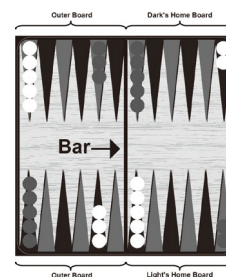
Bar: If a player's checker is on the bar, they must roll the dice to try to "enter" that checker back onto the board. They must enter their checker into the opponent's inner table before moving any other checkers. If a player rolls a 3, their checker will enter on the furthest point (point 3) of the opponent's inner table. If both entry points are blocked, the player loses their turn.

Shutout: A "Shutout" or "Closed Board" occurs when all points in the opponent's inner table are occupied by at least two checkers. The player on the outside continues to lose turns until an entry point becomes available.



Doubling: Backgammon can be played for an agreed stake per point. A player can propose doubling the stakes at the start of their turn before rolling the dice. The opponent may refuse, conceding the game and paying one point, or accept the double and continue at the higher stakes. The player accepting the double becomes the owner of the doubling cube and can make the next double proposal. Redoubles can occur, and if refused, the player must pay the previous stake. The doubling cube keeps track of the stakes.

Bearing Off: Once a player has moved all 15 checkers into their inner table, they can start bearing off. This means removing a checker by rolling a number corresponding to the point it occupies (1 is the closest to the edge, and 6 is the furthest). If a player rolls a number but cannot bear off from that point, they must make a legal move using a checker on a higher-numbered point. If no higher points are available, they must bear off from the highest point occupied. The first player to bear off all their checkers wins the game.



30. THE DEFENDER CHALLENGE

Players: 2 or more

Requirements: 30 checker pieces (15 light and 15 dark), 4 dice, and 1 doubling cube.

This game follows standard backgammon rules but allows for multiple players. Before starting, players roll the dice; the highest roller becomes the "Defender," while the next highest is "Challenger No. 1." Subsequent players follow in order of their rolls. After deciding how many rounds will be played, the game begins. If Challenger No. 1 loses, they move to the end of the challenger line, and the next challenger takes their place. If Challenger No. 1 wins, they become the new Defender, and the original Defender goes to the end of the line. The player who has spent the most time as Defender is declared the winner.

31. GREEK BACKGAMMON

Players: 2

Requirements: 30 checker pieces (15 light and 15 dark), 4 dice, and 1 doubling cube.

Also known as Tavli, Greek Backgammon follows standard backgammon rules with key differences: all 15 checkers for each player begin on their opponent's one-point. Players can move their checkers onto points occupied by their opponent's pieces but cannot send those pieces to the bar. Additionally, an opponent's piece cannot be moved while it is occupied by the other player's checkers.

32. PAIRING UP

Players: 2

Requirements: 24 checker pieces (12 of each colour), and 4 dice.

Each player positions their pieces in pairs on their side of the board, with two pieces on each arrow. The player with the highest roll from the two dice goes first. The Object of the game is to remove all your pieces from the board using the dice. For example, a roll of 4-6 allows a player to remove one piece from arrow 4 and another from arrow 6, or from any other two arrows as permitted. The player who successfully removes all their pieces in the fewest rolls wins.

33. TOKEN PLACEMENT

Players: 2

Requirements: 30 checker pieces (15 of each colour), 4 dice, and 1 doubling cube.

In this variation of backgammon, players start with their pieces off the board. Using the dice, players will place their pieces on the starting square based on the rolls; for example, a roll of 3-5 allows you to place pieces accordingly. Each player starts with 8 pieces in the starting box. Once all pieces have been placed on the starting square, standard backgammon rules come into effect.

34. THE HUNTER AND THE HUNTED

Players: 2

Requirements: 12 checker pieces (6 light and 6 dark), and 4 dice.

Players take turns placing their pieces on the arrows from 1 to 6 on their side. The player with the lowest dice roll starts the game. The goal is to "hunt" your opponent's pieces while avoiding being hunted yourself. Pieces move counterclockwise based on the dice rolls. If a player rolls doubles, they get to roll again. Players can split their rolls between two pieces or move one piece the total of the roll. The winner is the first player to capture all of their opponent's pieces.

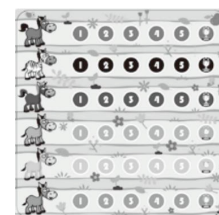
Board Required: Board #10 HORSE RACE

35. HORSE RACE

Players: 2-6

Requirements: 6 different coloured playing pieces (one for each player), and 1 dice.

The youngest player begins the game. On their turn, they roll the dice and can only move forward if they roll a 1. If they roll anything else, the turn passes to the next player. If they do roll a 1, they move to circle 1. They must then roll a 2 on their next turn to advance to space 2, a 3 to move to space 3, and so forth. The first player to reach the end wins.



Board Required: Board #11 WATERMELON CHESS

36. WATERMELON CHESS

Players: 2

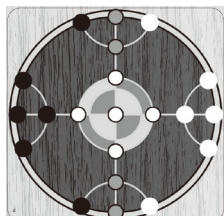
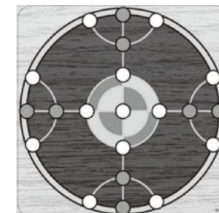
Requirements: Board #15, 12 playing pieces (6 light and 6 dark), and 1 dice.

Object of the game: The goal is to capture your opponent's pieces, reducing them to just two. Players choose their colours and determine who will go first.

To set up, arrange the game pieces in their starting positions on each player's side of the board, as illustrated in Diagram . Players take turns moving their pieces along the designated lines, one space at a time, with the aim of surrounding their opponent's pieces.

Moves can be made in any direction, but players can only move from one intersecting point to an adjacent one; they cannot cross open spaces.

When a piece is completely surrounded on all sides and cannot move, it is removed from play. The game concludes when one player is left with only two pieces on the board.



Board Required: Board #12 GOOSE GAME

37. GOOSE GAME

Players: 2-4

Requirements: 2-4 playing pieces (one of each colour: Yellow, Red, Green, Blue), and 2 dice.

Players take turns rolling the 2 dice and moving their pawn around the board. The board features several special spaces:

The Bridge (Space 6): Advances the player directly to Space 12.

Roadside Inn (Space 19): The player must rest for 2 turns.

The Well (Space 31): The player must wait until another player lands on the same spot before they can move again.

The Maze (Space 42): The player gets lost and must return to Space 30.

The Prison (Space 52): The player remains in prison until another player arrives, at which point they trade places. Alternatively, the player can escape by rolling a 9 and moving to one of the fields marked by the dice.

Space 58: The Grim Reaper sends the player back to the starting position.

Additional Rules: A lucky roll of 9 at the start of the game allows a player to advance to Space 26 (if rolling a 6+3) or to Space 53 (if rolling a 5+4). Landing on any of the goose spaces doubles a player's movement. To reach the center goose, an exact count on one or both dice is required; if the rolled number exceeds the needed amount, the player must move backward by the surplus. Landing on another player's space sends that player back to their starting position at the beginning of their turn. Players can be moved either backward or forward; take your chances!



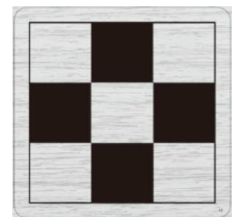
Board Required: Board #13 TIC-TAC-TOE

38. TIC-TAC-TOE

Players: 2

Requirements: 10 playing pieces (5 light and 5 dark).

Object of the game: The goal is to be the first player to align three pieces in a row on the 3x3 grid. Players decide who goes first and take turns placing their pieces on the board. A player wins if they achieve three in a row, either horizontally, vertically, or diagonally. If all nine squares are filled and no player has three in a row, the game ends in a draw.



Board Required: Board #14 CROKINOLE

39. CROKINOLE

Players: 2-4

Requirements: 1. For 2 players: each player receives 12 discs of the same colour; 2. For 4 players: each player receives 6 discs. Opposing players form teams and use the same colour discs.

Object of the game: The goal is to score the highest possible points by positioning your discs within the scoring circles by the end of the round.

Let's play: A Crokinole shot is executed by placing your index or middle finger against your thumb and flicking the disc across the board.

To begin, one player takes one disc of each colour in their closed hands, and a player from the opposing team chooses one hand. The colour of the selected disc determines which team plays first.

Play proceeds in a clockwise direction, with the player to the left of the previous shooter going next.

To shoot, position the disc so that any part of it touches the "starting/shooting line". Players may only shoot their discs from their designated quadrant of the board, and a disc placed on a "quadrant line" must not extend more than halfway over that line.

The first player aims to shoot their disc into the center "20" space. If it lands entirely within this space, it is removed and set aside to count as 20 points at the end of the round. If the disc does not land in the "20" space but remains on the board, the next player must attempt to knock it into the "ditch." If they miss or do not make contact with the opposing disc, their own disc must be removed from play and placed in the ditch.

If a disc is not touched and a player's disc goes off the playing surface, both that disc and any of the shooter's same colour discs that were moved will be placed in the ditch. A shot that bounces back onto the board is considered out of play and is also removed to the ditch, while any discs it touched remain in place. Discs that touch the "shooting line" will not count and must be removed to the ditch.

At the end of each round (once all discs have been played), the player to the left of the previous round's starter will begin the next round, and this continues for each round. Players aim to score a "20" in the center whenever possible while making it difficult for opponents to do the same.

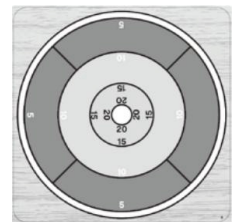
Scoring:

The game can be played to 50, 100, or more points, with the total agreed upon before play begins.

Inner (or pin) circle: 15 points per disc. Middle circle: 10 points per disc. Outer circle: 5 points per disc.

Discs touching the lines separating each circle score the value of the lesser circle. Discs on the "starting/shooting line" score no points. Tally any "20s" scored during the game that were set aside. The score for the round is the difference in points between players or teams. Continue playing rounds until a player or team reaches the agreed-upon winning total.

How to Win: The first player (or team) to reach the predetermined score wins!



Board Required: Board #15 SNAIL RACE

40. SNAIL RACE GAME

Players: 2-4

Requirements: 4 different coloured playing pieces (one for each player), and 1 dice.

The youngest player takes the first turn. They roll the dice and move their piece the number of spaces shown. If they land on a space with an arrow, they must follow the action indicated by that arrow. For instance, landing on space 9 requires the player to move back 5 spaces, while landing on space 11 allows them to move forward 4 spaces. The first player to reach the end wins.



Board Required: Board #16 CHECKERS

41. CHECKERS / DRAUGHTS

Players: 2

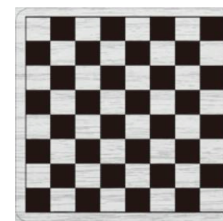
Required: 24 game pieces (12 light and 12 dark).

Object of the game: The aim is to capture all of your opponent's checkers by jumping over them onto an empty square, or to block them so they cannot make a move.

Let's play: Each player starts with 12 checkers of one colour, placed on the first three rows of dark squares, ensuring that the left corner square closest to them is dark. Players can only move diagonally forward to vacant squares (no backward moves). To capture an opponent's checker, you must jump over it into an empty square directly beyond it, removing the captured checker from the board. Players cannot jump over their own checkers.

When a checker reaches the opponent's back row, it is "kinged" by stacking another checker on top. Kings can move diagonally both forward and backward. Regular checkers can still jump over and capture Kings.

How to Win: A player wins by capturing all of their opponent's checkers or blocking them so they cannot make any moves.



42. CRAZY CHECKERS

Players: 2

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

In Crazy Checkers, the Object of the game is the opposite of traditional Checkers: the player who loses all their pieces first wins the game.

43. POLICE AND THIEVES

Players: 2

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

The goal is to move your pieces to the opponent's side as quickly as possible or to surround their pieces so they cannot move. Starting positions are the same as in regular Checkers. Pieces move diagonally, one square at a time, and can move both forward and backward. If there's a free square behind one or more opposing pieces, players can jump over them in a zig-zag manner. Jumped pieces remain on the board, as they are not captured.

44. BLOCKADE CHECKERS

Players: 2

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

The pieces are set up like in a normal game of Checkers and move only on dark squares, taking one step either forward or backward. The goal is not to capture pieces but to block them. A piece is considered "blocked" when it is surrounded by opposing pieces in such a way that it cannot move. Blocked pieces are removed from the board. The first player to run out of pieces loses.

45. PYRAMIDS

Players: 2

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

The pieces are arranged in a pyramid shape: light pieces on A1, C1, E1, G1, B2, D2, F2, C3, E3, and D4; dark pieces on B8, D8, F8, H8, C7, E7, G7, D6, F6, and E5. Players can move their pieces in any direction, but only on dark squares, advancing one square at a time. Players can jump over their own or the opponent's pieces without capturing them. The Object of the game is to reform the pyramid on the opposite side of the board. The first player to complete their pyramid wins.

46. CZECH CHECKERS

Players: 2

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

In Czech Checkers, pieces move one square diagonally forward. Upon reaching the opponent's furthest rank, a piece becomes a King, which can then move diagonally forward or backward any number of squares.

Capture Rules:

Captures are mandatory. If a piece is adjacent to an opponent's piece with an empty square behind it, the player must capture by moving to that empty square and removing the opponent's piece from the board. If a player can capture with either a piece or a King, they must do so with the King. When multiple captures are possible, players can choose to capture one piece or an entire line; partial captures are not allowed. All captured pieces are removed after the capture is completed. Players cannot capture their own pieces.

A player loses if they cannot move, either due to losing all their pieces or having no legal moves left. The game results in a draw if it becomes theoretically impossible to capture any of the opponent's pieces with perfect play.

47. ITALIAN CHECKERS

Players: 2

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

In this variant, the game is played on a standard 8x8 board, but the A1 square is light instead of dark.

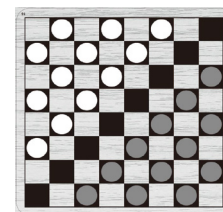
Movement and Capturing: Pawns and Kings move and capture similarly to American Checkers, with the following key differences: Pawns cannot capture Kings. Players must capture as many pieces as possible in a single multi-jump. If multiple longest captures are available, the jump made with a King is preferred. If this still doesn't yield a unique result, the option that captures the most Kings must be chosen. If there are still multiple options, the jump that captures a King first takes precedence.

48. DIAGONAL CHECKERS

Players: 2

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

The rules follow standard checkers, but pieces are arranged as shown in Diagram. Players take turns moving diagonally, capturing opposing pieces by jumping over them. The Object of the game is to capture all opponent's pieces or block them so they cannot move.

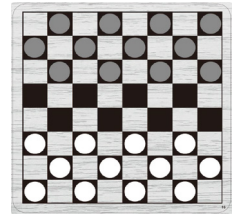


49. RUSSIAN CHECKERS

Players: 2

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

Pieces are arranged according to Diagram . In this variant (Shashki), pawns move one space diagonally forward but can capture both diagonally forward and backward. Queens move any number of spaces diagonally in either direction and can capture similarly. Unlike International Checkers, players are not required to make the longest jump available. If a pawn reaches the last row while jumping, it promotes to a queen and continues jumping immediately.



50. ANTI-CHECKERS

Players: 2

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

In this variant, the goal is to lose all of your pieces first or to be the first player with no legal moves remaining. Players take turns moving their pieces according to standard checkers rules, but the Object of the game is reversed.

51. CONTACT CHECKERS

Players: 2

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

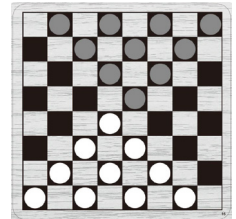
Each player starts with 12 pieces, set up as in German Checkers. The Object of the game is to reach a total of 13 or 14 pieces on the board. Before starting, a designated square (e.g., box 7) is defined. When this square becomes free, a player can place an additional piece there, enhancing gameplay.

52. OCCUPY 5

Players: 2

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

After placing pieces on the board as shown in Diagram, players can move them one square in any direction. The Object of the game is to occupy five consecutive squares in a line—horizontally, vertically, or diagonally—while preventing the opponent from achieving the same.



53. THAI CHECKERS

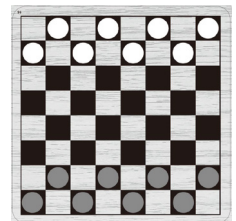
Players: 2

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

Players set up the pieces on the board as shown in Diagram .

Rules: The game is similar to Czech Checkers but includes the following differences:

Long Jumps: A King can make long jumps over multiple empty squares but must land on the next square immediately after the captured piece. **Jumping Preference:** There is no preference for jumping with a King over a Pawn; if both can make a jump, the player may choose either piece.



54. JUMP CHECKERS

Players: 2

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

The rules of Jump Checkers are similar to Blockade Checkers, with the difference that pieces move only forward. The first player to get all their pieces to the opponent's back row wins.

55. GERMAN CHECKERS

Players: 2

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

Pieces are set up in the first two rows of the board, similar to Thai Checkers. The rules include: Pieces move diagonally, always remaining on squares of the same colour they started on. Only one square can be moved per turn. Capturing is mandatory, and players must capture as many opposing pieces as possible. Normal pieces can capture diagonally or straight in five forward directions (left and right included). A piece that reaches the opponent's last row becomes a queen. Queens can move and capture in any direction, like a chess queen. All other rules follow standard Checkers.

56. FOUR WIN

Players: 2

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

Each player places 8 pieces in a row on their 1st line. Pieces move horizontally or vertically, one square at a time, and can travel through multiple free squares but must stop at the next occupied square. If there's a free square behind an opponent's piece, they can skip it without being captured. The goal is to form a row of four pieces horizontally, vertically, or diagonally, while blocking the opponent from doing the same. If a player surrounds an opponent's piece with four of their own, that piece is removed from the board. The game is won by either forming a row of four or capturing five of the opponent's pieces.

57. WALLED UP

Players: 2

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

Pieces are set up as in a normal checkers game, but only in the first two rows on the dark squares. Movement is diagonal, and capturing the opponent's pieces is not allowed. The Object of the game is to isolate the opponent's pieces so they cannot move. Opponent pieces can be removed from the board when they are surrounded and locked by your pieces, meaning they are not next to any of their own. The first player to successfully wall in the opponent wins.

58. THE BLACK WIDOW

Players: 2

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

The light pieces are arranged like in a standard game of checkers, while the dark piece (the Queen) can be placed on any dark square within the first three rows. The light player aims to lose all their pieces within 12 moves; if they fail, the dark player wins. The dark Queen must capture all possible light pieces on each turn, while the light pieces cannot capture the Queen.

59. CHALMA

Players: 2

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

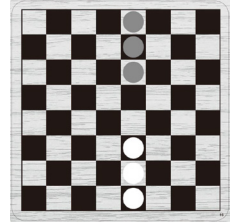
Pieces are placed as in standard checkers and move diagonally, advancing one square per turn. If there is an open square behind an opponent's piece, players may jump over without capturing. The goal is to rearrange all pieces into the starting positions of the opponent. The first to achieve this wins.

