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4-Way Countdown (2-4 players)

Components

Wooden Game Board, Attached Dice Popper, 40 Attached Flip Keys, Rulebook

Object of the Game

The first player to flip up all 10 keys on his/her side of the 4-Way Countdown game board wins the game.

Game Play

Players lay down all 10 keys on their sides of the 4-Way Countdown unit.

Players each roll one die to determine who goes first. Player with the highest roll will begin the game. Play then moves to the left.

The first player rolls the dice in the center of the game board (in the middle of the four sets of keys). The two numbers rolled must be converted into one number by using any of the following methods:

Example 1: If a player rolls a 2 and a 4 on the dice, she/he has the following options:

- Add: $2 + 4 = 6$. Player may flip up the 6 key
- Subtract: $4 - 2 = 2$. Player may flip up the 2 key
- Multiply: $4 \times 2 = 8$. Player may flip up the 8 key
- Divide: 4 divided by 2 = 2. Player may flip up the 2 key.

Example 2: If a player rolls a 5 and a 3 there are only two options:

- Add: $5 + 3 = 8$. Player may flip up the 8 key
- Subtract: $5 - 3 = 2$. Player may flip up the 2 key

Roll Double 6: If a player rolls a double six she/he must flip all of his keys back down and start over.

Roll An 11: If a player rolls a 6 and a 5 it may be counted as a 1 (using the subtraction option) OR as an 11. If counted as an 11, the player may take any opponent of their choice flip all of their keys back down and make them start over.

Junior Play Version

Play is the same as the adult version except a player has only two options after roll.

Addition

A player may add up the two numbers on the dice to determine the number key to be flipped. OR

Score Keys

A player may use both numbers on the dice and flip two keys.

Example: If the player rolls a 5 on one die and a 3 on the other, she/he may turn over the 5 key and the 3 key OR she/he may add the $5 + 3$ and flip only the 8 key.

Important: Players must use both numbers rolled on a turn except when a double is rolled.

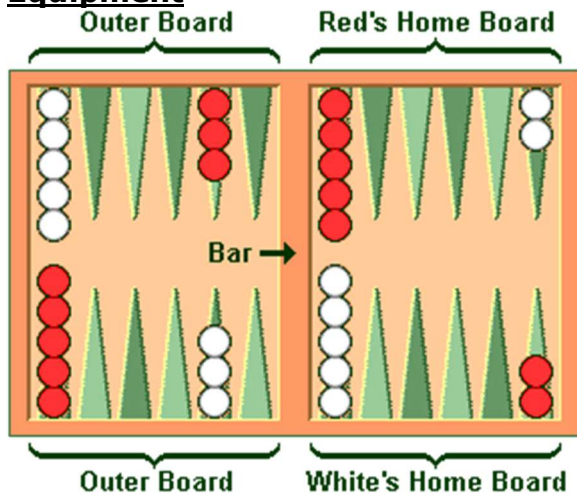
For example, if a 3 and a 5 are rolled and the player has already flipped over the 8 and the 3 key in previous turns, the player cannot flip the 5 key on that turn because both dice must be used.

If two 5's are rolled and the 10 key has already been flipped, the player can still flip over the 5 key.

Rolling double 6 or Rolling an 11 has the same outcome as in the adult version.

Backgammon (2 players)

Equipment



The game of Backgammon is played on a specially designed board consisting of four tables of six thin triangles or points on each table. The points start from the edges of the board nearest the players and are directed inwards so that they form two rows of 12 points opposite each other. A bar bisects the board and the two tables on one side are designated the "inner tables" or "home tables", the others being referred to as the "outer tables". Traditionally, the inner tables should be positioned facing the greatest light source. There are fifteen white disks, fifteen black disks, two dice, two dice shakers and a

doubling cube. The doubling cube is a die having the numbers 2, 4, 8, 16, 32 and 64 inscribed upon its 6 faces.

Preparation and Objective

Each player attempts to move all his pieces into the inner table nearest to him (his home table) and once that is achieved, to move or "bear" the pieces off the board. The first player to do this wins. However, that is only half the story because backgammon is not being played properly unless it is being played for stakes. So the ultimate objective of a Backgammon match is to win more stakes than the opponent.

Starting

Pieces can only move in one direction - from the opponent's inner table through the opponent's outer table, back through the player's outer table and finishing in the player's inner table. White pieces move in a clockwise direction, Black moves in an anti-clockwise direction. Since the inner tables point towards the light, it should therefore be clear who sits where.

For the purposes of describing the starting position, the points will be numbered 1 to 12 on either side of the board starting with the first square of the inner table and finishing with the last square of the outer table. On Black's side, position 2 white pieces on point 1, 5 black pieces on square 6, 3 black pieces on square 8 and five white pieces on square 12. White's side should mirror this arrangement exactly.

Although Backgammon is played for stakes, this does not necessarily mean money - one can use counters, beans or one can just keep a score with pen and paper. However, the gambling element can be eliminated completely by following the normal rules and merely ignoring the doubling cube and the stakes. Normally, however, a stake is decided up front be it monetary or otherwise.

To begin, each player rolls one die each at the same time. If a double is rolled, then the

stake is doubled and both players roll again. This is repeated until one player rolls a higher number than the other. The player with the highest throw then uses the dice throw from both players to take the first turn and also chooses to play white or black (and thus which side to sit).

Doubling and Stakes

At any time after the first turn, either player can offer to double the stakes prior to casting the dice. Upon being presented with such an ultimatum, the other player must choose either to forfeit the game and the current stake or accept the offer.

Once the stake has been doubled once in this way, only the player who accepted the most recent offer to double the stake can offer to re-double it. Whenever this happens, the other player either forfeits the game or accepts the double and the opportunity to offer the next double.

The doubling cube is used to record the current amount of the stake.

Basic Play

Each turn consists of the opportunity to move counters towards the player's inner table according to the roll of the two dice. Unless a double is thrown, two moves are allowed, one for each number on the dice. When a double is thrown, four moves are allowed of the number on the dice. Players are not allowed to pass on their moves - as many moves as possible must be made each turn.

A point with two or more pieces of the same colour on it is safe - the opponent cannot land a piece on such a point.

A point hosting only one piece is called a "blot". Such a piece is vulnerable - if the opponent lands on this point the piece is captured and moved to the bar (this means physically placed on the middle bar dividing the board).

Captured pieces are re-entered on the furthest point from the player's inner table. A throw of 1 allows the piece to move from the bar to point one of the opponent's inner table. A throw of 5 allows the piece to enter at point 5 of the opponent's inner table. If a player has one or more pieces on the bar, no other pieces can be moved until all such pieces have re-entered play. So, if the dice throw and position of enemy pieces prevents a player from re-entering a piece onto the board from the bar, the player cannot move any other piece and play passes to the opponent.

A point hosting two or more of the opponent's pieces is said to be "blocked". If six points in a row are blocked, the opponent is said to have formed a "prime". This is a highly advantageous achievement because a prime cannot be traversed by an opponent but is completely free to be traversed by the player who created it.

Bearing Off

Once all pieces are present in a player's inner table, that player can start "bearing off". A throw of 1 allows a player to bear off a piece from point 1 of his inner table, a throw of 2 allows a player to bear off a piece from point 2 of his inner table and so on. Pieces borne off are simply removed from the board. Player's do not have to bear off - if available,

they can choose to move a piece within their inner table instead. This is often done to pair up singlets in order to prevent them from capture.

When a player rolls a number that is higher than the highest point of the inner table upon which that player has pieces, the player is allowed to bear off the next highest piece. For example, with a roll of double 5, if the player has a piece on point 5, two pieces on point 3, one piece on point 2 and one piece on point 1, the player would bear off the four highest placed pieces and be left with just one piece on point 1.

If after starting to bear off, a player's piece is captured, that piece must re-enter at the other side of the board and bearing off cannot re-start until all pieces are once again residing in the inner table.

Finishing

The first player to bear off all pieces wins the game.

If the opponent has borne off at least one piece, a single game is won and the current stake is forfeited.

If the opponent has not borne off any pieces, this is a "gammon" and worth double the current stake.

If the opponent has a piece left on the bar or within the opponent's inner table, this is a "backgammon" and worth triple the current stake.

Variation: Dutch Backgammon

This is played in the same way as Backgammon with only 2 differences:

All the pieces start off the board "in hand" and all 15 must be entered on the opponent's inner table before any can proceed further

A player cannot take an opponent's piece until at least one of his pieces has been moved into his inner (bearing) table.

Variation: Acey Deucey

This gambling game is popular with the US military forces and is similar to Dutch Backgammon - the keynote feature is that a throw of a 1 and a 2 is a special throw called "acey deucey". It is played in the same way as backgammon with the following rule differences:

At the beginning, the player who starts also chooses which table to enter and the opposing player must enter on the opposite table and travel in the opposite direction. This, of course, is a purely cosmetic modification to the rules and does not affect the outcome of the game at all.

All pieces start off the board "in hand".

It isn't necessary for all pieces to be entered before any other piece can move. This applies at the beginning and during the game.

A player throwing an acey deucey first moves a 1 and a 2 in the normal way. Then the player chooses a double from 1 to 6 and moves again, exactly as if that double had been thrown. e.g. if the player selects double five, that player makes 4 moves of 5 each. Finally, the player is entitled to another throw of the dice, effectively a new turn. However, if a player is not able to move both the initial 1 and 2, then the turns stops immediately and the double and the extra throw are forfeited. Similarly, if all four moves that constitute the double cannot be taken, the ensuing extra throw is forfeited.

Doubling is not part of Acey Deucey and there is no doubling cube. However, some people play that the stake is doubled each time an acey-deucey is thrown.

Acey Deucey also has a different method to determine the winnings each game. At the end of the game, the losing player must pay the winning player the stake times the number of pieces still remaining on the board.

Battleship (2 players)

Rules for BattleShip (a Milton Bradley Game)

Game Objective

The object of Battleship is to try and sink all of the other player's before they sink all of your ships. All of the other player's ships are somewhere on his/her board. You try and hit them by calling out the coordinates of one of the squares on the board. The other player also tries to hit your ships by calling out coordinates. Neither you nor the other player can see the other's board so you must try to guess where they are. Each board in the physical game has two grids: the lower (horizontal) section for the player's ships and the upper part (vertical during play) for recording the player's guesses.

Starting a New Game

Each player places the 5 ships somewhere on their board.

The ships can only be placed vertically or horizontally. Diagonal placement is not allowed.

No part of a ship may hang off the edge of the board.

Ships may not overlap each other.

No ships may be placed on another ship.

Once the guessing begins, the players may not move the ships.

The 5 ships are: Carrier (occupies 5 spaces), Battleship (4), Cruiser (3), Submarine (3), and Destroyer (2).

Playing the Game

Player's take turns guessing by calling out the coordinates.

The opponent responds with "hit" or "miss" as appropriate.

Both players should mark their board with pegs: red for hit, white for miss. For example, if you call out F6 and your opponent does not have any ship located at F6, your opponent would respond with "miss". You record the miss F6 by placing a white peg on the lower part of your board at F6. Your opponent records the miss by placing a white peg on the upper part of their board.

When all of the squares that one of your ships occupies have been hit, the ship will be sunk. You should announce "hit and sunk".

In the physical game, a red peg is placed on the top edge of the vertical board to indicate a sunk ship.

As soon as all of one player's ships have been sunk, the game ends.

Blokus (2 players)

This version of Blokus is the perfect strategy game for two! The simple rules take less than a minute to learn, yet the game has the depth to challenge both beginners and experts alike.

Components

42 game pieces (two 21-piece sets of purple and orange). Note: Each set contains 21 pieces, each a different shape.

Each set includes:

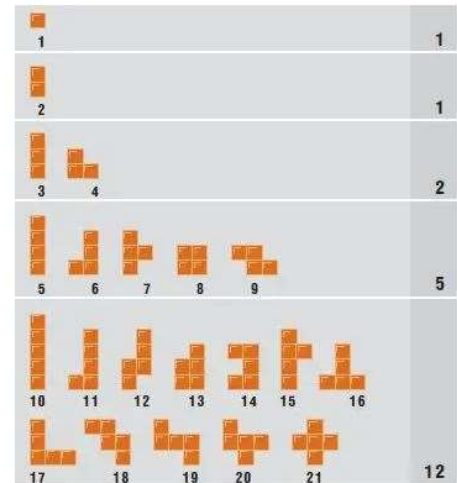
1 one-square piece 5 four-square pieces

1 two-square piece 12 five-square pieces

2 three-square pieces

Game board with 196 squares.

Note: The game board has two starting points.



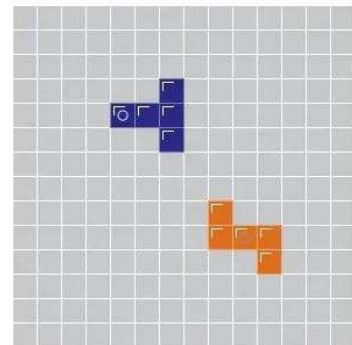
Object of the Game

Each player must fit as many of his/her 21 pieces on the board as possible.
Duration Game typically lasts 10 to 20 minutes.

Game Play

Each player chooses a color and places that set of 21 pieces in front of his side of the board.

Decide who will start first. Player 1 places one of her pieces on one of the two starting points.

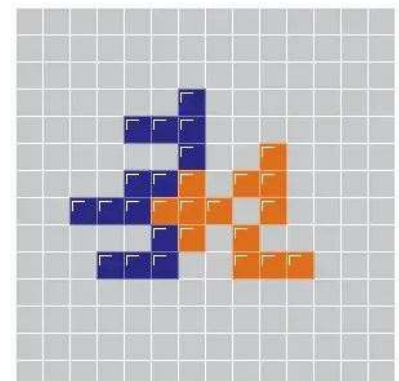


Player 2 places one of his pieces on the second starting point. Play continues as each player lays down one piece during a turn. (See Figure 4)
Each new piece must touch at least one other piece of the same color, but only at the corners.

No flat edges of same-colored pieces can touch.

There are no restrictions on how different colored pieces can touch one another.

Once a game piece has been placed on the board it cannot be moved during subsequent turns.



Whenever a player is unable to place one of his remaining pieces on the board, that player must pass his turn.

The game ends when both players are blocked from laying down any more of their pieces.

This also includes a player who may have placed all of his pieces on the board. Scores are tallied, and the player with the highest score is the winner.

Scoring

Players count the number of unit squares in their remaining pieces (1 unit square = -1 point). Players earn +15 points if all 21 of their pieces have been placed on the board plus an additional 5 bonus points if the last piece placed on the board was the smallest piece (one square).

The figure shows an example of a completed game. The orange player is the winner:

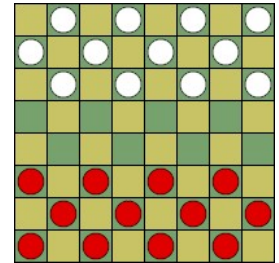
The orange player placed all her pieces and played her smallest piece last. Score: +20 points.

The purple player could not place 2 three-square pieces and 1 four-square piece. Score: -10 points

Checkers (2 players)

Rules and Gameplay

Checkers is a fun, challenging, and relatively easy to learn game. Game Pieces and Board Checkers is a board game played between two people on an 8x8 checked board like the one shown below. Each player has 12 pieces that are like flat round disks that fit inside each of the boxes on the board. The pieces are placed on every other dark square and then staggered by rows, like shown on the board.



Each Checkers player has different colored pieces. Sometimes the pieces are black and red or red and white.

Taking a Turn

Typically, the darker color pieces moves first. Each player takes their turn by moving a piece. Pieces are always moved diagonally and can be moved in the following ways: Diagonally in the forward direction (towards the opponent) to the next dark square. If there is one of the opponent's pieces next to a piece and an empty space on the other side, you jump your opponent and remove their piece. You can do multiple jumps if they are lined up in the forward direction. *** note: if you have a jump, you have no choice but to take it.

King Pieces

The last row is called the king row. If you get a piece across the board to the opponent's king row, that piece becomes a king. Another piece is placed onto that piece so it is now two pieces high. King pieces can move in both directions, forward and backward. Once a piece is kinged, the player must wait until the next turn to jump out of the king row.

Winning the Game

You win the game when the opponent has no more pieces or can't move (even if he/she still has pieces). If neither player can move then it is a draw or a tie.

Checkers Strategy and Tips

- Sacrifice 1 piece for 2: you can sometimes bait or force the opponent to take one of your pieces enabling you to then take 2 of their pieces.
- Pieces on the sides are valuable because they can't be jumped.
- Don't bunch all your pieces in the middle or you may not be able to move, and then you will lose.
- Try to keep your pieces on the back row or king row for as long as possible, to keep the other player from gaining a king.
- Plan ahead and try to look at every possible move before you take your turn.
- Practice: if you play a lot against a lot of different players, you will get better.

Chess (2 players)

Chess Rules for Kids & Beginners

IchessU provides live online chess lessons for kids and for adults, with specialized chess courses from beginners to experienced advanced chess players. The chess lessons are available in groups and as private lessons. IchessU coaches have taught the game to thousands of children and adults all over the world, many of whom have gone on to win major tournaments. IchessU chess school is your best online resource to learn chess, improve your chess game or just have fun !

Basic **chess rules** are essential if you want to learn chess. That's why we are explaining these chess rules in an easy to understand way. From initial board set up to movement of every piece, we will explain everything in this **chess rules** section.

History of chess

Chess is believed to have been invented 1500 years ago in India. The game has changed only slightly since then with the advent of the queen in the 15th century and some minor movement adjustments in the 1800s.

Chess game goal

The ultimate aim in the [chess game](#) is delivering a checkmate – trapping your opponent's king. The term checkmate is an alteration of the Persian phrase "Shah Mat", meaning literally, "the King is ambushed", and not "the King is dead", that is a common misconception.

General Chess Rules

White is always first to move and players take turns alternately moving one piece at a time. Movement is required. If a player's turn is to move, he is not in check but has no legal moves, this situation is called "Stalemate" and it ends the game in a draw. Each type of piece has its own method of movement. A piece may be moved to another position or may capture an opponent's piece, replacing on its square (en passant being the only exception). With the exception of the knight, a piece may not move over or through any of the other pieces. When a king is threatened with capture (but can protect himself or escape), it's called check. If a king is in check, then the player must make a move that eliminates the threat of capture and cannot leave the king in check. Checkmate happens when a king is placed in check and there is no legal move to escape. Checkmate ends the game and the side whose king was checkmated loses.

The Initial Position Setup

The chessboard is made up of eight rows and eight columns for a total of 64 squares of alternating colors. Each square of the chessboard is identified with a unique pair of a letter and a number. The vertical files are labeled a through h, from White's left (i.e. the queenside) to White's right. Similarly, the horizontal ranks are numbered from 1 to 8, starting from the one nearest White's side of the board. Each square of the board, then, is uniquely identified by its file letter and rank number. In the initial position setup, the light queen is positioned on a light square and the dark queen is situated on a dark square. The diagram below shows how the pieces should be initially situated.



Chess moves

- *King can move exactly one square horizontally, vertically, or diagonally. At most once in every game, each king is allowed to make a special move, known as castling.*
- *Queen can move any number of vacant squares diagonally, horizontally, or vertically.*
- *Rook can move any number of vacant squares vertically or horizontally. It also is moved while castling.*
- *Bishop can move any number of vacant squares in any diagonal direction.*
- *Knight can move one square along any rank or file and then at an angle. The knight's movement can also be viewed as an "L" or "7" laid out at any horizontal or vertical angle.*
- *Pawns can move forward one square, if that square is unoccupied. If it has not yet moved, the pawn has the option of moving two squares forward provided both squares in front of the pawn are unoccupied. A pawn cannot move backward. Pawns are the only pieces that capture differently from how they move. They can capture an enemy piece on either of the two spaces adjacent to the space in front of them (i.e., the two squares diagonally in front of them) but cannot move to these spaces if they are vacant. The pawn is also involved in the two special moves en passant and promotion.*

Castling

Castling is the only time in the chess game when more than one piece moves during a turn. This chess move has been invented in the 1500's to help speeding up the game and improving balance of the offense and defense. During the castling, the king moves two squares towards the rook he intends to castle with, and the rook moves to the square through which the king passed. Castling is only permissible if all of the following conditions hold:

Neither king nor rook involved in castling may have moved from the original position;

There must be no pieces between the king and the rook;

The king may not currently be in check, nor may the king pass through or end up in a square that is under attack by an enemy piece (though the rook is permitted to be under attack and to pass over an attacked square)

En Passant

En Passant may only occur when a pawn is moved two squares on its initial movement. When this happens, the opposing player has the option to take the moved pawn "en passant" as if it had only moved one square. This option, though, only stays open for one move. The En Passant move was developed after pawns were allowed to move more than one square on their initial move. The idea behind this rule was to retain restrictions imposed by slow movement, while at the same time speeding up the game.