60. BATTLE OF THE FROGS

Players: 2

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

Light pieces (toads) and dark pieces (frogs) are set up on the board as indicated in Diagram. Players alternate turns, starting with light, moving only forward towards the opponent. If a piece is directly in front of an opponent and the square behind it is free, it can jump over. When no forward move is possible, pieces must move or jump backward. The first player to occupy all three of the opponent's starting squares wins.



61. THE WOLF AND THE SHEEP

Players: 2

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

One player controls the wolf (dark piece) and places it on one of the four light squares in the top row. The other player places their four sheep (light pieces) on the light squares in the last row. The wolf moves diagonally and can move forward or backward, aiming to reach the last row. The sheep can only move forward and win by surrounding and blocking the wolf before it reaches the last row.

Board Required: Board #17 SOLITAIRE

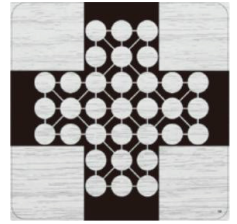
62. SOLITAIRE

Players: 1-2

Required: 32 playing pieces.

To set up Solitaire, place a pawn in each space on the board except for the center spot. Players take turns making moves by jumping one pawn over another into an empty space, removing the jumped pawn from the board. Moves can be made side to side or up and down, but not diagonally. The Object of the game is to finish the game with just one pawn remaining in the center spot.

An alternative variation allows players to start with any space empty and try to end with one pawn in that same empty space by the conclusion of the game.



63. THE PENTAGON

Players: 2

Required: 24 checker pieces (12 of each colour per player).

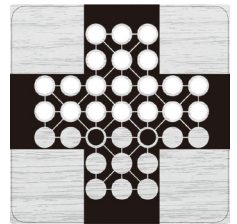
To start The Pentagon, players place pieces on all points of the board except the corners, forming a pointed square. After removing the bottom piece, players jump over adjacent pieces according to solitaire rules. The goal is to continue jumping until only the center piece remains.

64. THE FOXES AND HENS

Players: 2

Required: 22 checker pieces (20 light and 2 dark).

In this game, two foxes (dark) are placed in the corner points, while 20 chickens (light) occupy the rest of the board, ensuring four empty spaces between the foxes and the chickens. The foxes can move freely to jump and capture chickens on their side, while chickens can move forward and sideways but not backward. The fox wins if the chickens can't occupy all designated colour points. Chickens win if they fill the 9 coop circles on the board.



65. EAT CHIPS

Players: 2

Required: 22 checker pieces (11 of each colour).

In Eat Chips, players alternately place their pieces on any point of the board, with the restriction that no two pieces of the same colour can be adjacent vertically or horizontally. Once all pieces are placed, players can move their pieces horizontally or vertically. The goal is to align three pieces of the same colour in a row, allowing the player to capture one opponent's piece, removing it from the board. The game ends when one player captures all but two of the opponent's pieces, achieving victory.

66. CROSS SOLITAIRE

Players: 2

Required: 12 pawns (6 of each colour per player).

In Cross Solitaire, pieces are arranged in the shape of a cross at the center of the board. Players take turns jumping over each other's pieces, following standard solitaire rules. The Object of the game is to end with a single piece left in the center of the cross.

Board Required: Board #18 RACING GAME

67. RACING GAME

Players: 2-4

Requirements: 2-4 playing pieces (one of each colour: Yellow, Red, Green, Blue), and 1 dice.

At the start, each player places their four pawns in their coloured starting area. Players take turns rolling a single dice. A player must roll a six to move a pawn from the starting area onto the racetrack. If a six is rolled, the player rolls again and moves their pawn accordingly. If they land on a space with instructions (e.g., "+8" means move eight spaces forward, "-6" means move six spaces back), they follow those directions. The winner is the first player to reach the finish line, but they must land exactly on it to claim victory.



Board Required: Board #19 MANCALA

68. MANCALA

Players: 2

Requirements: 48 playing pieces.

Setup: Players sit opposite each other, with the long sides of the board facing them. The 6 circles on each player's side belong to them, with the large scoring area (Mancala) on their right. Each player starts with 24 pieces, placing 4 pieces in each of their 6 circles.

Let's play: Choose a player to start the game. On their turn, a player picks up all the pieces from one of their circles and distributes them counter-clockwise, placing one piece in each circle, including their Mancala, but not their opponent's Mancala. After placing the last piece, if it lands in the player's Mancala, they get another turn. Players alternate turns throughout the game.

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



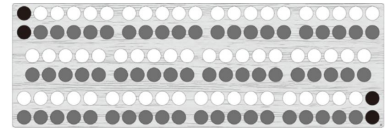
How to Win: The game ends when all the small circles on one player's side are empty. The player with the most pieces in their Mancala at that point wins the game!

Board Required: Board #20 CRIBBAGE

69. CRIBBAGE

Players: 2-6

Requirements: 1 standard deck of playing cards (jokers removed), 6 playing pieces (3 each of White and Black).



Object of the game: The goal is to be the first player to reach a target score, typically 61 or 121 points, determined by the number of holes on the cribbage board. If players agree to play to 120 points, they will complete two circuits of the board.

Dealing: For 2 players: Each player is dealt 6 cards and discards 2 to the crib. For 3 players: Each player receives 5 cards and discards 1 to the crib, with an additional card dealt to the crib, making it 4. For 4 players: Players form teams. Each receives 5 cards and discards 1 to the crib. For 6 players: Players are split into 3 teams of 2. Each receives 4 cards, with 4 cards dealt directly to the crib. The game proceeds as normal.

The Crib: After dealing, players select their cards to keep and discard the specified number to form the "crib," which is used later by the dealer.

The Starter: The non-dealer cuts the stack of undealt cards, and the dealer reveals the top card from the lower part. This card, known as the starter, is placed on top of the pack. It counts toward both players' hands and the dealer's crib. If the starter is a jack, the dealer scores 2 points, known as "Two for his heels."

Let's play: Players keep score using the board and pegs. Starting from one end of the board, players move their pegs to reflect their scores. The forward peg indicates the current score, while the rear peg shows the previous total. When scoring, the rear peg moves in front of the forward peg, demonstrating the new score. Players peg forward on the outside of the board and backward on the inside. The first player to peg out by exceeding 60 or 120 points wins the game.

Play of the Cards: Starting with the non-dealer, players take turns playing single cards face up. The total pip value of played cards must not exceed 31, with values as follows: Ace = 1, cards 2-10 = face value, Jack/Queen/King = 10. When a player brings the total to exactly 31, they peg 2 points ("Thirty one for two"). If a player cannot play without exceeding 31, they say "Go," allowing the opponent to continue playing. If neither can play without going over, the last player to lay a card pegs 1 point ("One for last"). After all cards are played, the round restarts with unplayed cards, following the same rules. It's strategic to keep low cards for this phase to maximize scoring opportunities. When both players run out of cards, the player who played the last card scores "one for last" if the total is less than 31. If the total is exactly 31, they score "31 for 2." It's important to note that these two scores are alternatives; a player cannot score both at the same time. If a player achieves exactly 31 for two points, they do not receive an additional point for "one for last."

Scoring During Play: Players peg points immediately for the following scores.

15: If a card brings the total to exactly 15, the player pegs 2 points, claiming "Fifteen two."

31: If a card brings the total to exactly 31, the player pegs 2 points.

Pair: Playing a card of the same rank as the previous card scores 2 points for a pair. (Note: 10 and Queen do not count as a pair.)

Pair Royal: A third card of the same rank immediately after a pair scores 6 points.

Double Pair Royal: Four cards of the same rank in immediate succession scores 12 points.

Run: A sequence of 3 or more consecutive ranks (e.g., 9-10-Jack) scores points equal to the number of cards in the run. Aces are low (e.g., Ace-2-3 is valid, but Ace-King-Queen is not). The player completing a run scores for the run.

Example: In the order 4-2-3-5-6. The player of the 3 scores 3 for 4-2-3. The player of the 5 scores 4 for 2-3-5. The player of the 6 scores 5 for 3-4-5.

Another Example: In the order 4-2-3-4-3. The first 3 scores 3 for 4-2-3. The second 4 scores 3 for 2-3-4. The second 3 scores nothing because it does not complete a run.

Last Card: If neither player totals exactly 31, the player who played the last card pegs 1 point. Consecutive Scoring: To score for pairs, pair royals, double pair royals, or runs, the cards must have been played consecutively in the same round. If a player says "go," the combination remains valid, but if both players cannot play, the new round resets all combinations. Example 1: Player A: 10, 10, 9, 6. Player B: 7, 6, 5, 4. A plays 9, B plays 6 (scores 2 for fifteen). A plays 6 (scores 2 for a pair). B plays 5 (total is 26); A says "go," so B plays 4 (scores 3 for a run, plus 1 for last). A starts again with 10, B plays 7, A plays the other 10 (scores 1 for last). Example 2: Player A: 10, 8, 7, 5. Player B: 7, 6, 5, 4. A plays 8, B plays 7 (scores 2 for fifteen). A plays 7 (scores 2 for a pair). B plays 6; total is 28; neither can play, so B scores 1 for last. A starts again with 5; A does not score for a run since the previous round reset.

Scoring in The Show: When scoring during "The Show," players evaluate their hands along with the starter card to calculate points based on the following combinations:

Fifteen: Any combination of cards totaling 15 scores 2 points. For example, with a hand of King, Jack, Five, and Five. King + Jack = 15 (2 points). Five + Five + King = 15 (2 points). Total possible combinations can add up to several points.

Pairs: A pair scores 2 points. If there are three cards of the same rank, it counts as three different pairs, totaling 6 points (Pair Royal). Four cards of the same rank score 12 points (Double Pair Royal).

Run: Three consecutive cards score 3 points (e.g., Ace-2-3). A hand like 6-7-7-8 contains two runs of three (6-7-8) and scores 12 points overall (including other combinations).

Flush: Four cards of the same suit score 4 points. If the starter card is also the same suit, the flush is worth 5 points. No score for three cards of the same suit plus the starter.

Jack for the Starter Suit: If your hand contains the Jack that matches the starter card's suit, you peg 1 point.

Nineteen: Nineteen indicates a worthless hand and cannot score.

When scoring a hand, it's important to note that a single card can contribute to multiple combinations. For instance, if your hand consists of 7, 8, 8, and K, with a starter card of 9, you can score as follows: for the combination of 7 and 8, you would get 2 points for fifteen; for the second combination of 7 and 8 (using the other 8), you would score another 2 points for fifteen, bringing your total for fifteens to 4. Additionally, the two 8s count as a pair, adding 2 points. Finally, the run formed with 7, 8, and 9 would score 3 points. Altogether, you would score 11 points, with each 8 contributing to the totals in multiple ways.

After the non-dealer reveals their hand and the score is pegged, the dealer will do the same with their hand, scoring and pegging in the same manner. Next, the dealer reveals the four cards from the crib and scores them along with the starter card. The scoring rules are identical to those for the players' hands, with the exception that a flush in the crib only counts if all four crib cards and the starter are of the same suit, in which case it scores 5 points.

To win the game, a player must reach or exceed a score of 61 or 121, depending on the number of holes on the board. This can occur at any point in the game—during play or the show—and even if the dealer scores two points for their heels. It's not necessary to hit exactly 61 or 121; a player can win by scoring 2 points while on 60 or 120.

Required: DOMINOES

70. DOMINOES

Players: 2-4

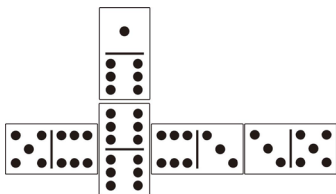
Setup: Place all 28 dominoes face down on the table and shuffle them. Each player draws dominoes: **2 players:** Each takes 7 dominoes. **3 or 4 players:** Each takes 5 dominoes. The remaining dominoes form a draw pile. The player who draws the highest numbered domino goes first. Play proceeds in a clockwise direction.

Gameplay: The first player places a domino on the table. The next player must add a domino to one of the ends of the played domino by matching the number. If a player cannot match, they must draw a domino from the draw pile but cannot play it this turn. The turn then passes to the next player. Continue playing until the draw pile is empty, with players trying to get rid of all their dominoes.

Playing a Double: If a player has a double domino, they can place it in the center of the table (as shown in Diagram). The next player must also center their domino if they play on that end.

Winning: The first player to empty their hand of dominoes wins the game.





71. DOMINOSA

Players: 2-4

Required: pencil and paper (not included)

Setup:

Draw a rectangle on paper divided into 8 x 7 squares (56 squares in total). Mix the dominoes thoroughly with the pips facing upwards to create a rectangle made up of the same 8 x 7 squares.

Gameplay:

1. Write down the exact number of pips in each square on your paper.
2. Mix the dominoes again. Players must then attempt to reconstruct the rectangle using the tiles, aiming to match the numbers recorded.
3. Players can also define other shapes and configurations, not limited to the 8 x 7 rectangle, making the game adaptable and challenging.

72. DOMINOES - FREE WAY

Players: 2-4

Object of the game: Enhance the game by introducing a penalty for players unable to make a move.

Gameplay: Players take turns placing tiles as in standard Dominoes. If a player cannot place a tile, they must close the chain by placing a double tile. At the end of the game, points are counted.

Winning: The player who successfully places their last tile wins, even if they have the lowest score. If the closing player cannot block the game with a double, they must pay a penalty: double if there are 2-3 players and triple if there are 4 players.

Scoring: Points are tallied at the end, but the main focus is on successfully closing the chain.

73. DOMINOES - HUNGARIAN

Players: 2-4

Setup: 2 players: Each receives 12 tiles. 3 players: Each receives 8 tiles. 4 players: Each receives 6 tiles. (The remaining tiles are set aside and not used.)

Gameplay: The player with the highest tile starts by placing matching halves together. Players continue to place as many tiles as possible. If a player cannot place a tile, they pass, and the next player attempts to play.

Scoring: If a player cannot place any tiles, the points from their remaining tiles are recorded. The first player to exceed 100 points loses the game.

74. DOMINOES - BOX

Players: 2-4

Object of the game: The goal is to arrange the 28 tiles to create a figure consisting of 14 tiles, each showing four equal numbers. There are over 342,000 different solutions to this challenge.

Gameplay: Players can impose additional restrictions on themselves, such as: The top left tile must be a 1. The bottom right tile must be a 2. The upper row must start with a 6 followed by 4, 3, etc.

75. DOMINOES - SAILBOAT

Players: 2-4

Gameplay:

1. Players draw tiles based on the number of participants: a) 2-3 players: 6 tiles each. b) 4 players: 5 tiles each.
2. The player with the highest double tile starts the game.
3. The layout expands in two directions. If a player cannot or chooses not to place a tile, they must draw one from the pile.
4. Scoring: a) 2 points for placing a tile that fits the ends. b) 3 points when a double is at either end (triple). c) 2 additional points for winning a hand.
5. If the game is blocked and no player has placed all their tiles, the winner is determined by: a) The player without doubles. b) The player with the fewest tiles. c) The player with the least total points on their tiles.

Winning: Typically, a player needs 10-15 points to win the game.

76. DOMINOES-SNIFF

Players: 2-4

Setup: The dominoes are shuffled and placed face down. Players draw tiles: 7 for 2 players, 6 for 3 players, 5 for 4 players. Remaining tiles form the "boneyard."

Gameplay: The first player lays down a domino (not necessarily a double). The first double played becomes the "sniff" or spinner, allowing tiles to be played off all four sides. Players take turns adding tiles to the layout, matching pips. If a player cannot play, they must either pass or draw from the boneyard.

Scoring: Players score points when the total pips on all open ends equal a multiple of 5 (1 point for 5, 2 for 10, etc.). If play is blocked, the round ends.

Winning: The winner is the player who dominoes or has the fewest pips remaining. The winner scores points by subtracting their pips from their opponents' and rounding to the nearest multiple of 5, then dividing by 5. Continue until a player reaches 20 points (or a predetermined goal).

77. DOMINOES - FACE TO FACE

Players: 2-4

Object of the game: Play using only your own tiles; the first player unable to make a move loses.

Gameplay: Players can only use their own tiles and cannot draw from the pile. Play proceeds as in standard Dominoes, with players taking turns to place tiles.

Winning: The player who cannot place any more tiles loses the game.

78. DOMINOES - SCORED

Players: 2-4

Setup: The dominoes are evenly distributed among players. Any leftover tiles are not used. The player with the highest double starts the game.

Gameplay: 1. Players take turns placing matching tiles, adding the points to a running total. 2. Special scoring occurs when players reach specific totals: Scoring exactly 25, 75, or 125 points earns an additional 5 points. Scoring exactly 50, 100, or 150 points earns an additional 10 points. 3. If a player exceeds any of these key figures, they incur a 10-point penalty.

Winning: The player with the most extra points at the end of the game wins.

79. DOMINOES - ROUND TRIP

Players: 2-4

Object of the game: Play two games of Dominoes and add the scores together to determine the winner.

Gameplay: Follow the normal rules of Dominoes. After completing two games, add the total scores from both games.

Winning: The player with the highest combined score after the two games wins.

80. DOMINOES - ONE-ARM JOE

Players: 2-4

Setup: Place the dominoes face down and shuffle them. Each player draws 3 tiles, and the remaining tiles form the "boneyard."

Gameplay: The first player lays down a domino to start play (it does not have to be a double). Players take turns adding a domino to only one open end of the leading domino, matching the number of pips. Play continues with dominoes being added to just one end, which gives the game its name, "One-Arm." If a player lays a double, they get another turn; otherwise, play passes to the next player. If a player cannot play, they must draw from the boneyard until they find a playable tile or until the boneyard is empty.

Ending the Round: The round concludes when a player plays their last tile (dominoed) or if no player can continue.

Scoring: The player who dominoed or has the lowest total of pips left wins the round. The winner adds the total pips of all other players' dominoes and subtracts their own. Continue playing rounds until a player reaches 20 points (or another predetermined goal).

81. DOMINOES - MATADOR

Players: 2-4

Gameplay: The rules are similar to standard Dominoes, but with a twist: players must place tiles so that the sum of the numbers on the halves equals 7. For example, if a player places a 4, the next tile must be a 3; if a 5 is played, a 2 must follow.

Bullfighters: The four specific tiles that add up to 7 (1/6, 2/5, and 3/4) along with the double white (0/0) are considered bullfighters and can be placed anywhere on the board.

Matador Rule: If a player has a half with no pips (white), they must place a matador tile, choosing which half to leave open for future plays.

82. DOMINOES - WITHOUT STEALING

Players: 2-4

Setup:The player with the highest double tile starts the game.