Pawn Promotion

If a pawn reaches the opponent's edge of the table, it will be promoted – the pawn may be converted to a queen, rook, bishop or knight, as the player desires. The choice is not limited to previously captured pieces. Thus it's theoretically possible having up to nine queens or up to ten rooks, bishops, or knights if all pawns are promoted.

Chinese Checkers (2-6 players)

Chinese Checkers (or Chinese Chequers) was invented in the 1920s in America and has nothing to do with China. In fact, it's based on an earlier Victorian game called Halma which is played on a square 16 x 16 chequer board.

Equipment

The Chinese Checkers or Chinese Chequers board is in the shape of a six-pointed star. Each point of the star is a triangle consisting of ten holes (four holes to each side). The interior of the board is a hexagon with each side five holes long. Each triangle is a different colour and there are six sets of ten marbles with corresponding colours.

Preparation

Chinese Checkers can be played by two, three, four or six players. Obviously, for the six-player game, all marbles and triangles are used. If there are four players, play starts in two pairs of opposing triangles and a two-player game should also be played from opposing triangles. In a three-player game the marbles will start in three triangles equidistant from each other.

Each player chooses a colour, and the 10 marbles of that colour are placed in the appropriately coloured triangle.

Many rules state that any unused triangles must be left populated with their unused marbles so that they cannot be used during the game. We suggest that the game is slightly more interesting if unused triangles are left empty so that marbles can hop through and come to rest in them, if desired.

Objective

The aim of the game is to be the first to player to move all ten marbles across the board and into the triangle opposite. The first player to occupy all 10 destination holes is the winner.

Play

A toss of a coin decides who starts. Players take turns to move a single marble of their own colour. In one turn a marble may either be simply moved into an adjacent hole OR it may make one or more hops over other marbles.

Where a hopping move is made, each hop must be over an adjacent marble and into the vacant hole directly beyond it. Each hop may be over any coloured marble including the player's own and can proceed in any one of the six directions. After each hop, the player may either finish or, if possible and desired, continue by hopping over another marble. Occasionally, a player will be able to move a marble all the way from the starting triangle across the board and into the opposite triangle in one turn!

Marbles are never removed from the board. However, once a marble has reached the opposite triangle, it may not be moved out of the triangle - only within the triangle.

The question soon arises as to whether it is possible to move a marble into a triangle that is the starting or target triangle for another player. House rules apply but Masters Games suggests the following: A marble can be hopped through such a triangle but is not allowed to come to rest in that triangle.

Anti-Spoiling

Debate has always arisen over the situation where a player is prevented from winning because an opposing player's marble occupies one of the holes in the destination triangle. Most Chinese Checkers rules omit to mention this - implying that it is perfectly legal to block opponents in this dubious fashion.

A number of anti-spoiling rules have been proposed - one work-around is to say that should one or more of the holes in the target triangle contain a marble belonging to another player, this does not prevent a player from winning. The game is simply won when all the available points within the triangle are occupied.

Alternate Rule by James Masters 2002

If a player is prevented from winning because of the presence of an opposing marble in the destination area, the player is entitled to swap the opposing marble with that of his own marble. This applies for both a single hole move and any part of a hopping move.

Multi-player Variations

For a more involved game, when three players play, each player can control two sets of marbles instead of one. Two players can control three sets of marbles each.

Super Chinese Checkers

Chinese Checkers can be speeded up and subjectively made more interesting by allowing 'long jumps'. In this variation called Super Chinese Checkers, a piece may jump over a piece any number of empty spaces away, provided it can land the same number of empty spaces beyond it in a straight line.

Put another way: A piece can jump a single other piece at any distance, provided that the jumped piece lies at the exact midpoint of the jump. The basic 'adjacent jump' allowed in the standard game is just the shortest form of a long jump.

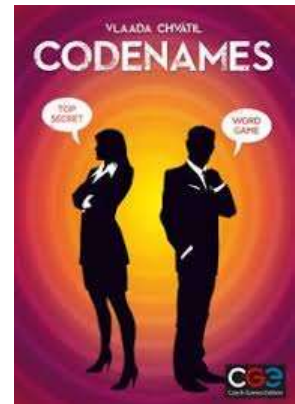


Code Names – (multi-players)

Codenames is a game played by 4 or more players in which players are split into two teams, red and blue, and guess words based on clues from their teammates. One player from each team becomes the spymaster, while the others play as field operatives. The end goal is to place all of the team's agent tiles.

Setup:

During setup, 25 cards containing words are randomly laid out in a 5x5 grid. Some of these cards represent red agents (red squares), some others represent blue agents (blue squares), one represents the assassin (black square), and the rest are innocent bystanders (beige squares). The spymasters receive a randomly dealt card with colored squares representing the words. They must help their field operatives guess the words representing their agents while avoiding opposing agents, innocent bystanders, and the assassin. The 'lights' on the key card represent which team will go first and have an extra agent that must be found.



Play:

Each turn, the spymaster gives a verbal clue containing only a single word and a number. The verbal clue should represent agents of own color in some way. For example, for the word cards 'beach', 'whale', and 'water', one could give the clue 'Ocean:3', as these three words are all related to the ocean. The number represents how many words match that clue. The single word clue must be related by meaning, so it cannot be purely phonetically related. It also cannot be or contain any uncovered word. If an invalid clue is given – the clue is explicitly invalidated by the opposing spymaster – the turn ends immediately, and the opposing team gets to randomly reveal one of their own agents.

After the verbal clue is given, the field operatives must guess which of the words go with the clue. The word cards will subsequently be covered with an agent tile, a bystander tile, or the assassin tile by the spymaster as guesses are made. The field operatives must make at least one guess per turn, with the maximum number of guesses for a turn being the number given in the clue plus one. Once a correct guess is made, the field operatives may continue to make guesses or choose to end their turn voluntarily. If a bystander or an opposing agent is revealed, the turn ends, regardless of the number of remaining guesses available. If the assassin is revealed, the game ends immediately with a loss for the guessing team. For a faster game, or in certain situations such as the opposing team taking too much time guessing, a timer, such as the hourglass timer included in the game's packaging, can be used.

Besides the assassin, the game ends when all of one team's agents are found, winning the game for that team.

Crib (2-6 players)

Cribbage evolved from an earlier English game called "Noddy," and the man credited with inventing it is Sir John Suckling, a wealthy English poet. Cribbage affords players both the anticipation of the luck of the deal as well as ample opportunity to exercise their skills in discarding and play.

One of the novel features of Cribbage is that a Cribbage board is used for scoring rather than the usual pencil and paper. The rectangular wooden board is equipped with holes that accommodate pegs. The board speeds up scoring, and in this fast-moving game, pegging greatly reduces the chances for errors in computing scores.

Number of Players

Two or three people can play. Or four people can play two against two as partners. But Cribbage is basically best played by two people, and the rules that follow are for that number.

The Pack

The standard 52-card pack is used.

Rank of Cards

K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A.

The Draw, Shuffle and Cut

From a shuffled pack face down, each player cuts a card, leaving at least four cards at either end of the pack. If both players cut cards of the same rank, each draws again. The player with the lower card deals the first hand. Thereafter, the turn to deal alternates between the two players, except that the loser of the game deals first if another game is played. The dealer has the right to shuffle last and presents the cards to the non-dealer for the cut prior to the deal. (In some games, there is no cut at this time.)

The Deal

The dealer distributes six cards face down to each player, beginning with the opponent.

Object of the Game

The goal is to be the first player to score 121 points. (Some games are to 61 points.) Players earn points during play and for making various card combinations.

The Crib

Each player looks at their six cards and "lays away" two of them face down to reduce the hand to four. The four cards laid away together constitute "the crib". The crib belongs to the dealer, but these cards are not exposed or used until after the hands have been played.

Before the Play

After the crib is laid away, the non-dealer cuts the pack. The dealer turns up the top card of the lower packet and places it face up on top of the pack. This card is the "starter." If the starter is a jack, it is called "His Heels," and the dealer pegs (scores) 2 points at once. The starter is not used in the play phase of Cribbage but is used later for making various card combinations that score points.

The Play

After the starter is turned, the non-dealer lays one of their cards face up on the table. The dealer similarly exposes a card, then non-dealer again, and so on - the hands are exposed card by card, alternately except for a "Go," as noted below. Each player keeps their cards separate from those of their opponent.

As each person plays, they announce a running total of pips reached by the addition of the last card to all those previously played. (Example: The non-dealer begins with a four, saying "Four." The dealer plays a nine, saying "Thirteen".) The kings, queens and jacks count 10 each; every other card counts its pip value (the ace counts one).

The Go

During play, the running total of cards may never be carried beyond 31. If a player cannot add another card without exceeding 31, he or she says "Go" and the opponent pegs 1. After gaining the Go, the opponent must first lay down any additional cards he can without exceeding 31. Besides the point for Go, he may then score any additional points that can be made through pairs and runs (described later). If a player reaches exactly 31, he pegs two instead of one for Go.

The player who called Go leads for the next series of plays, with the count starting at zero. The lead may not be combined with any cards previously played to form a scoring combination; the Go has interrupted the sequence.

The person who plays the last card pegs one for Go, plus one extra if the card brings the count to exactly 31. The dealer is sure to peg at least one point in every hand, for he will have a Go on the last card if not earlier.