Gameplay:Players take turns placing tiles, matching the numbers on the ends.If a player cannot place a tile, the turn passes to the next player.The game continues until neither player can make a move.

Winning:The player with the lowest score (sum of pips on unplayed tiles) wins the game.

83. DOMINOES - BLOCKED

Players: 2-4

Gameplay:

This game follows the standard rules of Dominoes but introduces a strategic element of "stealing." Players aim to block their opponents by playing tiles that prevent them from making a move. If a player cannot place a tile during their turn, they lose the game.

84. DOMINOES - DOUBLE BARRIERS

Players: 2-4

Gameplay:The game follows the standard rules of Dominoes.Players take turns placing tiles as usual.A player can end the game by placing a double tile at the end of a chain, creating a barrier. When the game ends, the player with the fewest points wins.

85. DOMINOES - ITALIAN

Players: 2-5

Setup:5 players: Each takes 5 tiles.4 players: Each takes 6 tiles.3 players: Each takes 8 tiles.Remaining tiles stay in the pile.

Gameplay:The player with the highest points in their hand starts by placing a tile, announcing the total visible points. For example, a 6/6 would be called 12, and a 5/5 would be called 10.

The next player can place any tile, adding its points to the current total and announcing the new sum. For instance, if a 6/6 is on the table and they play a 3/5, they would say 20 (12 + 8).

86. DOMINOES - THE CROSS

Players: 2-5

Setup:Tiles are distributed similarly to Italian dominoes. The player with the highest double or domino goes first.

Gameplay:Players must place tiles to form a cross, matching points on all four faces of the first tile played. Players cannot place additional tiles until this cross is formed. If a player cannot place a tile, they must draw from the pile; if it's exhausted, they pass. The player with the lowest points at the end wins.

87. DOMINOES - CAPPED

Players: 2-5

Gameplay:1.Players draw tiles based on the number of participants:a)2-3 players: 7 tiles each.b)4-5 players: 5 tiles each.2.Each player places their tiles face down in front of them.3.The first player places a tile face up to the left of their row in the center of the table.4.In turn, each player takes the tile to the left of their row. If it fits, they place it at one end of the layout; if it doesn't, it stays face down to the right of their row.5.Play continues until a player runs out of tiles or no further plays are possible.

Winning:The game ends when one player uses all their tiles or if all players are blocked.

88. DOMINOES - NUMBERED

Players: 3-5

Object of the game:Score points by playing tiles in a sequence while keeping track of total points.

Gameplay:1.Each player randomly receives 5 to 8 tiles, with the remaining tiles set aside for later use.2.The player with the highest numbered tile starts, placing it and announcing its points.3.The next player adds their tile, combining their points with the previous total.4.Players who reach 30, 50, or 70 points gain priority for placing their tiles on the next turn.

Winning:The game continues until a predetermined endpoint is reached, with the player having the highest score declared the winner.

89. DOMINOES - ALL FIVES

Players: 2

Object of the game:Score points by making the open ends of the domino layout total 5 or multiples of 5 (10, 15, etc.).1.The player with the highest scoring tile starts by placing any tile.2.Players take turns placing matching tiles.3.If a player can't move, they draw from the pile.4.Points are scored anytime the open ends add up to a multiple of 5.

Winning:The first player to reach a pre-agreed point total (usually 100–200) wins.

90. DOMINOES - BERGEN

Players: 2

Object of the game:The goal is to match the open ends of the domino layout.

Gameplay:Players score 2 points each time they match the open ends (e.g., both ends showing a 5).If one end is a double (e.g., a double 5), scoring increases to 3 points.Play continues until one player reaches 15 points.

Winning:The first player to reach 15 points wins the game.

91. DOMINOES - BINGO

Players: 2

Object of the game:The goal is to play the highest-scoring tile to win the game.

Gameplay:1.Each player draws one tile from their hand.2.A player reveals one of the remaining tiles; the highest number on this tile becomes the trump.3.Players then play a single tile each.

Winning Conditions:a) Playing a trump tile wins.b) If both players play a trump tile, the highest one wins (e.g., if the trump is 5, and Player 1 plays 5 + 2 while Player 2 plays 5 + 3, Player 2 wins).c) If no trumps are played, the highest-numbered tile wins.d) A double-blank tile automatically wins, outranking all others.

92. DOMINOES - THE DRAW GAME

Players: 2

Required: pencil and paper (not included)

Object of the game:Score points by finishing each hand with the lowest number of pips on your tiles.

Gameplay:1.Players take turns placing a tile. If a player cannot move, they draw from the remaining pile until they can.2.Play continues until a player has used all their tiles or the game is blocked (no player can move).3.At the end of the round, both players add up the pips on their tiles.4.The player with the lowest total wins. Their score is deducted from their opponent's total.

Winning:The first player to reach **100 points** wins the game.

93. DOMINOES - ALL THREE

Players: 2

Object of the game:Similar to All Fives, but the open ends should add up to 3 instead of 5.Follows the same rules as All Fives, focusing on creating totals of 3 or multiples of 3.The first player to reach the agreed-upon point total wins.

94. DOMINOES - COUNTDOWN

Players: 2

Required: 28 dominoes

Object of the game:Start with 100 points, aiming to reach 0 points first.1.Play according to normal Domino rules.2.After each game, the winner deducts the total score of their opponent's remaining tiles from their score.3.If no player can place all their tiles, both can deduct the total score of their opponent.

Winning:The first player to reach 0 points wins.

95. DOMINOES - FRENCH

Players: 2

Required: chips (not included)

Setup:Tiles are placed face down and shuffled. Each player takes 7 tiles; the rest form a pile. The player with the highest double or domino starts the game.

Gameplay:Players place tiles above or below the previous tile, matching one half of their tile to one half of the previously played tile, leaving one half protruding. If a player cannot place a tile, they may choose to check or steal from the pile, leaving 2 covered chips until the end for added uncertainty. The first player to use all their tiles wins; if both have tiles left, the one with the fewest points wins.

96. DOMINOES - THE THEFT

Players: 4 (2 teams)

Required: chips (not included)

Setup:Two teams are formed, and each player receives six tiles. The remaining tiles are not used. Before starting, each player contributes to a "pot," which is awarded to the team that accumulates 100 positive points (one positive point equals one negative point for the opposing team).

Gameplay:If the winning team scores exactly 100 points in one game, the losing team must double their initial contribution to the pot, known as "petty theft."If one team scores 100 points while the other team scores none, this is called "grand theft," and the losing team must triple their contributions.

Required:DICE

97. THE TARDY

Players: 2+

Required: 1 dice

Before rolling, each player announces the number they aim to roll. They continue rolling the dice until they achieve their desired number. The player who takes the most rolls to reach their target number is deemed tardy and loses the game.

98. TWELVE

Players: 2+

Required: 1 dice

Object of the game: Players aim to reach a total of 12 points through three rolls.

Let's play:Each player rolls the dice three times, trying to get as close to 12 as possible without exceeding it.Players can roll again if they haven't reached 12 after three rolls.One point is awarded for each round won and an additional point for hitting 12 in two rolls.The player with the highest score after 12 rounds wins.

99. ONE AFTER ANOTHER

Players: 2+

Required: 1 dice

Each player rolls the dice 6 times in a row. The goal is to achieve the most consecutive numbers in the ideal sequence: 1 on the first roll, 2 on the second, 3 on the third, and so on up to 6. The player who accomplishes this sequence wins.

100. THE LEAP OF FAITH

Players: 2+

Required: 1 dice

Object of the game: Avoid reaching or exceeding a target number.

Let's play:The first player chooses a number below 30 and rolls the dice. Players take turns rolling the dice, adding their points to the total.The first player to reach or exceed the initial number is eliminated and must choose a new target, 30 points higher. The game continues until only one player remains, who wins.

101. THIRTY SIX

Players: 2+

Required: 1 dice

Order of Play: Players roll a dice to determine order; the lowest scorer goes first.

Object of the Game: The goal is to reach a total of 36 points. Players exceeding 36 are eliminated, and the winner is the one closest to 36.

Let's play: Each player rolls the dice once per turn, accumulating points round by round. Players may choose to "stand" on their score as they approach 36, particularly if they have 33 or more points.

102. ONE-DICE BASEBALL

Players: 2

Required: 1 dice

Let's play:Players roll the dice to determine who bats first. Each player then takes turns throwing for a half-inning, which ends after three outs.

Throw Values:At the start of the game or when all bases are empty, rolling a 1, 2, or 3 allows a player to place a counter on the corresponding base.Rolling another 1, 2, or 3 enables the player to move their counter around the diamond by the rolled amount and place a new counter on the base indicated.For example, if a player has a counter on base 1 and rolls a 2, they move to base 3 and place a new counter on base 2. When a counter reaches home plate, a run is scored. A single roll can score multiple runs if it results in more than one counter reaching home. The rule against having multiple counters on a base applies only to bases, not home plate.A roll of 4 counts as a home run, advancing all counters to home plate and scoring a run for each.

Outs: Rolling a 5 or 6 results in an out. A roll of 5 may also cause players on the bases to be out as follows: if there is only one man on base, that player is out; if all bases are occupied, the man on base 1 is out; if there are men on bases 1 and 2, the man on base 2 is out; if there are players on bases 1 and 3, the man on base 1 is out; and if players are on bases 2 and 3, they remain safe. A roll of 6 is simply an out without affecting the players on the bases.

Three outs end the half-inning, after which the other player takes their turn.

103. TWO-DICE BASEBALL

Players: 2

Required: 1 dice

Two-Dice Baseball is akin to the one-dice version, but the scoring for rolls is different: rolling a 12 or 2 results in a home run, while 4 or 10 counts as one base, 11 as two, and 3 as three.

Players on the bases advance accordingly, and a new player takes the appropriate base. Rolling a 6 or 9 is an out, with players on bases remaining stationary. An 8 is an out unless rolling double 4s (which counts as a walk), allowing a new player on first base and advancing others only if forced. A roll of 5 is an out, but players on bases advance one base (sacrifice). Rolling a 7 results in an out, with one baser nearest home also being out.

104. THREE-DICE BASEBALL

Players: 2+

Required: 1 dice

Three-Dice Baseball is the simplest variant, where players take turns rolling the dice, scoring one run for each 1 rolled. A half-inning ends when a player fails to roll a 1, passing play to the opponent. The game spans nine innings, with extra innings to resolve ties. Though typically played by two players, more can join, each representing a team, with the ultimate winner being the player or team with the highest score.

105. THE BEETLE

Players: 2-6

Required:1 dice (ordinary or special beetle dice marked B, H, L, E, F, T)A simple drawing of a beetle as a guide, showing its parts and corresponding numbers (if using an ordinary dice)A pencil and paper (not included) for each player

Object of the game: Players aim to complete their drawing of a beetle. The first to do so scores 13 points and wins, with each point representing a part of the beetle: body, head, tail, two feelers, two eyes, and six legs.

Let's play:Players take turns rolling the dice once per round.To begin, a player must roll a B (or a 1) to draw the body.Once the body is drawn, they can roll for other parts:a)Roll an H (or a 2) to add the head.b)Roll F (or 5) for feelers and E (or 4) for eyes—each requires a separate roll.c)Rolling L (or 3) adds three legs to one side of the body; another L is needed for the other side.Players can continue rolling as long as they roll usable body parts.

Continuing Play:In a series of games, players count one point for each part of their beetle drawn, carrying forward cumulative scores. The winner is the one with the highest score at the end or the first to reach a pre-agreed total.

106. SIX CURSED SIX

Players: 2+

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

Object of the game: Cross off all boxes numbered 1 to 5 while managing cursed rolls.

Let's play:Each player draws a column of five boxes and writes numbers 1 through 5 in them.Players roll the dice and cross off the corresponding box. If a player rolls a 6, they must rewrite the last crossed-off number.The first player to cross off all their boxes wins.

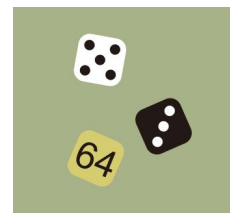
107. ONE

Players: 2+

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

Object of the game: Accumulate the highest score over ten rounds.

Let's play:Players can roll the dice as many times as they wish during their turn.If a player rolls a 1, they must pass the dice to the next player and lose all points for that round.The player with the highest score at the end of ten rounds wins.



108. ONE AND DONE

Players: 2+

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

Object of the game: Players aim to accumulate the highest score over two rounds by rolling the dice seven times on their turn.

Let's play: Each player rolls the dice seven times, adding up their total score. If a player rolls a 1 at any point, they lose their turn and must pass the dice to the next player. After two rounds, the player with the highest score wins.

109. DELETE 6

Players: 2+

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

Each player creates a column numbered 1 to 6. Players take turns rolling the dice and crossing off the corresponding number. For example, rolling a 3 crosses off 3, and rolling a 6 crosses off 6. The first player to cross off all six numbers wins.

110. THEY WHO SPEAKS, LOSES

Players: 2+

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

Object of the game: The goal is to write and cross off the numbers 1-6 in order without speaking.

Let's play: Players take turns rolling the dice, needing to roll in the correct order: 1, 2, 3, 4, 5, 6. Upon rolling the next required number, they write it down. If a player rolls a number that isn't the next in sequence, they must pass the dice to the next player. If a player speaks at any point, they must start over. The first player to write and cross off all six numbers wins.

111. ELEVEN

Players: 2+

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

Object of the game: Be the first to roll the eleventh 1.

Let's play: Each player rolls the dice once per turn. Only the number 1 is recorded. The player who rolls the eleventh 1 wins the game.

112. LEFT-HANDED, RIGHT-HANDED

Players: 2+

Required: 1 dice and 5 pieces per player

Object of the game: Players aim to get rid of all their pieces first.

Let's play: Players take turns rolling the dice and must roll a 1, 2, or 5. Rolling a 1 means giving a piece to the player on the right. Rolling a 2 means giving a piece to the player on the left. Rolling a 5 places a piece in the center. The first player to discard all their pieces wins.

113. SIX TIMES

Players: 2+

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

Object of the game: Achieve the highest score in each round.

Let's play: In each round, a player rolls the dice six times and adds up the total score. The player with the highest score after each round wins.

114. THEY WHO SPEAKS, LOSES FAST

Players: 2+

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

Object of the game: The goal is to write and cross off the numbers 1-6 as quickly as possible without speaking.

Let's play: Players take turns rolling the dice, needing to roll in order: 1, 2, 3, 4, 5, 6. The first player to write down all six numbers wins. Speaking at any point results in a restart of their turn.

115. FIVE TIMES

Players: 2+

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

Object of the game: Score the highest total over five rounds.

Let's play: Each player rolls the dice five times in a round and sums their scores. The player with the highest score after five rounds wins.

116. THE KING

Players: 3+

Required: 1 dice and 72 chips (not included)

Chips are distributed as evenly as possible among players. To start, everyone rolls the dice; the first player to roll a 6 becomes the King and assigns a trump number from 1 to 5 that others must roll to win. Players take turns rolling the dice. Rolling the trump number earns 3 chips, while failing to roll it requires paying a token to the King. If a player rolls a 6, they can choose to be the King or pass the title to the next player.

117. DELETE ONE

Players: 2+

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

Object of the game: Be the first to cross off all boxes numbered 1 to 6.

Let's play: Each player draws a column of six boxes and writes numbers 1 through 6 in them. Players take turns rolling the dice. When a number is rolled, they can cross off the corresponding box. The first player to cross off all their boxes wins.

118. WATCH OUT FOR THREE!

Players: 2+

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

Players roll the dice and accumulate their scores until they choose to "stand," at which point they pass the dice to the next player. However, rolling a 3 causes them to lose all accumulated points for that round. The player with the highest score after one round wins.

119. TWENTY ONE

Players: 2+

Required: 2 dice

Object of the game: Score as close to 21 as possible without going over.

Let's play: Players take turns rolling the dice and adding the totals. Players can roll as many times as they wish. However, once a player reaches 14 or more, they must switch to rolling only one die. If a player's total exceeds 21, they are "bust" and out of the game. In the event of a tie at the highest total, a play-off is conducted.

Winning: The player whose total is closest to 21 at the end of each round wins.

120. HAZARD

Players: 2+

Required: 2 dice

Any player can start as the first shooter, or caster. If there's a tie, players roll the dice, and the highest goes first. The caster rolls the dice to establish a main point, which must be a number between 5 and 9. Once the main is set, other players guess whether the caster will win or lose before the caster rolls again. The caster wins (nicks) by rolling the main number again or specific combinations: 5 with 5, 6 with 6 or 12, 7 with 7 or 11, 8 with 8 or 12, and 9 with 9. They lose (outs) by rolling aces (2, 2) or deuce-ace (2, 1), or if they roll 11 or 12 against certain mains. Any other roll is a chance, and the caster continues rolling until they hit the chance number to win or the main number to lose. Afterward, the dice pass to the next caster.

121. KNOCK OUT GAME

Players: 2+

Required: 2 dice

The goal of the game is to avoid rolling certain scores that will knock players out. Before starting, decide on a final score needed to win. Each player selects a "knock out number" of either 6, 7, 8, or 9; multiple players can choose the same number. Players take turns rolling both dice once per turn, and the total score is the sum of the two dice. If a player rolls a 6, 7, or 8, they are knocked out of the game until the next round.

122. CHICAGO

Players: 2+

Required: 2 dice

Object of the Game: The game is based on the 11 possible combinations of the two dice—2 through 12—and consists of 11 rounds. The player with the highest total score at the end is the winner.

Let's play: Each player rolls the dice once in each round. In the first round, players aim to roll a total of 2, in the second round, a total of 3, and so on, up to 12. Each time a player successfully rolls the target number, they score that number of points. For example, if they are aiming for 5 and roll a total of 5, they gain five points. If they fail to roll the desired number, they score nothing for that turn.

123. BARBUDI

Players: 2+

Required: 2 dice

Each player rolls a dice; the highest becomes the shooter, while the player to their right is the fader. Play goes counter-clockwise. The shooter rolls first, and they or the fader can win by rolling 3-3, 5-5, 6-6, or 5-6. They lose with 1-1, 2-2, 4-4, or 1-2. If neither wins or loses, roles switch: the fader becomes the shooter and the next player becomes the new fader.

Variations: In the two-shot version, the fader can call for a two-shot decision. Here, rolls of 6-5 and 1-2 are wins. If the fader wins, they become the new shooter. If both agree to continue, the shooter rolls first if they previously won, otherwise, the fader rolls first. After a two-shot round, both players lose their roles, and the next players to the right assume the new positions.

124. ROUND THE CLOCK

Players: 2+

Required: 2 dice

Game Object of the game: To become the first player to throw all numbers from 1 to 12 in sequence. Before the game starts, each player rolls the dice. The player with the lowest overall score starts first. The first player rolls two dice at the same time, hoping to roll a 1. Then the player attempts to throw a 1 in a clockwise direction. In the next round, players who threw a 1 in the first round will attempt to throw a 2. Any player who did not throw a 1 in the first round will try again in this round. Players can achieve this by throwing a 2 or two 1s. The game continues round by round, and players try to throw all the numbers from 1 to 12 in order.

Players can choose to calculate the points of only one dice, or add the points of two dice together. For example, throwing a 3 and a 6 can be counted as 3, 6, or 9. The first player to roll all the numbers from 1 to 12 in order to "complete one lap" wins.

125. FIFTY

Players: 2+

Required: 2 dice

Object of the game: Be the first to score 50 points.

Let's play: Players take turns rolling the two dice. Points are scored only when doubles are rolled: Two 1's, two 2's, etc. score 5 points each. A double 6 scores 25 points. A double 3 wipes out the player's score, requiring them to start over.

Winning: The first player to reach 50 points wins the game.

126. HEAVEN & HELL

Players: 2+

Required: 2 dice

Object of the game: Score the highest total over 5 rounds.

Let's play: Players take turns rolling the dice. For each roll, multiply the upper dice's score by ten and add the score of the opposite dice. For example, if rolled 5-4, the score is calculated as $5 \times 10 + 2 = 52$ and $4 \times 10 + 3 = 43$, totaling 95. After 5 rounds, the player with the highest cumulative score wins.

127. DOUBLE AND A SEVEN

Players: 2+

Required: 2 dice

Object of the game: Roll a double followed by a seven to win.

Let's play: Players take turns rolling the dice. If a player rolls a double, they roll again and must roll a seven to win. Play continues until one player successfully rolls a double followed by a seven.

128. DOUBLE TROUBLE

Players: 2+

Required: 2 dice

Object of the game: Roll a double 6 and a double 1 in the fewest rolls.

Let's play: Players take turns rolling the dice. The goal is to roll both combinations as quickly as possible. The player with the fewest total rolls to achieve both wins.

129. SIMPLY DOUBLE

Players: 2+

Required: 2 dice

Object of the game: Achieve the highest score by rolling doubles.

Let's play: Players take turns rolling the dice, aiming to roll both a double 6 and a double 1 as quickly as possible. The game ends when both combinations are rolled, and the player with the fewest total rolls to achieve both wins.

130. BINGO

Players: 2+

Required: 2 dice

Object of the game: Roll a higher score than the banker.

Let's play: Select a "banker" who plays against the player to their left. The player must roll higher than the banker to win. If a player rolls double sixes, they win and can become the banker or let another player take the role. If the banker rolls double sixes, they win and continue against the next player.

131. DOUBLE AND A SEVEN

Players: 2+

Required: 2 dice

Object of the game: Roll a double followed by a seven to win.

Let's play: Players take turns rolling the dice. If a player rolls a double, they roll again and must roll a seven to win. Play continues until one player successfully rolls a double followed by a seven.

132. 7 IS THE MAGIC NUMBER

Players: 2+

Required: 2 dice

Object of the game: Roll a total of 7 in the fewest rolls.

Let's play: Players take turns rolling the dice, aiming to roll a total of 7. The first player to achieve this wins.

133. EASY PASTA

Players: 2+

Required: 2 dice

Object of the game: Be the first to roll the chosen number as the leader.

Let's play: Players roll the dice; the highest roller becomes the "leader." The leader calls out a number between 2 and 12 and rolls the dice. If the chosen number appears, the leader wins. If not, the leader can call another number and roll again. If the new number doesn't come up, the leader loses and the other players win. Rotate the leader role each round.

134. PASSAGE

Players: 2+

Required: 2 dice

Object of the game: Be the first player to reach 11 points.

Let's play: Each player rolls one dice; the highest roll goes first. The player with the lowest roll rolls again to determine the "point number." Players take turns rolling two dice. a) If they roll the point number, they score 1 point. b) If they roll doubles of the point number, they score 2 points.

Each player gets only one roll per turn. The first player to reach 11 points wins.

135. EVENS

Players: 2+

Required: 2 dice, pencil and paper

Object of the game: Accumulate points from even rolls.

Let's play: Each player rolls the dice twice per round. Only even numbers count toward the score; odd numbers do not. The player with the most even points after each round wins.

136. TWO DICE

Players: 2+

Required: 2 dice, pencil and paper

Object of the game: Eliminate boxes numbered 1 to 9 to minimize your score.

Let's play: Draw 9 boxes labeled 1 to 9. Players take turns rolling the dice, and combinations that add up to 9 allow them to cross out a box. When a player can no longer cross out boxes, they stop rolling and total the points from any remaining boxes. After 3 rounds, the player with the lowest score wins.

137. TEN PIN

Players: 2+

Required: 2 dice, pencil, and paper

Let's play: The game consists of ten rounds (frames), each with three rolls. Players can keep one or both dice after each roll. If a player rolls a 6, it's a gutter ball and scores no points. A double five on the first roll is a strike, scoring **10 plus** the total of the third throw. A double five on the second or third roll is a spare, scoring **10 plus** the first throw of the next round. The player with the highest score after ten rounds wins.

138. LOLLIPOPS

Players: 2+

Required: 2 dice, pencil and paper

Object of the game: Cross out all lollipops as quickly as possible.

Let's play: Each player draws twenty lollipops on paper. Players take turns rolling the dice and cross out as many lollipops as their score indicates. If the score exceeds the remaining lollipops, the player draws the difference. The first player to cross out all their lollipops wins.

139. THE ABYSS

Players: 2+

Required: 2 dice, pencil and paper

Object of the game: Reach 50 points without landing on 38 or 39.

Let's play: Players take turns rolling the dice and adding their scores.

140. HUNDREDS

Players: 2+

Required: 2 dice, pencil and paper

Object of the game: Be the first to reach 100 points.

Let's play: Players take turns rolling the dice and adding up the scores. Rolling doubles allows players to multiply their score (e.g., 5-5 = 25). Non-doubles are added normally (e.g., 6-5 = 11). If a player forgets to multiply a double and their opponent catches it, they lose points, which are awarded to the opponent.

141. ODDS

Players: 2+

Required: 2 dice, pencil and paper

Object of the game: Accumulate points from odd rolls.

Let's play: Players take turns rolling the dice twice per round. Only odd numbers count toward the score; even numbers do not. The player with the most odd points after each round wins.

142. MONKEY IN THE MIDDLE

Players: 2+

Required: 2 dice, pencil, and paper

Object of the game: Cross out circles by rolling scores.

Let's play: The game has two parts, each with ten rounds. In the first part, players aim for the lowest score; the player with the lowest score draws a circle. In the second part, players aim for the highest score; the player with the highest score crosses out a circle. The first player to cross out all their circles wins.

143. EASY GAME

Players: 2+

Required: 2 dice, pencil and paper

Object of the game: Accumulate points based on your predictions.

Let's play: Before rolling, players agree on points for successful and failed attempts. Each player announces the score they aim to roll. If they achieve that score, they earn the agreed points; if they miss, they lose points based on the difference from their prediction.

144. NUMERICAL LADDER

Players: 2+

Required: 2 dice, pencil, and paper

Object of the game: Roll specific doubles to score points.

Let's play: In the first round, players must roll a double 1; if successful, they earn 2 points. In the next round, they must roll a double 2 for 4 points, and so on, increasing the point value. The game continues for eleven rounds. The player with the highest score at the end wins.

145. FIVE WOLVES

Players: 2+

Required: 2 dice, pencil and paper

Object of the game: Score as many points as possible over 5 rounds.

Let's play: Each player rolls the dice for a total of 5 rounds. A single 5 adds 5 points to the score. A double 5 (5-5) multiplies the score by 5 (e.g., 5-5 = 25 points). After 5 rounds, the player with the highest score wins.

146. THE ROUND

Players: 2+

Required: 2 dice, pencil and paper

Object of the game: Score the highest points over twelve rounds.

Let's play: Each round focuses on a specific number (1 through 12). For round one, rolling at least one 1 earns points; rolling two 1s gives the roller 2 points while others score 0. Continue with the corresponding numbers for each round, with specific scoring rules. The player with the highest score after twelve rounds wins.

147. THE CURSED SEVEN

Players: 2+

Required: 2 dice, pencil and paper

Object of the game: Cross out all designated numbers before opponents.

Let's play: Write down the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 (excluding 1 and 7) on paper. Players take turns rolling the dice to cross out numbers that are rolled. If a player rolls a 7, they write down a number for each 7 rolled: a) For the first 7, write a 2; for the second 7, write a 3, and so on. The first player to cross out all their boxes wins.

148. THE ACE LOSES

Players: 2+

Required: 2 dice, pencil and paper

Object of the game: Be the first to reach 100 points.

Let's play: Players take turns rolling the dice, adding up their scores. If a player rolls an ace (1), their turn ends. Rolling double aces means losing the turn and deducting 25 points from their total. The first player to reach 100 points wins.

149. FIFTY GAME

Players: 2+

Required: 2 dice, pencil and paper

Let's play: Players take turns rolling two dice, with one roll per turn. If a player does not roll doubles, they score nothing for that turn. Rolling doubles earns points: Double 1s, 2s, 4s, or 5s score 5 points, while Double 6s score 25 points. However, rolling double 3s wipes out all points accumulated up to that point, and the player must restart. The first player to reach 50 points wins.

150. HEAVEN AND NINE

Players: 4

Required: 2 dice and 32 dominoes

In this game, players take turns as the "banker." The banker rolls two dice, and the outcomes fall into two categories: Civil or Military, with specific rankings. If the banker rolls either Heaven or Nines, they automatically win. Conversely, rolling a Red Mallet Six or Final Three results in an automatic loss.

For other combinations, players take turns rolling the dice, but their rolls only count if they match the suit of the banker's throw. Players aim to roll a higher ranking combination than the banker to win; rolling lower means they lose, and ties result in no one winning. The banker continues until they lose a round, after which the next player to the left becomes the new banker.

151. DICE GUESS

Players: 2+

Required: 2 dice and a cup

The dealer shakes the two dice in the cup and then flips the cup onto the floor. Players guess whether the total will be "Cho" (even) or "Han" (odd). After players make their guesses, the dealer reveals the dice to determine the winner.

152. ELF

Players: 2+

Required: 2 dice, 15 chips per player

Object of the game: Win the pot by rolling an 11.

Let's play: Each player puts 4 chips in a central pot. If a player rolls a 12, they must add 6 chips to the pot. Rolling less than 11 means paying a chip for each point below eleven. The first player to roll an 11 wins the pot. After reaching 30 points, only one dice is rolled. The first player to reach 50 wins, but players who land on 38 or 39 are eliminated.

153. THE COUPLE WINS

Players: 2+

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

Object of the game: Roll doubles to win chips from the pot.

Let's play: Each player starts by placing two chips into the central pot. Players take turns rolling the dice; rolling doubles allows them to take a chip from the pot. If they don't roll doubles, they must add a chip to the pot. The game continues until the pot is empty.

154. JACKPOT

Players: 2+, best with 4-8

Required: 2 dice, different colored pens (one for each player), notepad, pencil and paper

Object of the game: Score the most points by marking spaces on the board.

Setup: Draw a circle divided into nine parts, numbered from 3 to 11. Each player receives a different colored pen. Each player starts with a set number of marks (usually 15 or 20).

Let's play: Choose a player to take the first turn, and play proceeds clockwise. On your turn, roll the two dice and add the numbers together. If the total corresponds to a space on the board with fewer than 3 marks, make a mark in that space. If the space already has 3 marks, you win those points; add them to your score. If you roll a 2 (snake eyes), place a mark on each space with fewer than 3 marks. If you don't have enough marks left to fill all spaces, start filling from the lowest number. If you roll a 12 (boxcars), you've won! Count all marks on the board and add them to your score. If you mark your last mark at any point, you are out of the game.

Winning: The player with the most points at the end of the game wins!

155. GOING TO BOSTON

Players: 2+

Required: 3 dice

Object of the game: Achieve the highest score across rounds.

Let's play: Each player takes turns rolling all three dice. After the first roll, they leave the highest dice on the table and roll the remaining two. From those, the highest dice is kept, and the last dice is rolled again. The total of the three dice is the player's score. After all players have rolled, the highest score wins the round. Ties are resolved with additional rolls. A game consists of a set number of rounds, and the player with the most round wins is the overall winner.

156. MULTIPLICATION

Players: 2+

Required: 3 dice

Let's play: This game resembles "Going to Boston," with a key difference in scoring. After each player finishes their turn, the score is calculated as follows: take the sum of the values of the first two dice rolled and multiply that total by the value of the third dice.

Example: If a player rolls a 5, then a 4, and finally a 6, their score would be calculated as: $(5+4) \times 6 = 54$ $(5+4) \times 6 = 54$

157. PEAK

Players: 2+

Required: 3 dice

Object of the game: Be the first to reach 15 points.

Setup: Each player rolls a dice to determine who starts; the highest score begins. The player with the lowest score rolls again to set the "point number."

Let's play: Players take turns rolling all three dice. If the roll includes the "point number," the player rolls again. If no point numbers are rolled, the turn ends. Rolling three of a kind (mini peak) earns 2 points. Rolling three point numbers wins the game instantly.

158. THE TRAIN

Players: 2+

Required: 3 dice

Object of the game: Roll the highest series of consecutive numbers.

Let's play: Each player rolls the three dice three times. Only consecutive series count (e.g., 2-3-4). The player with the highest series wins.

159. BUCK DICE

Players: 2+

Required: 3 dice

Preliminaries: Players determine the order of play by each rolling a dice; the highest score goes first. The player with the lowest score then rolls to set the point number for the first game.

Object of the Game: Players aim to score exactly 15 points to withdraw from the game. The last player remaining is the loser.

Let's play: Each player rolls all three dice, continuing as long as they roll the point number on one or more dice. If they roll and do not hit the point number, they pass the dice to the left. Players keep a verbal count of how many times they roll the point number, with each count equating to one point. If a roll pushes their score over 15, that roll is void, and they must roll again.

Special Values: Rolling three point numbers at once (big buck or general) scores 15 points, allowing immediate withdrawal from the game. Rolling three of a kind that are not point numbers counts as a little buck, scoring five points.

Variation: Some players switch to rolling two dice at 13 points and one dice at 14 points.

Continuing Play: After each game, play rotates left, with the right to set the point number also moving to the player on the starter's right.

160. TEN

Players: 2+

Required: 3 dice

Object of the game: Accumulate the most points over a set number of rounds.

Setup: Choose a "banker" and determine the point total and number of rounds.

Let's play: The banker rolls the three dice. If the total is greater than 10, the banker wins and takes all the points. If the total is 10 or less, the other players win and receive the points. The banker role rotates to the player on the left of the losing banker.

161. TEN

Players: 4

Required: 3 dice

In this game, players take turns being the banker. The player to the left of the banker rolls three dice. If the total is less than 10, all players lose. However, if the total is 10 or more, the banker loses. The banker is at a disadvantage, and players generally prefer not to take this position.

Variations: Some groups choose to make the game fairer for the banker by designating a total of exactly 10 as a winning number.

162. CALIPSO

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Maximize your score while avoiding penalties.

Let's play: Each player rolls the three dice once. If the total score exceeds 10, the player deducts 10 points as a penalty. If the total score is 10 or less, the player receives a bonus of 10 points. The player with the highest adjusted score after a set number of rounds wins.

163. TWENTY-ONE

Players: 2+

Required: 3 dice, paper and pencil

Object of the game: Get as close to 21 as possible without going over.

Let's play: Players roll all three dice and decide how many to reroll (1, 2, or all 3) to reach 21. The player closest to 21 wins and earns a point. If a player passes, they are eliminated and lose 2 points. Ties result in shared points (one each).

164. ALTUS

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Achieve the highest score after three rolls.

Let's play: Each player rolls the three dice, noting the highest number from the first roll. The remaining two dice are rolled, and the highest number from this second roll is noted. Finally, the last roll is made, and the highest number is noted. Players line up their numbers to form a three-digit total (e.g., 6-3-5 becomes 635). The player with the highest total wins.

165. HARLEQUIN

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Achieve the highest score through multiplication and division.

Let's play: Each player rolls 2 dice, multiplying the results. Roll a third dice and divide the product from the first roll by this number. For example: $6 \times 4 = 24$, $24 \div 4 = 6$, then if the third roll is 4, $24 \div 4 = 6$, $6 \times 4 = 24$. The player with the highest score at the end of each round wins.

166. THREE AND TEN

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Achieve the highest score after 10 rolls.

Let's play: Each player rolls the three dice for a total of 10 throws. If a player rolls a 1, that dice is removed from play. Continue rolling with the remaining dice. The player with the highest total score after 10 rolls wins.

167. AURORA

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Score points based on specific dice rolls.

Let's play: Each player rolls the dice 5 times. Only the points around the center dice (1) score: Only the rolls of 3 and 5 score points: **3:** 2 points; **5:** 4 points. The player with the highest score after 5 rounds wins.

168. CHAINED

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Create the highest chain of consecutive numbers.

Let's play: Each player rolls the three dice three times. Only sequences of consecutive numbers count (e.g., 4-5-6). The player with the highest chain of consecutive numbers wins.

169. LESS IS MORE

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Be the first to reach 75 points.

Let's play: 1. Each player rolls all three dice. 2. Scoring is based on the sum of the dice: a) **Greater than 10:** Lose 10 points. b) **Equals 12:** Lose 2 points. c) **Less than or equal to 10:** Gain 15 points. 3. The first player to reach or exceed 75 points wins.

170. SLIDE

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Similar to WAKEUP, but with a different scoring order.

Let's play: Each player rolls the dice three times. **Round 1:** Only 5s count. **Round 2:** Only 3s count. **Round 3:** Only 1s count. Players tally their scores based on valid rolled values from each round. The player with the highest total score wins.

171. THE TRIO WINS

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Score the highest points by rolling pairs and triplets.

Let's play: 1. Each player rolls all three dice three times. 2. Only pairs and triplets count: a) **Pairs:** Score equals the number on the dice (e.g., 2-2 = 2, 3-3 = 3). b) **Triplets:** Score equals the number on the dice multiplied by 4 (e.g., 3-3-3 = 3 x 4 = 12). 3. The player with the highest score after three rolls wins.

172. DEUCE COLLECTOR

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Reach 30 deuces.

Let's play: Each player rolls the three dice three times per round. Players aim to collect deuces (the number 2). A single roll of a two counts as 1 deuce. If a player rolls two 2s, they score double (4 deuces). If a player rolls three 2s, they score triple (9 deuces). The first player to reach 30 deuces wins.

173. CORNFIELDS

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Achieve the lowest score through multiplication and division.