Pegging

The object in play is to score points by pegging. In addition to a Go, a player may score for the following combinations:

Fifteen: For adding a card that makes the total 15 Peg 2

Pair: For adding a card of the same rank as the card just played Peg 2
(Note that face cards pair only by actual rank: jack with jack, but not jack with queen.)
Triplet: For adding the third card of the same rank. Peg 6

Four: (also called "Double Pair" or "Double Pair Royal")
For adding the fourth card of the same rank Peg 12

Run (Sequence): For adding a card that forms, with those just played:

For a sequence of three Peg 3, For a sequence of four. Peg 4, For a sequence of five. Peg 5

(Peg one point more for each extra card of a sequence. Note that runs are independent of suits but go strictly by rank; to illustrate: 9, 10, J, or J, 9, 10 is a run but 9, 10, Q is not.)

It is important to keep track of the order in which cards are played to determine whether what looks like a sequence, or a run has been interrupted by a "foreign card." Example: Cards are played in this order: 8, 7, 7, 6. The dealer pegs 2 for 15, and the opponent pegs 2 for pair, but the dealer cannot peg for run because of the extra seven (foreign card) that has been played. Example: Cards are played in this order: 9, 6, 8, 7. The dealer pegs 2 for fifteen when he or she plays the six and pegs 4 for run when he plays the seven (the 6, 7, 8, 9 sequence). The cards were not played in sequential order, but they form a true run with no foreign card.

Counting the Hands

When play ends, the three hands are counted in order: non-dealer's hand (first), dealer's hand (second), and then the crib (third). This order is important because, toward the end of a game, the non-dealer may "count out" and win before the dealer has a chance to count, even though the dealer's total would have exceeded that of the opponent. The starter is considered to be a part of each hand, so that all hands in counting comprise five cards. The basic scoring formations are as follows:

Combination Counts

Fifteen. Each combination of cards that totals 15 2

Pair. Each pair of cards of the same rank 2

Run. Each combination of three or more 1 cards in sequence (for each card in the sequence)

Flush. Four cards of the same suit in hand 4 (excluding the crib, and the starter)

Four cards in hand or crib of the same 5 suit as the starter
(There is no count for four-flush in the crib that is not of same suit as the starter)

His Nobs. Jack of the same suit as starter in hand or crib 1

Combinations

Each and every combination of two cards that make a pair, of two or more cards that make 15, or of three or more cards that make a run, count separately.

Example: A hand (including the starter) comprised of 8, 7, 7, 6, 2 scores 8 points for four combinations that total 15: the 8 with one 7, and the 8 with the other 7; the 6, 2 with each of the two 7s. The same hand also scores 2 for a pair, and 6 for two runs of three (8, 7, 6 using each of the two 7s). The total score is 16. An experienced player computes the hand thus: "Fifteen 2, fifteen 4, fifteen 6, fifteen 8, and 8 for double run is 16."

Note that the ace is always low and cannot form a sequence with a king. Further, a flush cannot happen during the play of the cards; it occurs only when the hands and the crib are counted.

Certain basic formulations should be learned to facilitate counting. For pairs and runs alone:

- a) A triplet counts 6.
- b) Four of a kind counts 12.
- c) A run of three, with one card duplicated (double run) counts 8.
- d) A run of four, with one card duplicated, counts 10.
- e) A run of three, with one card triplicated (triple run), counts 15.
- f) A run of three, with two different cards duplicated, counts 16.

A PERFECT 29!

The highest possible score for combinations in a single Cribbage deal is 29, and it may occur only once in a Cribbage fan's lifetime -in fact, experts say that a 29 is probably as rare as a hole-in-one in golf. To make this amazing score, a player must have a five as the starter (upcard) and the other three fives plus the jack of the same suit as the starter - His Nobs: 1 point - in their hand. The double pair royal (four 5s) peg another 12 points; the various fives used to hit 15 can be done four ways for 8 points; and the jack plus a 5 to hit 15 can also be done four ways for 8 points. Total = 29 points.

Muggins (optional). Each player must count his hand (and crib) aloud and announce the total. If he overlooks any score, the opponent may say "Muggins" and then score the overlooked points for himself. For experienced players, the Muggins rule is always in effect and adds even more suspense to the game.

Game

Game may be fixed at either 121 points or 61 points. The play ends the moment either player reaches the agreed total, whether by pegging or counting one's hand. If the non-dealer "goes

out" by the count of his hand, the game immediately ends, and the dealer may not score either his hand or the crib.

If a player wins the game before the loser has passed the halfway mark (did not reach 31 in a game of 61, or 61 in a game of 121), the loser is "lurched," and the winner scores two games instead of one. A popular variation of games played to 121, is a "skunk" (double game) for the winner if the losing player fails to pass the three-quarter mark - 91 points or more - and it is a "double skunk" (quadruple game) if the loser fails to pass the halfway mark (61 or more points).

The Cribbage Board

The Cribbage board (see illustration) has four rows of 30 holes each, divided into two pairs of rows by a central panel. There are usually four (or two) additional holes near one end, called "game holes." With the board come four pegs, usually in two contrasting colors. Note: There are also continuous track Cribbage boards available which, as the name implies, have one continuous line of 121 holes for each player.

The board is placed to one side between the two players, and each player takes two pegs of the same color. (The pegs are placed in the game holes until the game begins.) Each time a player scores, they advance a peg along a row on their side of the board, counting one hole per point. Two pegs are used, and the rearmost peg jumps over the first peg to show the first increment in score. After another increase in score, the peg behind jumps over the peg in front to the appropriate hole to show the player's new score, and so on (see diagram next page). The custom is to "go down" (away from the game holes) on the outer rows and "come up" on the inner rows. A game of 61 is "once around" and a game of 121 is "twice around." As noted previously, continuous line Cribbage boards are available.

If a Cribbage board is not available, each player may use a piece of paper or cardboard, marked thus:

Units 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Tens 10, 20, 30, 40, 50, 60

Two small markers, such as small coins or buttons, can substitute for pegs for counting in each row.

Strategy

The Crib. If the dealer is discarding for the crib, they should "salt" it with the best possible cards, but at the same time retain good cards in their hand that can be used for high scoring. Conversely, for the non-dealer, it is best to lay out cards that will be the least advantageous for the dealer. Laying out a five would be the worst choice, for the dealer could use it to make 15 with any one of the ten-cards (10, J, Q, K). Laying out a pair is usually a poor choice too, and the same goes for sequential cards, such as putting both a six and seven in the crib. The ace and king tend to be good cards to put in the crib because it is harder to use them in a run.

The Play. As expected, the five makes for the worst lead in that there are so many ten-cards that the opponent can use to make a 15. Leading from a pair is a good idea, for even if the opponent makes a pair, the leader can play the other matching card from their hand and collect for a pair royal. Leading an ace or deuce is not a good idea, for these cards should be saved until later to help make a 15, a Go, or a 31. The safest lead is a four because this card cannot be used to make a 15 at the opponent's very next turn. Finally, when the opponent leads a card that can either be paired or make 15, the latter choice is preferred.

During the play, it is advisable not to try to make a count of 21, for the opponent can then play one of the many 10-cards and make 31 to gain two points.

Dice Game / 10,000 / Farkle (4-10 players)

Dice 10,000 (or **Dix Mille**, **6-Dice**, **10,000 Dice**, **Ten Grand**) is the name of a family dice game, it is very similar to farkle. It also goes by other names, including Zilch, Zilchers, Foo, Boxcar, Bogus, and Crap Out.

Play

The game requires six standard dice and a pencil and paper for scoring. Each player starts out "off the table" with a score of zero. Players collect points during their turn, and either add those points to their cumulative score, or continue rolling with the risk of losing all points accumulated that turn if a scoring combination is not rolled.

To begin a turn, if the player is "off the table," they roll all six dice. If the roll scores any points, they may set aside each scoring dice or group of dice they want to claim points from, and either roll all remaining dice, hoping to score additional points, or take the points already accumulated this turn and pass play to the next player.

Most versions of the game require a minimum score of 500 points in each turn to bank the score and pass, otherwise the player must continue rolling. If the player rolls multiple scoring combinations, only one is required to be taken with each roll, all other dice may be rerolled if desired. If all six dice score points in one or more rolls of a single turn, the player rolls all six dice again and continues to score additional combinations, known as a sweep.

If at any time a roll scores no points, the player forfeits all points scored that turn (commonly called "zilch" or "crapping out" or "smoked it"), and play is passed to the next player. If a player gets zilch three turns in a row they may suffer a 500-point penalty or lose all their points previously accumulated, depending on the several rules used.

In order to get "on the table," a player must score at least 1000 points in a single turn (but not necessarily in one roll). Once a player is "on the table," they are on for the duration of the game. For a player who is "on the table," they may start a turn by either rolling all six dice as described above, or picking up the unused dice from the last player's turn. In this case, instead of starting this turn's scoring from zero, scoring starts from the score taken by the last player.

Example: Player 1 stops her turn with 1000 points, and opts to not roll her remaining two dice. Player has to have 1000 points & no more than 2 dice remaining. She adds 1000 to her score, and it is now Player 2's turn. Player 2 will pick up all six dice, and start his own scoring from zero.

Winning

The first player to score over 10,000 points temporarily becomes the winner, and each other player gets one more turn to top that player's score. Whoever ends with the highest score over 10,000 wins the game.

In one variation, players must score *exactly* 10,000 without going over. In the event that a player goes over, the score for that turn is lost. In this variation, if the 10,000 is hit, that player wins immediately without giving the other players a chance to roll. However, if the winner leaves at least one die then the next player may 'roll off the score'.

Scoring

These are the base methods of scoring:

- Single *fives* are worth 50 points
- Single *ones* are worth 100 points
- Three of a kind are worth 100 points times the number rolled, except for three *ones* which are worth 1000 points
- If four, five, or six of a kind are rolled, each additional die is worth as much again as the three of a kind score
- This makes the highest possible score in a single roll 4000 for six *ones* (1000 for three *ones*, after that player gains 1000 points for each additional *one* in that series of rolling.) The *ONE* is the only die you ever count in the thousands.
- A straight from 1 to 6 is worth 1500 points. If a player fails to roll a straight they may make one attempt to complete the straight. If the desired number(s) does not turn up on the next roll that round is a "crap out" even if there are scoring dice on the table i.e. 1's or 5's.
- Three pairs are worth 1500 points. For instance 2+2, 4+4, 5+5. This rule does not count if you roll a quadruple and a pair e.g. 2+2, 2+2, 6+6 unless stated otherwise (some places have their own house rules).

If a player fails to roll a three pairs, they may make one attempt to complete the three of a kind. If the desired number(s) does not turn up on the next roll, that round is a "crap out", even if there are scoring dice on the table; i.e. 1's or 5's.

Typically each roll scores separately, with dice scored at the time they are rolled, so that three or more of a kind must be rolled simultaneously, and dice from later rolls do not "stack" for the higher score. In so-called *progressive* scoring, dice can form combinations with dice previously scored and set aside.

Example: Player 1 rolls all six dice, and chooses to score three fours for 400 points. She rolls the remaining three dice for a 2, 4, 5; the additional 4 does not multiply the previous three of a kind unless playing progressive, and she can only score 50 points for the lone 5. If she rolls two more 5's with the remaining dice, if not playing progressive they will only score 50 points each, and do not form a three of a kind with the other 5.

Dice Roll	Points	Dice Roll	Points	Dice Roll	Points
Straight 1-6	1500	3x5's	500	3x3's	300
Three Pairs	1500	4x5's	1000	4x3's	600
3x6's	600	5x5's	1500	5x3's	900
4x6's	1200	6x5's	2000	6x3's	1200
5x6's	1800				
6x6's	2400	3x4's	400	3x2's	200
3x1's	1000	4x4's	800	4x2's	400
4x1's	2000	5x4's	1200	5x2's	600
5x1's	3000	6x4's	1600	6x2's	800
6x1's	4000				

Double Trips when 2 sets of 3 of a kind are hit. Scores are added together and doubled.

Dutch Blitz (2-4 players)

Dutch Blitz has four decks of cards with 40 cards in each deck. Each deck of cards has a different picture/design on it: plow, pail, carriage and pump. Each player chooses a deck with their preferred design and keeps it throughout the game no matter how many hands are played. The card decks also have separate colors: yellow, blue, red and green on their fronts. On the red and blue cards is the Pennsylvania Dutch Boy picture. The yellow and green cards have the Pennsylvanian Dutch Girl picture. Players will build three basic groups of card in front of them to use during the game.

How to set the game up:

Players all shuffle their deck of 40 cards. You will then place the top three cards in your deck face up in front of you. This will be your "Post Pile."

Then each of you deal yourself the next ten cards and place them face up in a pile to your right. This will be your "Blitz Pile" and you should line it up with the Post Pile.

Each of you then hold the remaining cards from your deck in your hands. You are ready to start playing. NOTE: If there are only two of you playing, the Dutch Blitz Rules are the same except for the Post Piles should have five cards in them instead of three.

Terms to know about the game:

- *Wood Pile*: these are the cards kept to the right of the player and are built up.
- *Ditch Pile*: different stacks of cards in four different colors in numbers 1-10. These are placed in the middle of the table and played upon by all players. Each player gains scoring points here toward final game.
- *Post Piles*: Collection of cards placed to the left of both the Blitz and Wood Piles and the players. This is the replacement or trading area during the game.

Blitz Pile: This is the most important pile of cards in the game as it the key towards Blitzing. It is a pile of ten cards placed to the left or right side depending on which handed the player is.

Begin the game:

Orange, Green, Yellow, and Red—Each Deck Belongs to one Player

1. To start each player puts out three cards face up in front of them to create a Post Pile. Each player then creates a stack of ten cards face up with only the top card showing and places these next to their Post Pile. This stack of ten cards is called the Blitz Pile. The remaining cards from the deck are held face down.
2. All players go at the same time and try to empty their Blitz Pile. If there is a one on the top of any face up stack, play it to the center of the table to begin a "Dutch Pile." When a two of the same color as the one appears it is placed on top of the one. All cards on a Dutch Pile are played to the next higher number and must be the same color. Players can also play from the Blitz Pile onto a Post Pile and from one Post Pile onto another only if the numbers decrease in order and the boys and girls alternate.
3. If you can't play a card, reveal a card from the stack in your hand by counting them out in groups of three and laying them face up revealing only the top card. You can play the top card onto a Dutch Pile or Post Pile as long as you follow the Dutch Blitz Rules.
4. Once you empty your Blitz Pile the round ends. Players score one point for each of the cards in their Dutch Pile, and lose two points for each card left in their Blitz Pile. All players then sort the cards and play again. When one player reaches the score of 75 the game ends and the player who reached 75 first is the winner.



Additional Dutch Blitz Rules:

If a player makes a mistake and any other player notices, they should call out "Dutch!" All play has to immediately stop without disturbing any cards. The cards played incorrectly are returned to their original positions and the game continues.

General Dutch Blitz Rules are that you cannot pick up more than one card during the play from any of your card piles. Cards must be placed onto the Dutch Pile, not thrown. Only one hand can be used to play and no alternating between hands.

Dutch Piles can only be started with a number one card.

Blitz Pile must be played from the top card.

Post Pile must be built in decreasing and alternate order between the Dutch girl and the Dutch boy.

Wood Pile must be played from the top and cannot be shuffled.

Cards in your hand can only be turned over in sets of three and cannot be shuffled.

Cards must also be taken from the top, never from the bottom.

Jenga (multi-players)

A classic Jenga game consists of 54 precision-crafted, specially finished hard wood blocks. To set up the game, use the included loading tray to create the initial tower. Stack all of the blocks in levels of three placed next to each other along their long sides and at a right angle to the previous level.

Once the tower is built, the person who stacked the tower plays first.

Moving in the game Jenga consists of:

- 1) taking one block on a turn from any level of the tower (except the one below an incomplete top level), and
 - 2) placing it on the topmost level in order to complete it.
- Players may use only one hand at a time; either hand may be used, but only one hand may touch the tower at any time.



Players may tap a block to find a loose one. Any blocks moved but not played should be replaced, unless doing so would make the tower fall. The turn ends when the next player touches the tower, or after ten seconds, whichever occurs first.

The game ends when the tower falls -- completely or if any block falls from the tower (other than the block a player moves on a turn).

The loser is the person who made the tower fall (i.e., whose turn it was when the tower fell).



Liar Dice / Pirate's Dice (multi-players)

For the Pirate's of the Caribbean fans, you'll probably recognize this game. Liar Dice, or Liar's Dice or Perudo or Dudo or Call My Bluff or Mexacali (a drinking game equivalent) or doubting dice, etc is an easy game to pick up but you're likely to have a harder time learning much strategy as it's difficult to anticipate moves.

Step 1: What You'll Need

For this version of the game, you'll need:

- 5 Dice per player (or any number you'd like, the more dice, the longer the game)
- 1 Dice cup per player (anything to obscure your roll from your opponent(s)-hands work well)

You'll also need at least one other person to play with, but having at least three is recommended.

Step 2: Rules

Dice Rolls

You must roll your dice in the beginning of the game, and after a completed challenge. Should one or more of your dice land on top of another -- you must roll again. You do not have to look at your dice immediately.

Face Values

Unless called by the first bidder - 1's are wild. That is, if the first bid is 4 1's -- 1's are no longer wild.

Bids

Your bid is for all the dice on the table. If four people are playing, initially there are 20 dice on the table. Therefore, it is possible to have 20 of one face value. Each bid must be higher than the previous one in number or face value.

Example:

Correct

- Five 2's
- Seven 2's
- Four 5's

Incorrect

- Five 2's
- Seven 2's
- Six 2's

The Challenge

You may only challenge on your turn and you may only challenge the current bid as given by the previous player (there is a variant exception to this rule in the next step). A challenge is started by raising your cup. If the bid is equal to or less than the number of the dice of same face value -- the challenged bidder wins. However, if the bid is greater than the number on the table -- the challenger wins.



The challenge loser places one die in front of his/her cup -- and is not to be used for the remainder of the game. The loser gets the first turn on the next round and the game continues until only one player remains.

Ties

There are no ties in Liar Dice. However, should the remaining players be reduced to 1 die each -- there is a type of elimination round. Each player rolls and instead of bidding on the number of a certain face value, the bids are placed on the sum of the face value itself.

Example for two players

Player 1: 6 Player 2: 7 Player 1: 10 Player 2: Challenge

If the sum of the dice is 8 -- then Player 2 wins by calling Player 1's bluff.

You may wish to print these rules out if you and your opponent(s) have never played before. No worries though, you'll pick it up quickly ;)

Step 3: Strategy

For newcomers to the game, the hardest thing to learn is how to lie. Each bid you make tells your opponent(s) something about your hand OR it makes them think something about your hand.

In a three-player game -- if you call twelve 5's indicates that you likely have quite a few 5's. However, when your turn comes around and you change to eleven 6's -- it seems likely that you either 1) are a liar now or 2) you lied on your last hand. Reading your opponent is difficult - especially if you're playing an opponent that has some understanding of the game.

Logic Interferes With Game Play

For most, our first reaction is: what your opponent speaks is truthful. In fact, for beginners - that is likely the case. It's best to throw most logic out the window especially as you, and your opponent(s) learn to lie.

Passing

One variant of the game allows players to pass their bid once per round. A pass means that each of your dice have different face value (unlikely until you've lost a few rounds). This is beneficial as it can keep you in the game longer. However, if you're challenged -- you were telling a mis truth - - you lose that round.

Additionally, more than one person can pass. However, for a three-person game, only two can pass (always players-1). The final player can challenge any of the previous passes.

Ye be a liar's dog!

Okay, this is a funny variant. In this version of the game, you're given 3 lives (3 sets of 5 dice). The last person with a life wins. However, the first person to lose all three lives has a concession. If s/he stands up and Barks like Dog -- s/he will have one additional life. If s/he declines to "save the dog's life" the next person to lose all three lives may use the opportunity. Mind you, this must be a nice loud howl or several barks -- a wimpy "bark" will not suffice.

Enough with the reading -- go play!

Step 4: Final Notes

Final Notes

Yes, that was a lot to read -- but really it's not difficult at all. Remember, monopoly is easy -- with a rule sheet full of fine print :p

Mad Gab Game Rules (multi-players)

Components

224 Cards with 600 Mad Gab Puzzles
1 Card Flipper, 1 Card Box, 1 Sand Timer, Rules Sheet

Object of the Game

Be the first team to reach 30 points. Points are scored when a team solves a Mad Gab puzzle. The puzzles consist of a set of unrelated words that, when read aloud, sound like familiar phrases, names, places, etc.