Let's play: Similar to HARLEQUIN, each player rolls 2 dice and multiplies the results. Roll a third dice to divide the product from the first roll by this number. The player with the lowest score at the end of each round wins.

174. ROLL FOR THE LOWEST SCORE

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Have the lowest score after 5 rounds.

Let's play: Play 5 rounds, with each player rolling once per round. After rolling, players can subtract 3 or 4 from their total score if they rolled those numbers. At the end of 5 rounds, the player with the least total points wins.

175. CHERRIES

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Score the highest points from equal numbers.

Let's play: Each player rolls the three dice three times per round. Only equal numbers score points (e.g., 2-2-5 = 4 points, 3-5-3 = 3 points, 5-7-2 = 0 points). After 10 rounds, the player with the highest total score wins.

176. EVEN SCORE

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Accumulate the highest score from even numbers.

Let's play: Each player rolls the three dice once per round for a total of 5 rounds. Only the even numbers rolled score points. At the end of the 5 rounds, sum the even numbers from each roll to determine the final score for each player. The player with the highest total score after all rounds wins.

177. ZANZI

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Be the first to reach a predetermined total score.

Let's play: 1. Decide on a total score to aim for before starting the game. 2. The first player rolls all three dice, and can choose to roll one, two, or all three dice again, up to three times in total. 3. Other players can roll less than or equal to the number of times the first player rolls. 4. Only the best score from each player counts. If there's a tie, a single tie-breaker roll is conducted. 5. Scoring values are: a) **Trio of Ones (1-1-1):** 300 points (beats all other trios); b) **Trio of Sixes (6-6-6):** 300 points; c) **Trio of Fives (5-5-5):** 250 points; d) **Trio of Fours (4-4-4):** 240 points; e) **Trio of Threes (3-3-3):** 230 points; f) **Trio of Twos (2-2-2):** 220 points; If no trios are rolled, calculate points based on individual dice: a) **1:** 100 points; b) **6:** 60 points; c) **5:** 5 points; d) **4:** 4 points; e) **3:** 3 points; f) **2:** 2 points. 7. The first player to reach the predetermined score wins.

178. TWO AND ONE

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Achieve the highest score from rolling.

Let's play: In each round, roll two dice and add the total. Roll the third dice, then multiply the sum of the first two dice by the value of the third dice. The player with the highest score after 5 rounds wins.

179. FIFTEEN

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Reach the total of 15 using the rolled dice.

Let's play: Each player rolls three dice. Using any mathematical operations (addition, subtraction, multiplication, and division), players try to create the number 15 from the rolled values. For example, rolling 3-6-3 can be manipulated as $3 \times 3 + 6 = 15$ or $153 \div 3 + 6 = 15$. Players take turns until someone successfully reaches 15, or a set number of rounds is completed.

180. ONE THOUSAND AND ONE NIGHTS

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Get as close to 1001 as possible.

Let's play: Each player rolls the dice three times, recording each total. Players can arrange the three totals in any order to create a three-digit number (e.g., rolling 2-1-5 could yield 215, 512, or 125). The goal is to come as close to 1001 as possible. The first player to reach 1001 wins.

181. DICE COMBOS

Players: 2-8

Required: 3 dice, pencil and paper

Object of the game: Roll scoring combinations to achieve the highest total points.

Let's play: 1. Players take turns rolling the three dice, aiming to achieve scoring combinations. 2. Points can be scored when dice land on: a) **4, 5, or 6;** b) **A straight (three consecutive numbers);** c) **A full house (two of one number and three of another)**. 3. Players can choose to count just two dice for a given combination if needed. 4. Players can roll up to three times per round to get the desired combinations. 5. The game is typically played over 28 rounds, but players can agree to fewer rounds if desired. 6. At the end of the game, players add up their total points to determine the winner.

182. WAKEUP

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Score points based on specific rolled values across three rounds.

Let's play: 1. Each player rolls the dice three times, once for each designated round. **Round 1:** Only 1s count. **Round 2:** Only 3s count. **Round 3:** Only 5s count. 2. Players add their scores from each round. 3. The player with the highest total score wins.

183. COLLECTOR

Players: 2+

Required: 3 dice, 15 chips per player, pencil and paper

Object of the game: Score the highest points after 6 rolls.

Let's play: Before starting, each player writes down a column of numbers from 3 to 8 (6 numbers total). Each player rolls the dice 6 times, recording the score next to the corresponding number. After 6 rolls, each score is multiplied by the number next to it, and the results are summed. The player with the highest total score wins. Other players pay the winner one-tenth of the point difference between the winner and second place, rounded as necessary (e.g., if the difference is 23 points, the winner receives 2 chips).

184. ODD SCORE

Players: 2+

Required: 3 dice, pencil and paper

Object of the game: Accumulate the highest score from odd numbers.

Let's play: This game is played similarly to Even Score but focuses on odd numbers instead. Each player rolls the three dice once per round for a total of 5 rounds. Only the odd numbers rolled score points. At the end of the 5 rounds, sum the odd numbers from each roll to determine the final score for each player. The player with the highest total score after all rounds wins.

185. ELEVEN

Players: 2+

Required: 3 dice, 11 chips

Object of the game: Collect the most chips.

Let's play: Place 11 chips in the center. Players roll the dice in turn. If a player rolls less than 11, they take 2 chips from the center. If they roll more than 11, other players take 2 chips. If they roll exactly 11, no chips are taken. The player with the most chips at the end wins.

186. LEFT, RIGHT, CENTRE

Players: 2+

Required: 3 dice, 24 chips

Object of the game: Be the last player with chips.

Let's play: 1. Place all chips in the center pot. Each player starts with 3 chips. 2. The youngest player goes first. The number of dice rolled corresponds to how many chips a player has: a) 3 chips = roll 3 dice; b) 2 chips = roll 2 dice; c) 1 chip = roll 1 dice; d) 0 chips = skip turn. 3. After rolling, players take actions based on the results: a) 1, 2, 3: Keep the chip (dot). b) 4: Give 1 chip to the player on the left. c) 5: Place 1 chip in the center pot. d) 6: Give 1 chip to the player on the right. 4. If a player loses all their chips, they skip their turn but can still receive chips from others. If they gain chips again, they resume normal play. 5. The game continues until only one player has chips left, and that player wins.

187. C-LO

Players: 2+

Required: 3 dice and chips (not included)

Gather at least one friend and decide on a chip for this round, placing it in a pot. The first player rolls all three dice. If they roll a 1, 2, or 3, they lose automatically. If they roll a 4, 5, or 6, they win unless another player also rolls a 4, 5, or 6, leading to a shoot-out.

Continue rolling until a recognized combination appears. Trips (three of the same number) beat all other rolls except for 4, 5, 6. Doubles (two matching dice) are valid if no higher combinations are rolled. If no recognized roll is made, keep rolling.

For scoring, only the single number counts. For example, a roll of 3, 3, 5 scores 5. A 6 is difficult to beat unless you roll trips or 4, 5, 6. Players with the highest rolls may go another round and can choose to put in more chips.

Scoring hierarchy: 1, 2, 3: Loss; 4, 5, 6: Must be matched to win; Trips: Next highest; Doubles with a single: Score is the single die.

The player with the highest roll at the end of the round wins the entire pot.

188. CHIPS AWAY

Players: 2+

Required: 3 dice, 10 chips

Object of the game: Be the first to run out of chips.

Let's play: Players roll the three dice, and based on the total score, chips are exchanged as follows:

- a) **7 or 14:** Give 1 chip to the player on the left. b) **8 or 13:** Give 1 chip to any player of choice. c) **5 or 15:** Place 1 chip in the center. d) **3 or 18:** Take 1 chip from the center.
The first player to run out of chips wins.

189. CUNNINGHAM

Players: 2+

Required: 3 dice, 10 chips (not included) per player

Object of the game: Be the last player with chips remaining.

Let's play:

1. The first player rolls all three dice and announces the total score.
2. Each subsequent player rolls the dice in turn, trying to match the first player's score.
 - A) If a player matches the score, they give the first player 1 chip.
 - B) If they fail to match, the first player gives that player 1 chip.
3. The game continues until a player runs out of chips; that player is declared the winner.

190. CENTENNIAL

Players: 2-8

Required: 3 dice, a long piece of paper (not included) with boxes numbered 1 to 12, and a distinctive counter for each player.

Object of the Game: Be the first player to move your counter from box 1 to 12 and back again using the throws of the dice.

Let's play: Starting the Game: Determine the first player by a preliminary round, where the player rolling the highest score goes first. Rolling the Dice: Each player takes turns rolling the three dice. A player must roll a 1 to place their counter in box 1. Moving the Counter: After placing a counter in box 1, the player aims for box 2 by rolling either a 2 or two 1s. The player continues this way, moving from box to box. Multiple Moves: If a player rolls a combination that allows them to pass through multiple boxes, they can move their counter accordingly. For example, rolling a 1, 2, and 3 allows them to move from box 1 to 4 in one throw. Claiming Numbers: Players must pay attention to each other's rolls. If a player rolls a number needed by another but overlooks it, that number can be claimed by the observing player, provided they can use it immediately.

The game continues until one player successfully moves their counter back to box 1 after reaching box 12.

191. YOUR NEIGHBOUR

Players: 2-6 (best with 6)

Required: 3 dice and at least 10 counters per player

Object of the game: Be the first player to put all your counters in the pot and win.

Setup: Assign each player a number from 1 to 6 based on the dice faces. If playing with 5 players, ignore number 6. If playing with 4 players, ignore both 5 and 6. With 3 players, each player gets two numbers. With 2 players, each gets three numbers.

Let's play: Each player rolls the three dice. If a player's assigned number appears in the roll, they must put a counter in the pot: For example, if the first player rolls 5, 5, 3, the player with the number 5 puts in two counters, and the player with the number 3 puts in one counter. The game continues until a player has put all their counters in.

Winning: The first player to put all their counters in wins and takes the pot. Play a set number of rounds with each player taking turns as the first thrower.

192. EVEREST

Players: 2+

Required: 3 dice and a sheet of paper for each player with two columns, each containing 12 boxes—one column numbered 1 to 12 (ascending) and the other 12 to 1 (descending).

Object of the Game: Be the first player to score all 24 numbers across both columns. Numbers can be scored in any order and do not need to be consecutive.

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

Let's play: Starting the Game: A preliminary round determines the first shooter, typically the player with the highest roll. Rolling the Dice: Each player takes turns rolling the three dice. To place a counter in box 1, the player must roll at least one 1. Progressing Through Boxes: After scoring a 1, players aim for 2 by rolling a 2 or two 1s, continuing this way through the boxes. Multiple Moves: Players can advance through multiple boxes in one throw. For instance, rolling a 1, 2, and 3 allows movement from box 1 to box 4 in one action. Claiming Overlooked Numbers: Players should monitor each other's rolls. If a player overlooks a number they need, another player can claim it, provided they do so immediately after the dice are passed.

The game continues until one player scores all 24 numbers.

193. DICE SUM & SUBTRACT

Players: 2+

Required: 4 dice

Object of the game: Achieve the highest score over four rounds.

Let's play: Roll three dice and add their total. Roll the fourth dice and subtract its value from the previous total. Repeat for four rounds. The player with the highest score at the end wins.

194. ON 21

Players: 2+

Required: 4 dice

Object of the game: Score exactly 21 points or come closest without exceeding.

Let's play: Players agree on the number of rounds to play. Each player rolls a dice, and the highest roller goes first. Players roll three dice and add the points together. Then, they roll the 4th dice as many times as desired, adding each roll to their total. The player who reaches 21 or is closest without going over wins the round. Ties result in shared points. After each round, the next round begins with the same rules.

195. FIFTY-FIFTY

Players: 2+

Required: 4 dice

Object of the game: Get the highest score after four rounds.

Let's play: Roll two dice and add their scores. Roll the other two dice and subtract their total from the first score. Repeat for four rounds. The player with the highest score at the end wins, including negative scores.

196. ELIMINATION

Players: 4+

Required: 4 dice

Object of the game: Eliminate the player to your left.

Let's play: Each player rolls all 4 dice and sums their total. Subtract the total of the player on your left from your total. If the result is negative, the player to your left is eliminated. If positive, you are eliminated. The last player remaining wins.

197. RUN FOR IT

Players: 2+

Required: 5 dice

Each player takes turns rolling dice and searching for consecutive numbers starting with (1-2, 1-2-3, etc.). Each part of the dice in consecutive numbers earns 5 points. Each player can only get one consecutive number per roll of the dice. Example gameplay: Hand 1- The player rolls five dice to obtain the numbers 1, 2, 2, 1, and 3. The continuous number sequence that can be obtained is: 1, 2 (10 points) or 1, 2, 3 (20 points). This hand is worth 30 points/ Hand 2: The player rolls five dice to obtain numbers 1, 4, 6, 6, and 3. Unable to form a continuous sequence of numbers, therefore scores are not recorded. The first player to reach 100 points wins.

198. CUBILETE

Players: 2+

Required: 5 dice

Players determine the order of play by rolling a single dice, with the highest roller going first. Each player then takes turns rolling the dice, with up to three rolls allowed per turn. Players can set aside any dice they wish to keep for their final hand. The goal is to achieve five-of-a-kind, as other combinations do not score.

Aces are wild and can represent any value. The game continues over several rounds, with the first player to reach 10 points declared the winner. Only the player who achieves five-of-a-kind scores points. If no one achieves five Kings, the last player to roll the dice starts the next round.

Scoring:

A player who rolls five Kings wins the round outright and rolls first in the next round.

DICE	VALUE
1	ACE
2	KING
3	QUEEN
4	JACK
5	10
6	9

Five Aces	10 points
Five Kings (no wild Aces)	5 points
Five Kings (with wild Aces)	2 points
Five Queens (with wild Aces)	1 point
Five Jacks (with wild Aces)	1 point
Five Tens (with wild Aces)	1 point
Five Nines (with wild Aces)	1 point

199. THREE OR MORE

Players: 3+

Required: 5 dice

Object of the game: Have the highest score at the end of ten rounds.

Let's play: 1. Players take turns rolling all 5 dice. 2. Based on the roll, one of the following happens: **a)** No matches: Score is zero, and the turn ends. **b)** 3 or more of a kind: Record a score of 3 and pass the dice. **c)** 2 of a kind: The player may re-roll the remaining 3 dice. If they don't achieve at least 3 of a kind, score is zero. **d)** 3, 4, or 5 of a kind: Score 3 for 3 of a kind, 6 for 4 of a kind, or 12 for 5 of a kind. 3. Continue for ten rounds. 4. The player with the highest total score at the end wins.

200. THREE OR MORE

Players: 2+

Required: 5 dice

Object of the game: Score points by rolling three-of-a-kind or better.

Let's play: 1. Players take turns rolling all five dice. 2. To score, a player needs at least three matching dice. 3. If a player rolls only two-of-a-kind, they may re-roll the remaining dice in an attempt to improve their score. 4. If no matching numbers are rolled, the player scores 0 for that turn.

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 all rounds wins.

201. GENERAL

Players: 2+

Required: 5 dice

Let's play: General is played like Yacht but with notable differences. There is only one straight category, scoring 25 points if rolled in one throw and 20 points if achieved in two or three throws. Aces can act as wild cards for creating straights.

The full house scores 35 points for a single throw and 30 points for two or three throws. Four-of-a-kind scores 45 points for one throw and 40 for later throws. The Yacht category is called a General; scoring it in one throw wins the game immediately (big general), while scoring it in two or three throws earns 60 points (small general).

When played for stakes, the winner receives the difference between their score and the scores of other players, based on a pre-arranged sum per point.

202. PURE DICE

Players: 2+

Required: 5 dice

Object of the game: Maximize your score by achieving the best combinations from rolled dice across different scoring categories.

Game Overview:

Pure Dice is a straightforward and engaging dice game that involves rolling five dice and aiming to fill a score table with the highest possible totals. Players take turns rolling and strategically choosing how to score based on the outcomes.

Scoring Rows:

Players can score in 13 different categories, each with its own rules for scoring:

1	Ones	Sum of all 1's rolled.
2	Twos	Sum of all 2's rolled.
3	Threes	Sum of all 3's rolled.
4	Fours	Sum of all 4's rolled.
5	Fives	Sum of all 5's rolled.
6	Sixes	Sum of all 6's rolled.
7	3 of a Kind	If a player rolls three or more of the same number, score the sum of all dice.
8	4 of a Kind	If a player rolls four or more of the same number, score the sum of all dice.
9	Full House	Score 25 points for three of one number and two of another (the two must be different).
10	Small Straight	Score 30 points for any sequence of four consecutive numbers (e.g., 1-2-3-4).
11	Large Straight	Score 40 points for a sequence of all five dice (e.g., 1-2-3-4-5).
12	5 of a Kind	Score 50 points if all dice show the same number.
13	Chance	Score the total sum of all dice, regardless of their values.

Gameplay Steps: 1. Rolling the Dice: Each player rolls all five dice at the beginning of their turn. 2. Choosing a Row: After rolling, players evaluate their dice and choose the best row to score from. If a player cannot fulfill the requirements of the chosen row, they score 0 points. 3. Rerolls: If players are dissatisfied with their roll, they can choose to reroll some or all of the dice up to two times during their turn. They must use the final roll to score. 4. Mandatory Use: Players must score in each turn, even if the result is 0 points. Each game consists of exactly 13 turns per player.

Winning the Game: The player with the highest total score after all players have completed their turns wins the game. The combination of strategy in selecting scoring rows and luck in rolling the dice makes Pure Dice an exciting and competitive game.

Additional Rules for PURE DICE:

Strategic Rerolls: Players can reroll one or more dice up to two times during their turn if they're not satisfied with their initial roll. This adds a strategic element, allowing players to improve their chances of scoring.

Final Decision: After the rerolls, players must use the final combination of dice without any further changes.

Mandatory Scoring: Players are required to score in every turn, even if the roll results in 0 points. This means that all players must utilize their dice, ensuring that every turn counts.

Fixed Number of Turns: Each game consists of exactly 13 moves per player, aligning with the 13 scoring rows.

These rules enhance gameplay by promoting strategy while maintaining an element of luck.

203. THE SECOND ROUND

Players: 2+

Required: 5 dice

Before the game starts, a 'banker' must be selected. All five dice roll, and the dice with the highest score is placed on one side. If there are two or more identical scores, only choose one and put it aside. In the second rolling, the remaining four dice are rolled, and the dice with the highest score is put aside again until only one die is left to roll. After five scrolls, add up the obtained scores. If the total score reaches 25 points or above, they are eligible to enter the second round. Any player who fails the first round is eliminated. In the second round, players who score 25 points must scroll 1 or more again; Players who score 26 points must scroll 2 or more again; Players who score 27 points must scroll 3 or more again; Players who score 28 points must scroll 4 or more again; Players who score 29 points must scroll 5 or more again; Players who score 30 points must scroll 6 or more again. If they do, they win, the banker loses; If they don't do it, they lose, the banker wins.

204. DICE OF STRAIGHTS

Players: 2+

Required: 5 dice

Let's play: Yartee is similar to Yacht, with a score sheet divided into two sections: 1's through 6's in the first section, and additional categories in the second. Players take turns rolling the dice, aiming to score the highest possible points. Each player can roll up to three times per turn, setting aside dice they wish to keep.

At the end of the game, if a player's total in the 1's through 6's section is 63 or more, they receive a bonus of 35 points. The definitions of straights are adjusted, where a big straight scores 40 points (any run of five consecutive values) and a little straight scores 30 points (any run of four consecutive values).

205. MAY THE BEST HAND WIN

Players: 3+

Required: 5 dice

Object of the game: Get the best hand after a maximum of two rolls.

Let's play: 1. Players determine the number of rounds and point total for each round. 2. Each player rolls one die; the highest roll goes first. 3. The first player rolls all five dice. They can keep their roll or re-roll any dice to try for a better hand. The next player rolls their dice and can also keep or re-roll as desired. After all players have rolled, the player with the strongest hand wins that round. The player with the weakest hand loses and pays as agreed. Continue for the predetermined number of rounds. The player with the most points at the end of the game wins.

206. YACHT

Players: 2+

Required: 5 dice

Let's play: Each player takes turns aiming to score the highest possible points in twelve categories on the score sheet. On their turn, a player rolls all five dice, having up to three rolls total.

After each roll, they can set aside any dice they wish to keep for their score and reroll the others. Players can stop rolling at any point, including after the first or second roll.

After each turn, players must fill in a score for a chosen category. Once a category has been used, it cannot be changed. Players can fill in categories in any order they prefer.

After all players have taken twelve turns and filled in all categories, the scores are totaled. The player with the highest total score at the end wins the game.

Scoring Categories:

1	Ones	1 point for each 1 rolled (maximum of 5 points).
2	Twos	2 points for each 2 rolled (maximum of 10 points).
3	Threes	3 points for each 3 rolled (maximum of 15 points).
4	Fours	4 points for each 4 rolled (maximum of 20 points).
5	Fives	5 points for each 5 rolled (maximum of 25 points).
6	Sixes	6 points for each 6 rolled (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 (e.g., 6, 6, 6, 6, 2 scores 24 points).
11	Chance	Total value of all five dice, no pattern required.
12	Yacht (five-of-a-kind)	Scores 50 points.

Example: If a player rolls 6, 6, 6, 3, 3, they can score for a Full House (if available). If that category is already used, they might set aside the three 6s and reroll the remaining dice to aim for the Sixes category. After rolling again and getting a 4 and a 6, they can keep the 6, forming a Four of a Kind. If the last roll is also a 6, they achieve a Yacht and score 50 points.

It's common for players to enter a zero score for a category they find hard to fill, often using the 1s category for this purpose.

207. ACES

Players: 3

Required: 5 dice

Object of the game: Be the last player with a dice remaining and roll a 1 to win.

Let's play: The first player rolls all 5 dice. Place any 1s in the center. Pass any 2s to the left and any 5s to the right. Continue rolling the remaining dice until no 1s, 2s, or 5s are rolled. Pass any remaining dice to the left player. The game continues until only one die is left in play, which must roll a 1 to win.

208. SHIP, CAPTAIN, MATE AND CREW GAME

Players: 2 or more

Required: 5 dice

The Object of the game of the game is for players to roll a 6 (the ship), 5 (the captain), and 4 (the mate) in that order, within three throws. To determine the order of play, each player rolls a single die; the highest scorer goes first, and play continues clockwise around the table.

On their turn, each player has up to three rolls of the dice. If they roll a 6 and a 5 on the first throw, they can set those aside. For the second roll, they will then roll the remaining three dice, aiming for a 4. If a player rolls a 6 and a 4 on the first throw, they can only set aside the 6, and must roll the remaining four dice again for a 5 and a 4.

If a player successfully rolls 6, 5, and 4 within their three throws, the total of the remaining two dice (the crew) counts as their score. If they achieve 6, 5, and 4 on their first or second throw, they may choose to use their remaining rolls to try and increase the crew score. The player with the highest score in the round wins. In case of a tie, all scores are nullified, and another round is played. The starting player rotates one position to the left after each game.

209. ACES

Players: 2+

Required: 5 dice

To start, each player rolls five dice, and the player with the highest-ranking Poker or Indian Dice hand goes first. On their turn, players roll their remaining dice. Any 1's rolled are placed in the center and removed from the game. Any 2's are passed to the left, and any 5's to the right. Players continue rolling until they roll no 1's, 2's, or 5's, or until they lose all their dice. The game continues until the last remaining die is a 1, and the player who rolled it wins.

Variations: In a different version, the last player to roll a 1 is the loser.

210. PLUS AND MINUS

Players: 2+

Required: 5 dice, pencil and paper

Each player will have four consecutive dice rolls during their turn. On the first roll of the dice, they add up the two highest values, and then the remaining three dice continue to roll. In this rolling, they select the dice with the lowest score, put it aside, and subtract this value from the previous total. In the third roll, they roll the remaining two dice; Place the dice with higher values aside and add them to the current score. When rolling the remaining dice for the last time, the value will be subtracted from the score to obtain the total score. For example, the first roll is 6-4-2-4-1; The score obtained by adding 6-4 is 10. The second roll is 3-2-1; Put 1 aside and subtract it from 10 to get a score of 9. The third roll is 4-2; Put 4 aside and add it to 9 to get a score of 13. The last roll was 6; Subtracting 6 from 13 gives the final score of 7. Then, the dice are passed to the player on the left. Players can decide in advance how many rounds they want to play. At the end of the predetermined number of rounds, the player with the highest score wins.

211. PAR

Players: 2+, best with 3-5

Required: 5 dice, notepad, and pencil

Object of the Game: Achieve a score of 24 or higher by keeping high dice and rerolling low ones to maximize your final score.

Let's play: Players take turns rolling all five dice. After each roll, at least one die must be set aside and cannot be rerolled. A player's turn ends when all five dice are set aside. The goal is to score the highest possible with five dice, aiming for 24, which is considered par. If the total score is below 24, the player loses points equal to the deficit. A score of 24 means no points are gained or lost. If the score exceeds 24, the difference becomes the player's "hit number." In the next roll, the player rolls all five dice again, aiming to roll as many of the hit number as possible. For example, if the score was 27, the hit number would be 3. Rolling two 3's would score 6 points.

Winning: The player with the highest score wins. Alternatively, players can set a target score to determine the winner after a set number of rounds, adding or subtracting points as needed.

212. NAVAL BATTLE

Players: 2+

Required: 5 dice, pencil and paper

On a piece of paper, there is a table with the names of players at the top, and each player has ten vertical boxes. The first six boxes are ships, the next five boxes are captains, and the next four boxes are pilots. The rest are crew members, whose total number will be recorded in the corresponding turn box until the specified number is reached. Once the crew obtains it, the other two dice will mark the number of crew members. If you are lucky and get a combination of 6-5-4 on the first roll, you can choose this number on the first roll, or repeat the roll until the third and last roll, at which point you have no choice but to add the numbers of these two dice and record them in the corresponding boxes. If the combination of 6-5-4 is not completed in three rounds of scrolling, the result will be zero in the box of the corresponding round, and there is no other way but to wait for the next round of luck to improve and score.

213. STUCK IN THE MUD

Players: 2+

Required: 5 dice, pencil and paper

Game Object of the game: Achieve the highest score. Players can only score on dice without 2 and 5. Any dice displaying 2 or 5 will 'get stuck in the mud!' Before the game starts, agree on the number of turns (five turns work well). The first player rolls all five dice. If you scroll to 2 or 5, this throw will not score. If you haven't rolled to 2 or 5, add the total sum of the dice and record it. The player puts 2 and 5 aside and rolls the remaining dice. Similarly, if scrolling to 2 or 5, no points will be awarded for this throw. If you haven't scrolled to 2 or 5, add the total to the previous score. Continue like this until all the dice are stuck in the mud! After the total score is reached, the game is passed to the left. At the end of the five rounds, the player with the highest score wins.

214. MATHS

Players: 2+

Required: 5 dice, pencil and paper

Object of the game: Achieve the highest score using arithmetic operations.

Let's play: Players decide the number of rounds before starting. Roll two dice first, then the remaining three one by one. After each roll, perform one of the four arithmetic operations: multiplication, addition, division, and subtraction. All operations must be used throughout the game. The player with the highest score at the end wins.

215. THREE OR MORE

Players: 2+

Required: 5 dice, pencil and paper

Game Object of the game: Achieve the highest score. Agree on the number of turns before the game starts. Players take turns rolling all five dice and score based on a triple or better combination. If the player only has two pairs, they can roll the remaining dice again in an attempt to increase the matching dice value. If there are no matching numbers, the player's score is 0. Scoring rule: Triple logarithmic: 3 points; Four logarithms: 6 points; Five logarithms: 12 points. At the end of the predetermined number of rounds, the player with the highest score wins.

216. DICE-1000

Players: 2+

Required: 5 dice, pencil and paper

Object of the game: Be the first player to score 1000 points.

Setup: Each player rolls one die; the highest roll goes first, continuing clockwise.

Let's play: The first player rolls all five dice. Scoring: A One equals 100 points. A Five equals 50 points. Rolling three dice of the same number equals the number times 100 points (e.g., three twos = 200 points).

Deciding to Continue or Stop: After scoring, a player can choose to stop and keep their total for that turn. If they choose to roll again, their new roll must add to their score. If they roll and score nothing, they lose all points for that turn.

Non-Scoring Roll: If a player rolls all five dice and gets a non-scoring combination, they lose all accumulated points for the game.

Winning: The first player to reach 1000 points wins.

217. TWO AND FIVE

Players: 2+

Required: 5 dice, pencil and paper

There are a total of 12 rounds. In each round, the dice will roll six times. When rolling for the first time, all five dice will roll. If any 2 or 5 appears, they will be set aside and not counted towards the score. Only dice with scores other than 2 and 5 have value. Every time these two numbers appear, the dice will be moved. If the number of 2 and 5 occurrences matches the number of dice, the player loses one chance and the dice are passed on to the next player. After 12 rounds, the player with the highest score wins.

218. HOOLIGAN

Players: 2+

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

Object of the game: Hooligan is a point-scoring game where the winner is the player with the highest total score.

Preliminaries:

Setup: Prepare a score sheet with a column divided into seven sections labeled 1, 2, 3, 4, 5, 6, and H (Hooligan).

Order of Play: Determine the order of play in a preliminary round.

Let's play: 1. The game consists of seven rounds, with each player throwing in turn. 2. Each turn (or frame) allows for three throws. 3. After the first throw, the player declares a target number from the score sheet (including H for Hooligan). If the player has not declared H by their final throw, they must do so. 4. Scoring for Hooligan: Hooligan can be either 1, 2, 3, 4, 5 or 2, 3, 4, 5, 6, and is worth 20 points. 5. If a player chooses not to declare a point number after their first throw, they must roll all five dice again (this counts as their second throw). Declare their point number after this second throw. Set aside any dice showing the declared number and roll again with the remaining dice for their final throw. 6. Banker Variation: In some versions, a banker oversees the game, and players pay to enter. Rules and odds may vary by location.

Recording Scores: Each player's scores are recorded against their respective point numbers on the score sheet, and the player with the highest score at the end of the seven rounds wins.

219. PURSUING SHEEP

Players: 2+

Required: 5 dice and chips

Players start by agreeing on a stake. Each player takes turns rolling the dice until they achieve three-of-a-kind. The rankings for combinations are as follows:

Large Sheep: 6, 6, 6, 6, 6

Rams: 5, 5, 5, 5, 5 (and any five-of-a-kind)

Four, three, two, or one-of-a-kind follow the same naming convention.

Any three-of-a-kind with two other different numbers ranks based on the three-of-a-kind and the total of the remaining two dice.

If a player rolls any five-of-a-kind, they win all stakes immediately without further play. When a player achieves three-of-a-kind, the next player rolls to compare hands. If the second player's hand ranks higher, they win the previous player's stake; if lower, they lose their stake.

220. DROP DEAD

Players: 2+

Required: 5 dice and paper for scoring

Object of the Game: Players aim to achieve the highest total score.

Let's play: Each player rolls five dice several times. The score for each throw is the total of the numbers rolled, except any throw containing a 2 or a 5, which scores zero. If a player rolls a 2 or 5, those dice are removed from future rolls. For example, if a player rolls 2, 4, 6, 3, 4, the 2 counts as zero, and they would then roll only the remaining four dice. Players may eventually be down to one die; if that shows a 2 or a 5, they "drop dead" and are out. The game can also be played with each player rolling one die at a time, passing it to the left after each throw.

221. BEAT THAT!

Players: 2+

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

Each player takes turns rolling dice and placing them in order to get the highest possible number. For example, if a player throws 2 and 3, they get 23. A player who throws 6 and 4 will win this round because they receive higher numbers. After each throw, a player will challenge the next player and play the game in a round format with the phrase 'Surpass Me!', assigning a winner for each round.

222. DICE HAND SHOWDOWN

Players: 2+

Required: 5 dice (with "6" as the highest number and "1s" as wild)

Object of the Game: Form the highest-ranking dice hand, aiming to win by creating the best combination. Straights are not counted in this version.

Let's play: Determining Order: A preliminary round is played to determine the order of play. The player with the highest roll goes first. Establishing Hands: On their turn, a player can roll the dice up to three times to form the best possible hand. After each roll, the player can choose to keep any or all of their dice and re-roll the others. Rolling Limits: Subsequent players may roll as many times as the first player in that round. Legs of the Game: The game typically consists of two legs. Players compete in each leg, with the winners facing off at the end of both rounds (if desired). If there are no stakes, the lowest scoring players may compete in a final round. Two-Player Games: In a two-player game, the first player to win two out of three legs is declared the overall winner.

223. SEVENS

Players: 3+

Required: 6 dice

Object of the game: Score the highest total by rolling and removing sets that add up to seven.

Let's play: Decide on the number of rounds and the first player. The first player rolls all six dice and removes any combinations that total seven. They can roll up to three times, but must always remove sets of seven. Players can choose to accept their score or roll again, but they are limited to the same number of rolls as the first player. The game ends after all rounds, and the player with the highest score wins.

224. FARKLE

Players: 2+

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

Object of the game: Score the most points through various dice combinations.

Let's play:

A player rolls all six dice.

Points are scored as follows:

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

Players keep dice worth points and can re-roll the remaining dice to try for more.

If no combination is rolled, it's a Farkle, and they lose points for that turn.

The game continues until a player reaches 10,000 points, with others getting one last chance to beat that score.

225. BASKETBALL

Players: 2

Required: 2 to 10 dice (commonly 8 dice for faster play and more realistic scores).

Let's play: A game consists of four quarters. In each quarter, each player rolls the eight dice once, with their total score for that quarter being the sum of the rolled dice. If only two dice are used, each player rolls the dice four times to determine their score for that quarter.

The player with the highest cumulative score over the four quarters wins the game. If the game, or a series of games, ends in a tie, extra quarters are played until a clear winner is established.

226. BASEBALL

Players: 2

Required:

1. One, two, or three dice, depending on the game type.
2. At least three counters for each player to represent their men (for one-dice and two-dice games).
3. A sheet of paper with a simple diagram of a baseball diamond.
4. A separate sheet for recording scores and chips.

Object of the Game: The Object of the game is to score the highest total number of runs in the nine innings per player that constitute the game. If the scores are tied after nine innings, an extra inning is played. (In Baseball, each player's turn at bat is called a half-inning.)

Let's play: The banker covers each stake the other players put up to an agreed limit. Each player takes turns rolling the dice five times, putting aside the highest dice after each roll and re-rolling the remaining dice. After the last throw, the total of the five put-aside dice is calculated. If the total is 25 or more, the player wins and takes back their stake along with an equal amount from the banker. If the total is 24 or less, the banker collects the player's stake.

Variations: A more social version, sometimes called High Dice, can be played without a banker. In this version, each player throws the dice, setting aside one or more after each roll, and re-throws the remainder. The winner is the player with the highest total once everyone has had a turn, and they take the stakes.

Baseball can be played in several ways, with the two-dice game being the most popular among the three described.

Required: SOLITAIRE

227. GRASSHOPPER

Players: 1

Start by removing all 2s to 6s, leaving a deck of 32 cards. Shuffle and arrange the cards into 8 piles of four covered cards each. Begin the game by uncovering the top card of any pile and placing it under the corresponding pile based on its value (Aces under the first pile, 7s under the second, and so forth, with Kings under the tenth). Each time you place a card in its designated space, uncover the next card from that pile and continue this process.

The Object of the game is achieved when all cards are placed correctly. The game is lost if you cannot uncover more cards to place in their spaces.



228. KINGS

Players: 1

Start by removing all 2s through 6s, leaving a deck of 32 cards. Lay out eight piles of four covered cards each. Reveal the top card from the last pile and place it face-up on the corresponding pile: Aces go on the first pile, Sevens on the second, Eights on the third, and so forth up to Kings. From the pile where the revealed card is placed, draw another card from the deck and place it on its corresponding pile. The goal is to uncover and organize all piles in this manner. You can start the game from any pile, not just the last one.

229. NO ACES

Players: 1

Remove all 2s through 6s to create a deck of 32 cards. Place the 32 cards in four rows of eight face-up cards, while also removing the four Aces. For each gap left by the removed Aces, transfer the immediate higher card of the same suit from the left. If a King is on the left of a gap, no card can be placed there. Each row must contain a sequence from Seven to King of one suit: Diamonds in the first row, Hearts in the second, and so on for Spades and Clubs. When the first gap is free, place the Seven of the corresponding suit there, then fill in the cards in order up to King. If you run out of moves, gather the unplaced cards, shuffle them along with the Aces, and re-deal them into the four rows. This reshuffling can be done three times in total.

230. THE BIASED ONES

Players: 1

To play, lay out five uncovered cards in a horizontal row. Form a second row below it by drawing cards from the deck. You can remove a pair of cards from the upper row if they are adjacent (left or right) to matching cards in the lower row. After removing a pair, shift the remaining cards in the upper row to fill the gap from right to left. Continue drawing cards to complete the second row or form additional rows below. You can also remove the first two or last two cards of any row if they form a pair, but pairs can only be drawn from one side throughout the game.

231. SEMICIRCLE

Players: 1

Start by removing all 2s to 6s, creating a deck of 32 cards. Arrange 10 piles of three open cards each in a semicircle. Turn up the remaining card and place it on any pile. Aces on top of any pile are set aside to build on in ascending order with the other seven cards of their suit up to K. Cards in the first position of piles can be combined in descending order of the same suit. Continue drawing cards to place on the aces or combine with others. If no further moves are available, collect the remaining piles, shuffle, and reposition them. The goal is to place all 32 cards on the four aces.