For example ' "Europe Lace Sore Mind" sounds like "Your Place or Mine" once you say it loud.

Teams try to solve three puzzles before the times stops. If you solve all three, you can score bonus points! Or if you don't, the "Stealing" team may then gain points by solving any puzzles the "Solving" team could not. Mad Gab is contagious and addictive! The more you play the better you get!

Setup

Mad Gab is best played by two teams. Pick your teams; it's okay if they don't have the same number of players.

Each card has four puzzles. Players choose which side of the card to play. Puzzle clues are in the word bubbles in big type. Their answers are on the opposite side of the card in the upper right hand corner.

Note: There are four Mad Gab puzzles on each card. The cards should be played through in the following order: puzzle A (blue side), puzzle B (blue side), puzzle A (orange side), puzzle B (orange side).

Determine which team will be the "Solving" team first; this is Team 1. The other team will be the "Stealing" team; this is Team 2.

Coach

Team 1 chooses one player to give the clues, load the card flipper and coach the puzzler Guesser. (More on coaching later!) That player "loads the card flipper" by putting three cards in the flipper face down with the chosen color facing out of the flipper.

Guesser(s)

Team 1 also decides if one or more team members will be guessing and sounding out the puzzles (i.e., you can all be silly mad gabbers all at once or take turns, which we recommend).

Stealer

Team 2 chooses one player to be the Stealer; that person may not see the puzzle answers and may get a chance to steal them if all three puzzles are not solved by the solving team.

Scorekeeper

Team 2 also chooses one player to be the Scorekeeper. That player will start the Sand Timer, keep track of any bonus points earned.

The Sand Timer label is divided into three sections: 3, 2 or 1 bonus points. Points are earned depending on how much time the Guesser takes to solve the Mad Gab puzzles. You must solve all three puzzles in order to earn bonus points!

So... a 4-player game should look like this:

Team 1 - Solving Team

Player 1: The Coach - Loads, flips, coaches and judges if the puzzles are solved.

Player 2: The Guesser(s) - Sounds out puzzles, guesses answers.

Team 2 - Stealing Team

Player 1: The Stealer - Listens to and looks at puzzles read by opponent, with the possibility of stealing.

Player 2: The Scorekeeper - Operates the Sand Timer, administers any bonus points.

Game Play

Once the cards are loaded in the flipper and it's clear who's what, it's time to play.

The Coach on the Solving team flips up the flipper facing the Guesser(s). The Coach can see the answer to the puzzle in the upper right-hand corner of the card.

The Guesser starts saying OUT LOUD the clues. Come on, don't be shy! Coach: feel free to laugh out loud as you'll know what the Guesser is trying to say while he will not!

The Scorekeeper on the Stealing Team turns over the Sand Timer just as the card flipper is flipped.

The Solvers have until the Sand Timer runs out to solve all three puzzles and score points. The faster you gab, the more you score! Each Mad Gab Puzzle is worth 1 point.

Coaching

The Coach is (surprise!) able to coach the Guesser by directing him how to say the puzzle. The coach cannot look at the puzzle clue but may give clues on which words to emphasize to order to get the answer.

Tell your Guesser to emphasize certain syllables or say the puzzle faster or slower. Example: "Blend the first and second word together!" The coach may NOT give hints as to the topic or answer of the puzzle such as "It's an actor".

The Coach's most important role is to get the Guesser to continue to say the Mad Gab puzzles out loud so they can hear the answer!

Once a puzzle is solved, the Coach pulls the card from the flipper and places it down, revealing the next card in the flipper.

Passing

The solving team can pass on a puzzle if it's too hard or if you're just plain tired of sounding out the clues. The Coach should pull the passed card out of the flipper and put the card face down to the side.

The card is now "dead" to the Solving team; they may not go back to it, even if time remains. And remember; you cannot score bonus points unless you solve all three puzzles on your turn.

Play continues in this fashion until the Sand Timer stops, or until all three puzzles have been solved or passed on. The Scorekeeper immediately notes where the sand is in the timer once all three puzzles have been solved or passed.

Stealing

If the Solving team has not guessed all three puzzles once the timer stops, the Stealing team now has its chance!

The Stealer from Team 2 may now try to steal the puzzles that have been passed on or are visible in the flipper (i.e. only cards that the other team has tried to guess). However, he may not look at the passed card; he may try to steal it from memory.

You have about 10 seconds for this - no stalling, you big Stealer!

Scoring

Each Mad Gab Puzzle is worth one point.

Teams score one point for every Mad Gab puzzle they have solved and pulled from the flipper once time expires.

The opposing team scores 1 point for each puzzle solved by the Stealer that was missed by the Solving team.

If a team has passed on a puzzle or not solved all three, they do not get any bonus points.

If a team has solved all three puzzles, you may get a BONUS! Note where the sand is in the Sand Timer and award points accordingly. If the sand is still in the section of the timer with a 3, add on 3 extra bonus points to your score. And so on for the section indicating 2 and 1 point(s).

The Scorekeeper records the score for one or both teams.

It's a Mad, Mad, Mad Game

Teams alternate turns, choosing a different Coach and Stealer, etc. on each turn. Play continues until a team reaches 30 points.

In the event of a tie, teams choose one player from each team to sit out. These players choose the final puzzle and load that card into the flipper. It is then tilted up to face both teams.

The first team to solve the puzzle is the winner!

End of the Game

The team that reaches 30 points first wins!

Note: if you're mad about Mad Gab, you can aim to go for 40- or 50-point games. Or, if you want a milder game, reduce the points needed to win. Knock yourself out!

Two and Three-Player Game

In the two-player game, there is no coaching (you wouldn't want to coach your opponent, now, would ya?). There's also no steal- ing (you'll be looking at the answer, so that would hardly be challenging).

Players simply try to figure out the three puzzles on their own as their opponent flips them up. Points are scored in the same way.

In the three-player game, determine how many turns you will all get. Player 1 draws the cards and handles the flipper as the Coach, Players 2 is the Guesser of the puzzles, and Player 3 is the Stealer.

Players rotate turns. Whoever has the highest number of points after every player has had the same number of predetermined turns, wins.

Mancala (2 players)

What You Need: Mancala board, 48 markers

Setup

The Mancala 'board' is made up of two rows of six holes, or pits, each. If you don't have a Mancala board handy, an empty egg carton can work. Next, four pieces -- marbles or stones -- are placed in each of the 12 holes. The color of the pieces is irrelevant.

Each player has a 'store' to the right side of the Mancala board. (Cereal bowls work well for this purpose.)

Play

The game begins with one player picking up all of the pieces in any one of the holes on his side. Moving counter-clockwise, the player deposits one of the stones in each hole until the stones run out.

1. If you run into your own store, deposit one piece in it. If you run into your opponent's store, skip it.
2. If the last piece you drop is in your own store, you get a free turn.
3. If the last piece you drop is in an empty hole on your side, you capture that piece and any pieces in the hole directly opposite.
4. Always place all captured pieces in your store.

Winning the game

The game ends when all six spaces on one side of the Mancala board are empty. The player who still has pieces on his side of the board when the game ends captures all of those pieces. Count all the pieces in each store. The winner is the player with the most pieces.

Tips:

Planning ahead is essential to victory in board games like Mancala. Try to plan two or three moves into the future.



Mastermind (2 players)

OBJECT OF THE GAME

The object of MASTERMIND (r) is to guess a secret code consisting of a series of 4 colored pegs. Each guess results in feedback narrowing down the possibilities of the code. The winner is the player who solves his opponent's secret code with the fewest guesses.

CONTENTS

De-Coding board: featuring built in storage area for pegs, built in scoring table
Separate Shield to conceal secret code.

Code Pegs: Approximately 72 large round-headed pegs (about 12 each of 6 colors).

Key Pegs: Slide Outs (red and white).

TO BEGIN

Decide which player is to be the Codemaker and which to be the Codebreaker. Position the board between the 2 players so that the 4 shielded holes for the secret code face the Codemaker.

GAME NO. 1 (1,296 permutations)

The play of the game goes as follows:

1) One player, known as the Codemaker, secretly arrange the 4 Colours in the Shield, which are kept hidden. The Codemaker can use any combination of the 4 colors he chooses. He can also use 2 or more of the same color if he wishes.

2) The other player, known as the Codebreaker, sits opposite the Codemaker and places Code Pegs in the 1st row of the Code Peg holes (closest to him). The Codebreaker is attempting to duplicate the exact colors and positions of the secret code.

3) The Codemaker responds by placing sliding out the red and white bars on the 1st row as follows:

(b) A red slide out to indicate a Code Peg of the right color and in the right position (without indication of which Code Peg it corresponds to).

(b) A white slide out to indicate a Code Peg of the right color but in the wrong position.

(b) No Slide out to indicate a wrong color that does not appear in the secret code.

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There is nothing about the placement of the slide outs to indicate which particular Code Pegs are meant. It is part of the challenge of the game for the Codebreaker to figure out which Code Pegs correspond to particular Slide Outs. When 2 pegs of the same color appear in the secret code and/or in the Codebreaker's row can cause some confusion. The basic principles are that one slide out corresponds to one Code Peg and, that the red slide out takes precedence over a white one (see EXAMPLE B). Study the examples below:

4) The Codebreaker places another set of Code Pegs in the 2nd row and the Codemaker places the Slide Outs in the 2nd row as appropriate. The pegs played in each row are left in position until the secret code is broken.

5) The Codebreaker keeps placing rows of Code Pegs and getting feedback from the Codemaker until he guesses the code exactly. At this point the Codemaker pulls out a full red slide out and reveals his secret code.

6) If all 10 rows are used and the Code has not been broken, the game is over and the Codemaker is awarded 11 points (10 points + 1 bonus point). The players then switch roles.

7) Provided he has given correct information, the Codemaker gets 1 point for each row of pegs played by the Codebreaker. The players then switch roles for the next game. however, if the Codebreaker can show that the Codemaker has given wrong information, the game is replayed and 3 extra points are given to the Codebreaker.

8) Play continues for a series of games, the number being determined in advance. The winner is the player with the most points in the series.

GAME NO. 2 (2,401 permutations)

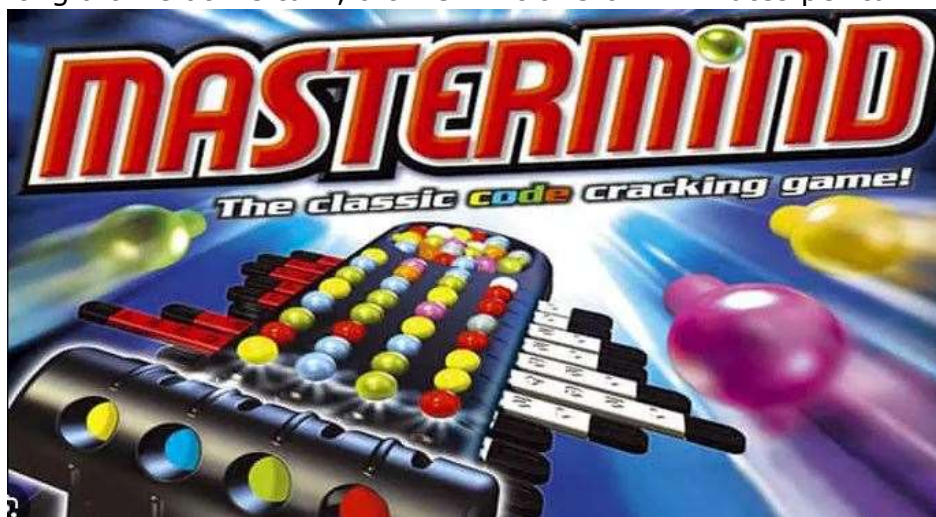
The sequence of play is exactly the same as in Game No. 1, but the codemaker may leave 1 or more Code Peg holes vacant, making the number of Code Pegs used in the game equivalent to 7. Think of a vacant hole as being another Code Peg color.

TO SCORE A SERIES OF GAMES

One player takes a white Key Peg for scoring, the other player takes black. The Codemaker inserts his score peg at the start of each score line and moves his score peg along his score line for each row of Code Pegs placed by the Codebreaker. Scoring is continuous throughout the series of games. Highest score wins.

That's all there really is to MASTERMIND (r).

The only suggestions we have to make is that if the Codebreaker continually takes too long a time at his turn, a time limit of 3 or 4 minutes per turn be set. Have Fun!



Mexican Train (4-8 players)

Mexican Train Equipment

Mexican Train Dominoes are played with a standard set of Double Twelve dominoes. Each set has 91 dominoes, and we recommend that dominoes with coloured spots are used because otherwise it becomes difficult to match dominoes at a glance.

Unlike most other games of dominoes, Mexican Train requires some other equipment. Firstly, a special hub is used that has a slot in the middle for the starting double and 8 slots around its edge to start each domino train. Hubs range from expensive manufactured items that go 'Toot Toot' when pressed to home-made efforts that take only a couple of minutes to cut out from a piece of cardboard.

Secondly, two types of markers are required for the game. These can be anything, but coins are commonly used - say a penny for each player's train and a nickel for the Mexican Train. Sets specifically marketed for the play of Mexican Train Dominoes usually have differently coloured little plastic trains that are used to mark each player's train.

Gameplay Basics

Each time a player places a domino on the table in Mexican Train, it must conform to normal domino play. i.e., The domino must be placed so that one end is touching the end of a domino already on the table and such that the end of the new domino matches (shows the same number of dots) the end of domino it is adjacent to. Unless the tile is a double, the tile can be placed square in any one of the three directions as long as the two matching sides are touching fully.

A domino with the same number at either end is called a 'Double'. A Double too, can only be placed adjacent to a matching end of a domino already on the table. However, doubles are always placed perpendicularly across the end of the domino that is already on the table to make a 'T'. A tile played to a double must also be placed accordingly - perpendicular to the double touching at its middle. So, unlike the other dominoes, a double can never turn a corner.

The shape of the domino chain develops snake-line at random according to the whims of the players and the limitations of the playing surface.

Preparation

To begin, the dominoes are shuffled face down in circles with the flat of the hand - producing an attractive sound that has been well-known for centuries. Depending on the number of players, each player draws a set number of dominoes. Up to 4 players take 15 dominoes each, 5 or 6 take 12 each, 7 or 8 take 10 each.

In friendly games, players normally just place their dominoes on edge in a row facing them. The remaining dominoes are termed "sleeping" tiles or "the boneyard".

The hub is placed in the middle of the table and each player selects a slot on the outer edge that is facing them to be the starting point for their train.

One additional slot is chosen to be the starting point for the 'Mexican Train' and the Mexican Train marker is placed in this slot to denote it as such.

The player with the highest double places it in the centre of the Mexican Train Hub.

The First Turn

The player to the left of the player who put down the highest double starts and players then take turns in a clockwise direction.

The first turn made by each player at Mexican Train Dominoes is different to subsequent turns and can require some thought to give the best advantage.

The player starts their 'train' by putting their first domino into their chosen slot on the hub. The end pointing towards the middle must match the central hub domino. They then continue to extend this 'train' by adding more dominoes from their hand until they can't put down any more.

Subsequent Turns

At each subsequent turn, a player can put down only one domino on any of the trains that are available to that player. The turn proceeds as follows:

If possible, the player plays a domino to one of the available trains (see below) and that is the end of the turn.

Otherwise, the player takes a domino from the boneyard. If possible, the new domino from the boneyard is played to one of the available trains (see below) and that is the end of the turn.

If the player still cannot play, then the player places a marker on the domino at the end of their train, thus making that player's train available for all the other player's to use.

Whenever a player plays a domino to their own train, if their train has a marker on it, the marker is removed.

If a player plays a Double, then that player immediately has another turn.

Available Trains

Any of the following trains are available to the player:

The player's own train.

The Mexican Train (if not yet started, the player can start the train with a domino matching the central Double).

Another player's train but only if it has a marker on it.

Winning

The aim is to be the first player to get rid of all the dominoes in their hand. As soon as this happens, even if the last tile is a Double, the game ends.

The winning player scores zero; the other players score the total of the number of spots on the dominoes still left in their hands.

Usually, a series of games are played and whoever has the least points at the end of the series, wins the match.

Special Situations

In the unlikely situation that no player has a double in their hand at the start, players take from the boneyard until someone does pick a Double at which point it is immediately laid in the hub.

If there are 8 players, then there won't be a slot available on the hub for the Mexican Train so it has to start by itself a little way away from the hub.

If a player is unable to start their train in their first turn, they simply put their train marker next to their slot. If, in a later turn, the player draws a domino that enables them to start their train,

they can only play this one domino and remove their marker. The opportunity to play multiple dominoes only happens on the first turn.

If a player is unable to play and the boneyard is empty, the player must simply pass and ensure that a marker is placed upon their train.

In the rare case that a player plays out all their dominoes in their first turn, the other players are all allowed to also complete their first turn. Only once each player has completed their first turn does the game end and scores are counted up.

General Variations

Some people play a match by starting the first game with the Double 12, the second game with the Double 11 and thence on to the final 13th game of the match that starts with the Double blank domino.

Some variations do not have the special first turn and players are allowed to put down only a single tile in their first turn as for their other turns.

Variations on Playing Doubles

There are a whole lot of extended variations for playing Doubles. Masters Traditional Games does not recommend these rules for beginners, children or people preferring more straightforward play as they add extra complexity to the game and new situations that slow the game down somewhat.

The basic and most common additional rule for Doubles play is that where a Double exists at the end of any train, the Double must then be 'satisfied' (laid against) in the next turn, even if the Double is on another player's train that is not marked. All other available trains are ignored and if the player cannot play against the Double immediately or after drawing from the Boneyard, the player must place a marker on their train and play passes to the next player. This rule would not normally apply during the special first round of play.

A variation on the above Doubles rule that a player who plays a Double and who thus has immediately has another turn, is not for this bonus turn required to play against a Double. The player can play against any available train. This of course means that a player can play several Doubles in a row, so that players over the next few turns need to play against two or more Doubles before they can continue in the more normal fashion.

People playing the previous variation, sometimes complicate things further so that in the situation where two or more Doubles are played by one player, each Double has to be played in the reverse order that they were laid down.

When playing the compulsory Double play rule, it can happen that a Double is placed at the end of a train and that all dominoes to match that Double have already been laid. This Double has to then be ignored from that point on (otherwise the game would come to a halt). Some people will then stack the double on the previous tile of the train to indicate that the train has permanently stopped.



Mille Bornes (2-4 players)

Setup

If there are four or six players, teams play in pairs and sit across from one another. The six instruction cards are removed from the deck and the rest of the cards are shuffled. Each player is dealt six cards.

Playing the Game

Mille Bornes is played in rounds with the goal of reaching exactly 1,000 miles each round. A player's turn begins with the player drawing a card from the draw pile. The player then either plays a card or discards a card.

Mille Bornes has four different types of cards.

First there are hazard, remedy, and roll cards which are all played to the battle pile. Roll cards are played to allow a player/team to play distance cards. Hazard cards are played against other players/teams and stops them from playing distance cards. A hazard

card can only be played on top of a roll card or on another hazard card (in some versions of the game). Remedy cards are played on top of hazard cards in order to allow a player/team to play more distance cards. Here is a list of the different hazard cards and the remedy cards that need to be played to fix them.

Stop Card-Roll Card

Out of Gas-Gasoline Card and then a Roll Card

Flat Tire-Spare Tire Card and then a Roll Card

Accident-Repair Card and then a Roll Card

Next there are Speed Limit and End of Limit cards. Speed Limit cards are played against other players/teams and prevents them from playing any distance cards other than 25 and 50 mile cards. End of Limit cards are played on top of Speed Limit cards in order to remove the speed limit.