232. COUPLES

Players: 1

Remove all 2s to 6s, leaving 32 cards. Arrange these cards in eight piles of four, face down. Reveal the top card of each pile. If two cards of the same rank appear, remove them and replace them with the first remaining covered card from those piles. Continue this process of pairing until no more pairs can be formed. The game ends when all cards have been drawn out in pairs or when no more pairs are possible.

233. PYRAMID

Players: 1

The Object of the game is to remove all cards in the pyramid by forming pairs that sum to ten. Begin by placing a single card face up, followed by a row of two cards that partially cover the first card, then a row of three covering the second row, and so on, until you have six rows. Only completely uncovered cards can be paired. The values are: Ace = 1, J = 8, Q = 9, K = 10 (which can only be removed alone). Draw cards from your hand to form pairs with uncovered cards; if a drawn card does not make ten, it goes into a separate pile. If a card from this pile can later sum to ten with an uncovered card, it can be removed as well.

234. THE PARADE OF COUPLES

Players: 1

Remove all 2s to 6s, creating a 32-card deck. Reveal the cards one by one, placing them on the table to form four horizontal rows of eight cards each. The Object of the game is to remove all cards in pairs of equal rank. Start by removing pairs from the bottom row, then continue to remove pairs from the top row as they become available. You can only remove cards that have an immediate free space below them. The game continues until all pairs are removed or no more pairs can be formed, at which point the game is lost.

235. TWO BY TWO

Players: 1

Start by placing the four Aces side by side on the table. Shuffle the remaining deck and draw cards two at a time, placing them face up. If the top card is a seven, place it on its corresponding Ace. If the next card drawn can be placed on any of the suits in correlative order, do so. If not, continue drawing pairs until no cards remain. Once all cards are drawn, return any leftover cards that couldn't be placed back into the deck without shuffling, and repeat the process. The goal is to arrange all cards from Ace to King in each suit. If this isn't achieved, the game is incomplete.

236. THE TALE

Players: 1

To play, start by thoroughly shuffling the deck of cards. Reveal cards from the top one by one while counting out loud in order: Ace, Seven, Eight, Nine, Ten, Jack, Queen, King, and then start again from Ace. If the number you call out matches the card you draw, you lose the game and must reshuffle the deck before starting over. If you can reveal all cards without any drawn card matching the called number, you successfully achieve "The Tale of Solitaire." Enjoy the challenge and see how many times you can go through the deck without matching!

237. PATIENCE

Players: 1

Cards are placed face-up in a horizontal row as they are drawn. Each card can be stacked on the previous one or one before it if they match in value or suit. When moving a top card from a pile, the entire stack it covers must move as well. The goal is to stack all cards onto the first card, with movements made from right to left.

238. KLONDIKE

Players: 1

The goal is to organize cards by suit from Ace to King in designated foundation areas. Deal the cards into seven tableau piles, with only the top card facing up. Build sequences in descending order (King to Ace) and alternating colors. Only Kings can occupy empty tableau spaces. Use cards from the Stock pile to assist in forming sequences and revealing hidden cards in the tableau.

239. CLOCK

Players: 1

Start by shuffling the deck and then create thirteen piles of four cards each, placing twelve piles in a circle like a clock, and the thirteenth pile in the center. Flip over the top card of the center pile and place it under the corresponding clock pile based on its value: Ace is 1, 2-10 are their numbers, Jack is 11, Queen is 12, and King goes in the center. Continue flipping the top card from the newly placed deck and placing it on its corresponding clock pile. Keep playing quickly until all piles are face up. The goal is to have the Kings as the last pile face up; if you finish the Kings pile before the others, you must start over.

240. FIFTEEN

Players: 2+

The Object of the game is to place nine cards on the table such that the sum of the numbers equals fifteen in any line of three cards—whether horizontal, vertical, or diagonal. Players can take turns to strategize and position their cards accordingly to achieve this sum.

241. TENS

Players: 1

Shuffle the deck and deal 13 cards in two rows of five and one row of three, all face up. The remaining deck forms the stock. Discard any four of a kind or pairs of cards that total ten (e.g., a 3 and a 7). After discarding, replace the discarded cards with new ones from the stock. The Object of the game is to discard all 52 cards; if you succeed, you win!

242. EIFFEL TOWER

Players: 1

Start by removing all 2s through 6s, leaving you with 32 cards. Arrange the cards in four horizontal rows as follows:

Row 1: 1 card; Row 2: 2 cards; Row 3: 3 cards; Row 4: 4 cards

The rows should align to the left, not in a pyramid shape. For example, if the last card in the last row is a nine, collect all nines from the deck and the rows. Stack these nines on the corresponding base cards. Then, take the eight cards of the same suit (from King down to Ace) and place them on the nines. Fill any gaps in the rows with cards from the deck. The goal is to superimpose the entire deck in each suit on the base cards.

243. TWO COLUMN

Players: 1

Remove all 2s to 6s, leaving a 32-card deck. Lay out two columns, each with five face cards. The Object of the game is to superimpose the remaining nine cards of each suit onto four selected base cards (one of each suit) chosen from the ten face cards displayed. Carefully select the four base cards to maximize playability. Reveal cards from the deck one by one, placing them in ascending order on their respective base cards. You may also use cards from the columns, but only those four base cards can receive new cards. Fill any empty spaces with cards from the deck or the top of the discard pile. The game is completed when all cards are successfully placed on the base cards.

244. LUCKY

Players: 1

Remove all 2s to 6s, leaving 32 cards. Arrange four rows of seven covered cards, and keep four cards in hand. Place a card from the hand face up in the correct position for each row, according to the order of Ace to J (diamonds in the first row, hearts in the second, etc.). Reveal the covered card in that position and place it accordingly. If a King is revealed, it is removed, and a new card is drawn from the hand. The game is lost if all four Kings are drawn since there are no cards left to replace them.

245. TRI PEAKS

Players: 1

Clear all cards from the tableau, arranged in three pyramids of four rows each. The base has four face-up cards, while the others are face down. Build sequences by playing cards that are one rank higher or lower than the previous card, regardless of suit. Removed cards go to a discard pile, with the top card becoming the next sequence base. When no moves are available, draw from the Stock pile to continue the game.

246. COUPLES

Players: 2-5

Shuffle the cards and lay them face down on the table. The Object of the game is to form number pairs (1-1, 2-2, etc.), regardless of suit. Players take turns, moving clockwise, to select and flip two cards. If they form a pair, they keep the cards. If not, the cards are turned back over, and the next player takes their turn. The player who collects the most pairs wins.

247. TEN PILES

Players: 1

Deal the 52 cards into 10 piles of three cards each, with the leftover card placed face up. Start drawing the Aces from the top of each pile. If there are no Aces, begin moving cards in descending order of any suit. Each pile can contain no more than three cards, and any gaps created cannot be filled. You can stack Kings on top of other Kings, but no more than two Kings can be together. The goal is to place all cards of each suit on the four Aces in order up to King.

248. BAKER'S DOZEN

Players: 1

Arrange the cards into 13 face-up piles, with Kings placed at the bottom of each pile. The Object of the game is to build ascending foundations from Ace to King. Only the top cards of each pile can be moved, and sequences cannot be rearranged within the piles. The suit of the cards does not affect the building of sequences in the tableau.

249. ACE BUILD

Players: 1

Remove all 2s to 6s, forming a deck of 32 cards. Arrange five columns with 5, 4, 3, 2, and 1 card respectively, revealing the bottom card of each. If any aces appear, set them aside to build on with the eight cards of their suit in ascending order. Use uncovered cards to combine in descending order of different suits. When no more moves are possible, draw from the deck one by one, trying to place cards on the aces or combine with uncovered cards. If a card can't be played, it goes to the pot, with the top card available for future moves. Free spaces can be filled from other columns, the pot, or the deck.

250. FIVE PILES

Players: 1

Arrange five piles of four covered cards each, revealing the top card of each pile. You can move a card to another pile if it's a lower card of a different suit. When an Ace is revealed, set it aside, and you can stack cards of the same suit up to King on it. Draw cards from your remaining hand one by one to make these combinations. If a pile becomes empty, cover it with a card from your hand or from the table. The goal is to place all cards on the four Aces in order up to King.

251. CROSS

Players: 1

Lay out five uncovered cards in the shape of a cross. Draw cards one by one from the remaining deck. If a drawn card matches the suit of the card directly above it in the cross and is of the next higher rank, place it on top. Any card that doesn't match goes into a separate pile. When an Ace is drawn, place it in one of the corners of the cross and build on it with corresponding cards from lowest to highest. If any space on the cross is free, fill it with available cards that match the required combinations. The goal is to arrange all cards in suits from lowest to highest on the four Aces.

252. COVERED AND UNCOVERED CARDS

Players: 1

Remove all 2s to 6s, creating a 32-card deck. Distribute the cards into 16 piles, each containing one covered card and one face-up card. Aces among the revealed cards are separated and stacked in ascending order with the corresponding suit's cards up to King. The uncovered cards can be stacked in descending order by suit. Use the top card from any pile to reveal the next one, but empty spaces in the piles cannot be filled. The game is won if all 32 cards are placed correctly on the Aces.

253. ADD SEVENTEEN

Players: 1

Lay out three rows of four open cards. The goal is to find pairs of cards that add up to seventeen. When you find such pairs, place another uncovered card on each of them. Continue this process until no further combinations of cards can be made to total seventeen. If you run out of combinations and still have cards left in hand, the game is lost. If you successfully place all your cards, you achieve solitaire, leaving 12 uncovered cards on the table. A variation is to exclude combinations of J, Q, and K.

254. MONTE CARLO

Players: 1

Begin by laying out seven face cards in a horizontal row. The goal is to remove all cards from the deck in groups of four equal cards. If two or more equal cards are found among the seven, stack the extras under one of them. Continue drawing cards from the deck one at a time, placing them under matching cards or filling free spaces. Once a column is completed with four.

255. TWO STAIRS SOLITAIRE

Players: 1

Remove all 2s to 6s, creating a deck of 32 cards. Arrange the cards in two rows of piles: the first row with 2, 2, 3, 4, and 5 cards; the second row with 5, 4, 3, 2, and 2 cards. Reveal the top card of each pile in the first row. If an ace appears, set it aside to build up the suit with the next eight cards in ascending order. Use the uncovered cards to combine them in descending order, either of the same or different suits. When a pile is empty, fill the space with a revealed card from another pile. After finishing with the first row, reveal the top cards of the second row and continue the same way, ensuring the rows do not interact. The game ends when all 32 cards are stacked on the aces as described.

256. SEVEN PILES ON LADDER

Players: 1

Start by removing all 2s to 6s, forming a deck of 32 cards. Create seven piles with 2, 3, 4, 5, 6, 7, and 5 cards, revealing the top card of each. If any aces are uncovered, set them aside to build on with the eight cards of their suit in ascending order. Use the uncovered cards to combine them in descending order of different suits. If a pile is emptied, fill the space with a revealed card from any pile. The solitaire is won when all 32 cards are successfully placed on the four aces. matching cards, they are removed to create a free space. The game is lost if a drawn card cannot be placed because there are no matches or available spaces.

257. FREE-CELL

Players: 1

In Free-Cell, all cards are dealt into seven piles, facing up, with no Stock pile. The goal is to build foundations by suit in ascending order. Sequences are built in descending order, alternating colors, similar to Klondike. However, Free-Cell includes four empty cells (free cells) where cards can be temporarily held to access those beneath them. Once a card is in a free cell, it can only be used to build sequences or foundations, and cards cannot be exchanged between cells.

258. SANDWICH

Players: 1

Play this solitaire by drawing cards from the deck one by one, placing them in a horizontal row. The goal is to remove all cards from the deck by following these rules: if a single card is between two cards of the same number or suit, it is removed; if two cards of the same number or suit are between two others, both are removed. Continue this process until only two cards of the same suit or number remain. At that point, the solitaire is considered complete.

259. EIGHT COLUMN

Players: 1

Begin by removing all 2s to 6s, leaving a 32-card deck. Lay out eight face cards in a horizontal row, placing another eight covered cards on top of them, continuing until all cards are placed. Aces in the bottom row should be separated, allowing you to stack the other seven cards of the same suit on top in ascending order. Cards can be combined in descending order and of different suits to clear spaces. When a card is taken to place on an Ace or to combine, the next card beneath it is revealed. If a column is cleared, fill the empty space with a usable card from another column. The game is won when all 32 cards are successfully placed on the four Aces.

260. SEVEN'S SOLITAIRE

Players: 1

Draw cards from the deck to form a box, leaving four free spaces. The goal is to place the four sevens in these spaces, then stack cards of their respective suits on each seven in descending order down to the ace. If any sevens appear in the box, place them in the central spaces along with their corresponding suit cards. Fill any created free spaces with cards from the deck. If a card is drawn and cannot be placed, it starts a discard pile. The top card of this pile can be used to fill spaces in the box or to add to the central piles. The game is won when all four central piles are completed.

261. AMERICAN

Players: 1

Start by removing all 2s to 6s, creating a deck of 32 cards. Set up seven columns with 1 to 7 cards, revealing the bottom card of each. The goal is to free columns to place four Kings, upon which you'll stack cards in descending order up to the ace, with different suits. Combine uncovered cards in descending order of different suits to create free spaces. When a column is empty, fill it only with a King. Draw cards from the deck two at a time, using only the second card for combinations. Continue this process until no more moves are possible.

262. FOUR PILES

Players: 1

Lay out four face cards in a horizontal row. Draw cards from your remaining hand one by one and try to place them on the uncovered face cards on the table in descending order and different suits (e.g., nine of clubs on an eight of hearts). Any cards that don't fit will be piled up, with the last one always face up, which can be used to form combinations. When an Ace appears, set it aside and stack cards of the same suit on it in ascending order up to King. The game is won when all cards are placed on the four Aces, organized by suit in order. You can move cards between rows, but only one at a time and only the lowest card in each row. If any row is left empty, fill it with a card from your hand or the bottom of the vertical piles.

263. REMOVE

Players: 1

Draw cards from the deck one by one and place them in a horizontal row. Remove the most recently drawn card along with the previous one if they are of the same suit or number, or if they are in ascending or descending order but of different suits. Continue this process until all cards have been removed from the row, indicating that the solitaire is complete.

264. RED DOG GAME

Players: 2+

The Object of the game is to beat the top card of the deck by playing a higher-ranking card of the same suit, with Aces being high. Each player is dealt five cards face down (or four if more than eight players). The dealer turns the top card of the pack. If a player can show a higher card of the same suit, they earn a point; if not, they lose a point, discard their hand, and it's the next player's turn. A player may forfeit by losing a point and discarding their cards. The last player with points remaining wins.

265. CARD DETECTIVES

Players: 2+

Remove the Jokers and shuffle the deck. Lay out the cards facedown in four rows of 13 cards each. Players take turns flipping over two cards. If they reveal two cards of the same number and color (e.g., 9♠ and 9♥), they win that pair and get another turn. If the cards do not match, they are turned back facedown, and play passes to the next player. The game continues until all pairs are collected. The player with the most pairs at the end wins.

266. NINETY-NINE GAME

Players: 2+

Required: pencil and paper

Each player is dealt three cards. To play, a player places one card face up in the center, calling out the total value of the face-up pile before drawing from the stock. Card values are as follows: numbered cards count as their face value, Jacks and Queens are worth 10, and Aces can be worth 1 or 11. Special effects include: **3:** Skips the next player ; **4:** No value, reverses play ; **9:** Counts as 99 ; **10:** Adds or subtracts ten from the total ; **King:** No value

If a player cannot play a card without exceeding 99, the round ends, and they lose one point. The last player with points remaining wins.

267. GUESS PAIRS

Players: 2+

Choose 20 cards, shuffle them, and arrange them in pairs face down. Show the pairs to the audience, who will secretly choose one. Keep track of the following letters: M U T U S, D E D I T, N O M E N, C O D I S. Memorize this layout, placing each pair of cards in the corresponding letter position. Ask the audience which rows their chosen cards are in; this will help you identify the cards based on their responses. For instance, if they indicate the second and third rows, you know to check the letters corresponding to E.

268. GAME OF PURE STRATEGY

Players: 2+

Separate the deck into four suits; each player takes one suit, discarding the fourth. Shuffle the remaining suit and place it in the middle, revealing the top card between the players. Both players select a card from their hand and place it faced down. They reveal their cards simultaneously. The higher card wins the middle card. In case of a tie, the cards are discarded, and a new middle card is placed on top. Players aim to win all middle cards.

After the middle deck is exhausted, players tally points: Aces are 1 point, 2s are 2 points, up to Kings at 13 points. The player with the highest total wins.

269. CRAZY EIGHTS GAME

Players: 2+

Each player is dealt seven cards, while the remaining cards form a draw pile in the center. The top card of the draw pile is turned face up to start a discard pile. The first player plays a card that matches the top card on the discard pile by either suit or rank. If a player cannot match, they draw cards until they can play. When the draw pile is empty, players who cannot play must pass their turn. All eights are wild and can be played on any card. When an eight is played, the player selects the new suit in play. The first player to discard all their cards wins.

270. BEGGAR MY NEIGHBOUR GAME

Players: 2-3

All cards are dealt to each player one by one until none are left. Players collect their cards into a face-down pile without looking. The player to the left of the dealer starts by placing their top card face-up in the center. Play continues clockwise, with each player adding one card to the central pile until someone reveals an Ace, Jack, Queen, or King. When this happens, that player demands payment from the next player: an Ace earns four cards, a King earns three, a Queen earns two, and a Jack earns one. These payment cards are added to the central pile. The last player to reveal an Ace or Court Card collects the entire central pile and places it at the bottom of their deck, starting the next round. The first player to use up all their cards wins.

271. CONQUIAN GAME

Players: 2-4

Remove the Jacks from the deck before starting. After shuffling and cutting, each player is dealt 8 cards, with the remainder placed in the center. The Object of the game is to form sequences (ladders), triplets, or squares. A straight requires three or more cards of the same suit, while a triplet requires three cards of the same rank but different suits. A crew consists of four cards of the same value, each from a different suit.

Players take turns drawing a card from the center and discarding one. They can choose either the discarded card or the top card from the deck. Formed combinations are placed face up on the table and can be added to. The winner is the first player to lay down all their cards. If neither player wins by the end of the deck, the game is declared void.

272. SIX CARD GOLF

Players: 2-4

Each player receives 6 face down cards from the deck. The remaining cards face down, and the topmost card flips up, starting on the discard pile next to it. The player arranges 6 cards in two rows, with 3 cards in each row and 2 cards facing up. The remaining cards are facing down and cannot be viewed. The goal of the game is for players to obtain the lowest value card in front of them by exchanging cards with lower value or pairing them with cards of the same level. Starting from the player to the left of the dealer, players take turns drawing a single card from the inventory or discard pile.

The drawn cards can be exchanged for one of the player's six cards or discarded. If this card is replaced with a face down card, the card that is replaced will still be face up. When all players' cards are taken out, the turn ends this card. A game has nine "holes" (dealt cards), and the player with the lowest total score wins.

Score:

Each A earns 1 point.

Subtract 2 points for every 2 points.

The face value of each digital card from 3 to 10.

Each J or Q score 10 points.

Each king gets 0 points.

A pair of equal cards in the same column earns 0 points for that column (even if the equal cards are worth 2 seconds).

273. OLD MAID GAME

Players: 2-4

Before starting, remove one of the four Queens from the deck. The goal is to form and discard pairs while avoiding being left with the odd Queen. Shuffle the deck and deal the cards one at a time until all are distributed, with players potentially having unequal hands. Each player removes pairs from their hand face down, keeping three-of-a-kinds but discarding only two.

The dealer offers their hand face down to the player on the left, who draws a card and discards any new pairs formed. Play continues around the table in this manner until all cards are paired except one—the unmatchable Queen. The player left with this card becomes the Old Maid. If any player is found to have discarded two non-pair cards, resulting in three unpaired cards, they automatically lose and become the Old Maid!

274. PALACE

Players: 2-4

The Object of the game is to avoid being the last player with cards. Players sit in a circle. The player with the highest card drawn becomes the dealer. The dealer shuffles the deck and deals nine cards to each player: three face down, three face up on top of those, and three for their hand, placed face up. The remaining cards form the Stock. Players can exchange cards from their hand with those face up before starting.

The player left of the dealer begins by playing a card in the center. Players must play a card that outranks or equals the last card played, or they take the entire pile. Players must maintain three cards in their hand, drawing from the Stock as they play. Special cards include:

5s: Next card played must be equal or lower.

2s: Wildcards; any card can be played on a 2.

10s: Clear the pile and allow the same player to lead the next round.

When the Stock runs out, players use their three face-up cards, then blindly play their face-down cards, playing each card as it's revealed. Once a player has played all their cards, they are out. The last player remaining with cards loses.

275. GO FISH!

Players: 2-4

Shuffle the deck and deal the cards to each player: 7 cards for 2 players, 6 for 3 players, and 5 for 4 players. Place the remaining cards face down in the center of the table. Players look at their cards secretly.

The first player takes their turn by asking another player if they have any cards of a specific value (e.g., they must have at least one King to ask for Kings). If the asked player has cards of the requested value, they must hand them over. The asking player can then take another turn. If the asked player does not have the requested cards, they say "Go fish," prompting the asking player to draw a card from the center.

Whenever a player collects a set of 4 cards of the same rank, they win that set and place it in their winner's pile. Play continues until all sets of 4 have been collected. The player with the most sets of 4 cards at the end wins.

276. THE LAST TRICK GAME

Players: 2-5

One player shuffles and deals the cards. Suits have no value, and there are no trumps. The dealer plays the first card, starting with the lowest. Other players must follow suit if they can, but aim not to win the trick. If a player has no cards of the same suit, they can play any card. The Object of the game is to win the last trick by holding onto high cards until the end and keeping track of played cards. It's advantageous to retain a card from a suit that's nearly out of play and a high card for the final play. If a player plays a single suit card that no one else has, they secure the trick. The player who wins the last trick wins the game.

277. GUESS AND WIN

Players: 2-5

Choose a dealer who shuffles the deck and places it face down. The dealer picks the top card as their card, placing it face down to the left. The next card is the player's card, placed face down to the right, followed by a third card in the center. The dealer wins if their card has a higher face value than the player's. If both cards are equal, the dealer wins. If the dealer has a jack and the center card is also a jack, they win. If not, the dealer loses, and the deal rotates to the next player.

278. THE DOG GAME

Players: 2-5

Each player is dealt 5 cards. The player with the seven of diamonds starts by playing a card of any suit. The next player must play two cards: one of the same suit (any value) and another card of their choice. This continues with each player playing two cards. If a player cannot play, they must draw a card from the pile. The first player to lose all their cards wins.

279. THE WATCH GAME

Players: 2-5

All cards are dealt among the players. The player corresponding to the previous draw starts by placing a card on the table while announcing its value. Players continue sequentially, calling out numbers from one to King (J, Q, K), then back to one. If a player calls out the number that matches their card, they must collect all the cards on the table and start again with a new card. The first player to run out of cards wins.

280. SLAP JACK

Players: 2-5

The goal is to win all the cards by slapping jacks as they are played. Deal the cards evenly without looking. Players stack their cards face down. Starting from the dealer's left, players flip one card at a time into the center. If a jack is played, the first player to slap it wins the jack and all cards beneath it. If a player slaps a non-jack, they must give one card to the player who laid it down. If multiple players slap a jack, the hand touching the most cards wins. Players who run out of cards can stay but must slap to collect the next jack or they're out. The game continues until one player has all the cards.

281. MOUNTAINS GAME

Players: 2-5

A dealer is chosen to shuffle the deck and distribute it into as many piles as there are players. Each player selects a pile, hoping that the bottom card of their pile is the highest. Once revealed, players with a higher card than the dealer win; otherwise, they lose. In the event of a tie, both the player and the dealer win.

282. EIGHT GAME

Players: 2-5

All cards are dealt to players. The Object of the game is to form the four suits starting from eight. The first card placed for each suit must be an eight, followed by cards up to King and Ace. The first player to run out of cards wins.

283. THIRTY ONE

Players: 2-8

Aces are worth 11 points, face cards 10, and numbered cards their face value. The goal is to get as close to 31 as possible with cards of the same suit. Select a dealer by having each player draw a card; the lowest becomes the dealer. The dealer shuffles and deals three cards to each player. The remaining deck becomes the stock, and the top card is turned over as the discard pile. On their turn, players can pick from the stock or discard pile and must then discard a card. When a player feels confident, they can knock, allowing others one last draw. The player with the lowest hand loses that round, with penalties for the dealer who knocks. When a player loses four times, they are out. The last player remaining wins.

284. NEIGHBOURS

Players: 3+

Players sit in a circle, each starting with three lives. The player with the highest card drawn becomes the dealer. The dealer shuffles and deals one facedown card to each player. Starting with the player left of the dealer, players can either keep their card or switch with the player on their left, making the switch permanent. If a player draws a King, they must reveal it and cannot switch with it. After the dealer's turn, all players reveal their cards; the player with the lowest card loses a life. The dealer role rotates clockwise. The last player remaining wins.

285. SNIP, SNAP, SNOREM GAME

Players: 3+

Deal all the cards to the players, ensuring everyone has a hand (some may have more cards than others). Players should organize their cards by rank. The Object of the game of the game is to be the first to get rid of all your cards. The player to the left of the dealer starts by placing any card on the table. The next player checks their hand for a card of the same rank; if they have one, they place it on top and say "Snip." If they have another card of that rank, they place it down too and say "Snap." If a player cannot match, the turn passes to the next player. The player who places their last card of that rank declares "Snorem" and wins the right to start the next round with any card of their choice. Players will discover it's strategic to lead with ranks where they hold multiple cards.

286. I DOUBT IT

Players: 3+

Select a dealer by drawing cards; the lowest becomes the dealer. The dealer shuffles and deals all cards face down. Play starts with Aces, moving clockwise as players declare how many of that rank they're laying down, even if they don't have them. Players must lay down at least one card. If someone suspects a lie, they can say "I Doubt It." If the player was lying, they take all cards in the middle; if truthful, the doubter takes them. The first player to get rid of all their cards wins.

287. CHASE THE ACE GAME I

Players: 3-4

To start, the dealer deals one card face down to each player, who can look at their card. The goal is to avoid having the lowest card. After viewing their cards, players decide whether to pass their card to the left or keep it. The ranks range from 1 (lowest) to Ace (highest); players holding cards valued at 10 or higher generally want to keep them, while those with lower cards should consider switching.

The player to the left of the dealer begins by either swapping with the player to their left or discarding their card to draw a new one. Aces are special; the player holding one keeps it regardless of others' actions. Players typically start with a set number of lives; when a player loses all their lives, they are out of the game.

288. OH HELL

Players: 3-7

Aces are high; 2s are low. Players draw cards to determine the first dealer, with ties broken by redrawing. The dealer shuffles and deals 10 cards each for 3-5 players, 8 for 6 players, and 7 for 7 players. The remaining deck becomes the stock, with the top card turned face up to establish the trump suit for the round.

Players then bid on how many tricks they believe they can take, starting with the player left of the dealer. The dealer cannot bid the maximum possible. The player left of the dealer leads the first trick, and play continues clockwise. Players must follow suit if possible, with the highest card winning the trick.

Points are awarded at the end: 10 points plus the number of tricks bid if a player makes their exact bid; otherwise, they receive 0 points.

289. SEVENS

Players: 3-8

Required: 12 chips per player

Each player places a chip in the center as the Ante. Determine the dealer by drawing cards; the player with the lowest card deals. The dealer distributes all cards face down.

The player to the left of the dealer starts by placing a 7 in the center. Players continue clockwise, either playing a 7 or building on an existing 7 pile with a card of the same suit that is one rank above or below. Players must play if able; if not, they add a chip to the pot.

The first player to discard all their cards wins the pot.

290. THE COUPLES GAME

Players: 4

All cards are spread face down on the table. Players take turns revealing two cards. If they match, they keep the pair; if not, they return them face down. Play continues clockwise until only four cards remain. The remaining cards are shuffled before drawing, as there are now only two pairs left. The player with the most pairs at the end wins.

291. HEARTS

Players: 4

The Object of the game is to have the fewest points when someone reaches 100 points. The dealer is chosen by drawing cards; the lowest card becomes the dealer. Each player receives 13 cards. The player with the 2 of Clubs leads the first trick. Players must follow suit; if unable, they can play any card, but cannot play Hearts or the Queen of Spades on the first trick if they have no Clubs.

The winner of each trick leads the next. After all cards are played, players count their points: each Heart is worth 1 point, and the Queen of Spades is worth 13 points. If a player wins all Hearts and the Queen of Spades, they "Shoot the Moon," scoring 0 points while all others score 26 points.

292. ROLLING STONE GAME

Players: 4-6

Depending on the number of players, remove specific cards: for six players, remove the 2s; for five players, remove the 2s, 3s, and 4s; for four players, remove the 2s, 3s, 4s, 5s, and 6s. Aces are high. Players cut the deck, and the player with the highest card deals all cards clockwise until each player has eight cards.

Players then organize their cards by suit. The player to the left of the dealer plays a card face-up. The next player must play a card of the same suit. Play continues until a player cannot match the suit, at which point they must pick up all the face-up cards and add them to their hand, starting the next round with a card of a different suit. The first player to run out of cards wins.

293. PIG

Players: 4 (2 teams)

Determine the order of play by rolling dice; the lowest score goes first. Players roll the dice, adding their score until they decide to stop or roll a 1, which loses their turn's score. Play continues until someone reaches the target score. The first shooter has an advantage, but this can be balanced by letting all players have the same number of turns. The last player has the benefit of knowing all opponents' scores. The player with the highest score at the end wins.

294. MALILLA GAME

Players: 4 (2 teams)

Each player is dealt 7 cards, with 4 placed face up on the table (or 8 cards if preferred). The rules follow those of the previous game, but cards are dealt only once. Players must pay close attention, especially in the first round, as poor memory can benefit opponents. Choose cards with lower probabilities of being matched. The same rules and scoring apply as in the normal game.

295. SIX HUNDRED GAME

Players: 4 (2 teams)

Required: paper and pencil

In this game, all 52 cards are used with four players forming two diagonal teams. Each player is dealt 8 cards. The gameplay and auction proceed similarly to the previous game. The team that does not win the auction attempts to "chop" the points from the opposing team, preventing them from scoring the auctioned points. The first team to reach 600 points or more wins.

296. WHIST

Players: 4 (2 teams)

Determine the dealer by drawing cards; the lowest becomes the dealer. The dealer shuffles and deals all cards. The last card is turned over to set the trump suit for the round. Teammates sit opposite each other. The player to the left of the dealer starts by playing a card. Players must follow suit if possible and try to out-rank the cards. If unable to follow suit, they can play any card. The winner of each round leads the next. Points are awarded after six tricks: 3 points for 9 tricks won, 0 points for 3 tricks. The first team to reach 5 points wins.

Required: PICK-UP STICKS

297. PICK-UP STICKS

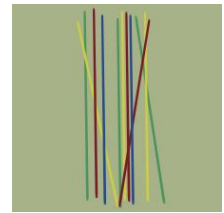
Players: 2-6

Setup: Mix the sticks and hold them in a bunch over the table. Release the sticks to let them fall and form a pile. If they do not form a pile or roll off the surface, gather them and drop again.

Let's play: There are 30 sticks in five colors: 1 Black Stick (Mikado): 20 points. 6 Blue Sticks: 10 points each. 6 Green Sticks: 5 points each. 6 Red Sticks: 3 points each. 11 Yellow Sticks: 2 points each. Players take turns starting with the player to the left of the one who dropped the sticks. Each player attempts to remove a stick from the pile without disturbing others. The first player can choose any stick, gaining the advantage of selecting easier ones. Once a player selects a stick, they cannot switch to another. If they successfully remove it without disturbing others, they can draw again. If a stick moves during the attempt, the player must drop the stick and their turn ends.

The Mikado: The player who removes the Mikado can use it to help pick up other sticks for the rest of the game. It can also be used to block others or to extract hard-to-reach sticks.

How to Win: After all sticks have been picked up, players count their points based on the sticks collected. The total points available is 150. If the total does not equal 150, there has been a miscount. The player with the highest score wins and goes first in the next round.



MATCHSTICK PUZZLE GAMES

<p>Move 1 matchstick to turn the donkey around.</p> <p>298</p>	<p>Move 3 matchsticks to make 2 squares.</p> <p>299</p>	<p>Move 4 matchsticks to make 2 squares.</p> <p>300</p>	<p>Move 4 matchsticks to change snake into 2 squares.</p> <p>301</p>	<p>Move 4 matchsticks to turn the fish around. (No overlapping)</p> <p>302</p>	<p>Move 2 matchsticks to get 4 squares without loose ends or overlapping.</p> <p>303</p>
<p>Move 3 matchsticks to get 4 squares without loose ends or overlapping.</p> <p>304</p>	<p>Remove 9 matchsticks to remove all the squares.</p> <p>305</p>	<p>Move 6 matchsticks to make 5 squares.</p> <p>306</p>	<p>Move 3 matchsticks to make 3 perfect squares.</p> <p>307</p>	<p>Place 4 matchsticks to divide the large square into 2 equal parts of the same shape without overlapping.</p> <p>308</p>	<p>Move 3 matchsticks to make 4 equilateral triangles without overlapping.</p> <p>309</p>
<p>Turn 3 matchsticks into 6 (Not breaking into pieces)</p> <p>310</p>	<p>Move 4 matchsticks to make 3 equilateral triangles.</p> <p>311</p>	<p>Solve the equation by only moving 1 matchstick.</p> $5 + 4 = 4$ <p>312</p>	<p>Move 3 matchsticks to make 6 same size squares.</p> <p>313</p>	<p>Move 2 matchsticks to recreate the same shape while leaving the dot out. (Only moving the matchsticks).</p> <p>314</p>	<p>Move 5 matchsticks to make the scale balance.</p> <p>315</p>
<p>Move 2 matchsticks to make the pig look to the right.</p> <p>316</p>	<p>Move 4 matchsticks to create 3 squares.</p> <p>317</p>	<p>Move 3 matchsticks to create 1 rectangle and 1 square.</p> <p>318</p>	<p>Move 2 matchsticks to create 1 rectangle and 1 square.</p> <p>319</p>	<p>Move 3 matchsticks so that to get 4 equilateral triangles.</p> <p>320</p>	<p>Move 6 matchsticks to create a house out of these wine glass.</p> <p>321</p>
<p>Move 3 matchsticks to make the butterfly fly in another direction.</p> <p>322</p>	<p>Move 2 matchsticks and button to make the squid swim in the opposite direction.</p> <p>323</p>	<p>Move 2 matchsticks and button to make the parrot face another direction.</p> <p>324</p>	<p>Move 2 matchsticks to get 4:30 time.</p> <p>325</p>	<p>Move 3 matchsticks to get 3 squares of the same size.</p> <p>326</p>	<p>Move 3 matchsticks to make 6 squares.</p> <p>327</p>
<p>Move 2 matchsticks to create 4 squares of the same size.</p> <p>328</p>	<p>Add 3 matchsticks to form 8 triangles and 1 hexagon. (Overlapping is allowed)</p> <p>329</p>	<p>Remove 4 matchsticks to leave only 5 squares of equal size.</p> <p>330</p>	<p>Add 3 matchsticks to form 5 triangles and 1 pentagon. (Overlapping is allowed)</p> <p>331</p>	<p>Move 4 matchsticks to turn the tower upside down without compromising the structure.</p> <p>332</p>	<p>Move 4 matchsticks to form 8 squares of the same size. (Overlapping is allowed)</p> <p>333</p>
<p>Remove 3 matchsticks to leave only 3 triangles</p> <p>334</p>	<p>Move 4 matchsticks to create 4 triangles.</p> <p>335</p>	<p>Move 5 matchsticks to create 4 triangles of the same size.</p> <p>336</p>	<p>Remove 1 and move 5 matchsticks to create a cube.</p> <p>337</p>	<p>Move 3 matchsticks to create a cube.</p> <p>338</p>	<p>Combine this to diamonds into one by moving 4 matchsticks.</p> <p>339</p>
<p>Moving 2 and removing 2 matchsticks to get 1 loving heart.</p> <p>340</p>	<p>Remove 2 matchsticks to get 1 triangle and 1 trapezoid.</p> <p>341</p>	<p>Move 4 matchsticks to get 2 arrows.</p> <p>342</p>	<p>Remove 6 matchsticks to form 3 different size squares.</p> <p>343</p>	<p>Drop the chair on the ground by moving 3 matchsticks.</p> <p>344</p>	<p>Add 4 matchsticks to create 2 square and 8 triangles.</p> <p>345</p>
<p>Move 1 matchstick to make the number "4" and one triangle</p> <p>346</p>	<p>Add 4 matchsticks to create 1 square and 4 triangles.</p> <p>347</p>	<p>Move 2 matchsticks to create 7 squares.</p> <p>348</p>	<p>Move 2 matchsticks to form 6 triangles.</p> <p>349</p>	<p>Place 6 matchsticks in a way they are all touching each other.</p> <p>350</p>	