There are also safety cards that prevent hazard cards from being played against a player/team. Safety cards can either be played on a player's own turn or when a corresponding hazard card is played against the player/team. Whenever a safety card is played, the player who played it gets

another turn (skipping other players if necessary). Playing a safety card removes the corresponding hazard if it is impacting the player/team that played the card. If played in response to a hazard card being played, the player who played the card gets to draw another card. If the card is played during the player's turn, it is played in the same direction as all other cards. If the card is played in response to a hazard card being played, it is played in the opposite direction to indicate how it was played for scoring purposes.



- Right of Way-Prevents Stop and Speed Limit cards from being played against a player/team. The player/team that played the card can also play distance cards even if they don't have a roll card exposed.
- Extra Tank-Prevents Out of Gas cards from being played against a player/team.
- Puncture Proof-Prevents Flat Tire cards from being played against a player/team.
- Driving Ace-Prevents Accident cards from being played against a player/team.

Finally there are distance cards. Distance cards can only be played if the top card on your battle pile is a roll card. Players can play whichever distance cards they want as long as they don't have a speed limit card played in front of them. Each player/team can only play two 200 cards though. Players cannot play distance cards that will put their total distance traveled over 1,000 miles.



End of Round and Scoring

A round ends when either a player/team reaches 1,000 miles or all of the cards have been played. Players score points as follows:

Each player/team scores points equal to the number of miles they traveled.

Each safety card that is played is worth 100 points. If the safety card was played in response to a hazard card that was played, it is worth an additional 300 points. If a player/team plays all four safety cards they also receive an additional 300 bonus points. The player/team that completes the 1,000 mile trip gets a 400 point bonus.

If a player/team finishes their trip after all of the cards have been drawn from the draw pile, the player/team gets 300 bonus points.

If a player/team doesn't play any 200 mile cards and completes their trip they get 300 bonus points.

If a player/team prevents their opponents from playing any distance cards, they get 500 bonus points.



This player/team will score as follows: 1,000 points for the distance traveled, 400 bonus points for finishing the trip, 200 points for the two safety cards played, 300 bonus points for the safety card played in response to a hazard card, and 300 points for not playing any 200 mile cards for a total of

2,400 points.

The game ends when one player/team gets more than 5,000 points. If two players/teams get over 5,000 points at the same time, whichever player/team had more total points wins the game.

Monopoly – (2-8 players)

Monopoly: Number of players, game length and overview

Two to eight players can play Monopoly (the exact number may vary depending on your edition). Monopoly takes between 20 minutes and three or more hours to play, depending on the number of players and what you roll.

In Monopoly, players are competing to bankrupt their opponents by purchasing property and building houses and hotels to charge the most rent when their rivals land on the spaces.

In Monopoly, you're looking to eliminate your opponents by bankrupting them via rent and other costs.

How to set up Monopoly

Unpack the main board and place it on the table. Shuffle the Chance and Community Chest decks of cards and put them on the matching spaces in the middle of the board. Each player should choose a player piece. (If you can't decide what order to pick in, roll a die to decide, with higher numbers choosing first.) Place all of the player pieces on the Go square and give each player a total of \$1,500 as explained below. The amount is always the same, regardless of what currency your edition uses.

Choose one player to be the Banker. This person is in charge of managing the bank's money, property cards, and houses and hotels. The bank can never run out of money - if you run out of banknotes, keep track on a notepad or similar.

Determine player order by each rolling one die. The player who rolls highest goes first, with play continuing clockwise around the table. (So the person to your left goes next.)

Monopoly contents: What's in the Monopoly box?

The exact contents of your Monopoly box will depend on its edition, but these are the standard contents of the most recent Classic Monopoly:

Game board

- Eight game pieces
- 28 title deed cards
- 16 Chance cards
- 16 Community Chest cards
- 32 houses
- 12 hotels
- Two dice
- \$20,580 in money (30 notes each of \$500, \$100, \$50, \$20, \$10, \$5 and \$1)

How much money do you start with in Monopoly?

Each player starts Monopoly with \$1,500 in money. The official Monopoly rules specify that players must start the game with a specific combination of banknotes.

Monopoly starting money:

5x \$1 note

1x \$5 note

2x \$10 note

6x \$20 notes

1x \$50 note

4x \$100 note

2x \$500 note

If you are playing with a US edition of Monopoly released before September 2008, the number of notes for each denomination is different: give each player two \$500 notes, just two \$100 notes, two \$50 notes, six \$20 notes and five each of \$10, \$5 and \$1.

Monopoly Rules

On each player's turn, they roll both dice before moving that number of spaces clockwise around the board. If you land on or pass Go during your move, you immediately collect \$200 as directed by the Go space.

When the player has moved their full roll, they perform the action of the space they finished on - this is usually choosing whether to buy an available property, paying rent to the owner of a purchased property, drawing a Chance or Community Chest card, or following other instructions (such as Go to Jail or paying Luxury/Super Tax).

Once they've finished performing the action of their space, the player's turn ends - unless they rolled doubles, which means they can roll again and take another turn.

What happens when you roll doubles in Monopoly?

If you roll doubles in Monopoly, you get to roll again after you have completed your first turn. This means you effectively take two turns in a row, giving you the chance to buy multiple properties or draw multiple cards by landing on two separate spaces. If you roll doubles on your second roll, you get to roll again and take a third turn.

If you roll doubles three times in a row, you are "caught speeding": instead of moving for the third roll, you must move your piece immediately to the Jail space and end your turn. To leave Jail on your next turn, you must just use a Get Out of Jail Free card, roll doubles or pay the \$50 fine, as normal.

What happens if you land on Go in Monopoly?

Like the Free Parking rule, landing on Go in Monopoly is another popular house rule. The official rule is that landing on Go in Monopoly doesn't give you any extra money: you still get \$200, as you do when you pass Go.

If you land on Go as directed by an Advance to Go Community Chest or Chance card, you also collect \$200 as normal. This means if you pass Go, then land on a Community Chest/Chance space that tells you to Advance to Go on the same turn, you receive \$400 in total: \$200 for passing Go the first time, then another \$200 for landing on it.

A popular house rule is that players may receive double the money - \$400 in most versions - by landing on Go, but this makes Monopoly longer to finish, so it's not recommended.

Buying properties in Monopoly

If you land on an available (ie. not currently owned by a player) property, you can choose to buy the property for the value printed on the card. If you decide to pass on buying the property, the property is auctioned between all the players. A player who passes on buying a property at its printed cost can choose to bid on the same property. There is no set starting bid; whoever bids first sets the starting bid. Bidding continues until the highest bidder wins the card.

When you purchase a property, you pay its cost to the bank and take the matching title deed card. From then on, if another player lands on that property, they must pay rent to the owner equal to the property's rent value. This can be increased by adding houses and hotels to a property. If a property is mortgaged (by flipping the title deed card over), rent is not collected until it is unmortgaged again.

If a player lands on a property you own and you do not ask for rent before the next player rolls their dice, you have missed your chance and cannot collect the rent. So make sure you pay attention!

How do you build Houses and Hotels in Monopoly?

The official rules for Houses and Hotels in Monopoly state that you must own all of the properties of a single colour before you can begin construction.

By owning all of the properties in a colour group, any unimproved properties (without houses or hotels) may charge double rent to players that land on them. This applies even if one or more of the properties is mortgaged - unless it is the property landed on, in which case it won't collect rent at all.

Each property may have up to four houses maximum. Houses must be built so that each property in a group has one house before a second house is built on any space of the same colour, every space has two houses before a third is built, and so on. In the same way, houses can be sold back to the bank for half their original cost, keeping the number of houses on each property within one. (eg. No fewer than two houses on a space if another currently has three, and so on.) The title deed card tells you how much each house increases that property's rent by.

Once each property in a colour group has four houses, the player may build a hotel by replacing the four houses (returning them to the bank) on one space with a hotel. Only one hotel can be built on a property, but each property in a colour group may have a hotel. Hotels are the best way to maximise rent from a property.

When can you buy Houses in Monopoly?

Houses and hotels can be bought from the bank at any time - even during another player's turn - and added to a property's space on the board. (The exception is utilities and stations, which cannot have houses or hotels.) If the bank runs out of houses, the player must wait for a house to be available before building one.

What happens with mortgaged properties in Monopoly?

To mortgage a property they own, a player can flip over the title deed card to its 'mortgaged' side. The bank will then immediately pay them the mortgage value of the property. A player can choose to mortgage properties at any time in Monopoly - even when it's not their turn.

Only properties without houses or hotels can be mortgaged; if you have any buildings on the space, you must sell them (following the rules above) before mortgaging.

If a property is mortgaged, the owner does not collect rent when another player lands on its space. However, if you own all of the properties in a colour group and a player lands on another unmortgaged property without buildings (houses or hotels), you may still charge double rent even if one of the properties in the group is mortgaged.

To unmortgage a property, the player must pay the mortgage cost plus 10% interest on the mortgage value. (In more recent editions of Monopoly, the total amount needed to unmortgage is written on the back of the card.)

Can I buy a mortgaged property in Monopoly?

Yes, you can buy mortgaged properties in Monopoly. Players can choose to trade mortgaged properties with other players for an agreed-upon value.

However, an important rule is that the player receiving the mortgage property must immediately pay 10% interest on the mortgage value to the bank. If they do not choose to unmortgage the property by paying the rest of the outstanding mortgage value, they will have to pay the mortgage value plus another 10% in interest on a future turn when unmortgaging.

How do I trade property in Monopoly?

Players can choose to trade properties with other players at any time in Monopoly. Properties can be freely traded for money or other properties, a combination of both, or in place of rent - whatever the two players agree upon.

However, Monopoly's official rules state that properties cannot be traded with houses and hotels on - they must be unimproved. In order to trade a property with another player, the current owner must sell any houses or hotels on the space back to the bank (following the rules above) before offering it in trade.

What are the Jail rules in Monopoly?

Players can be sent to Jail in Monopoly in three ways: rolling doubles three times in one turn, landing on the Go to Jail space or drawing a Go (Directly) to Jail card from a Community Chest or Chance space. When sent to Jail, you do not pass Go and do not collect \$200, no matter where you are on the board. You place your player piece on the 'In Jail' section of the Jail space (rather than Just Visiting).

On their next turn, players can leave Jail in three ways: discarding a Get Out of Jail Free Card, paying a \$50 fine or successfully rolling doubles.

If you use a Get Out of Jail Free Card or pay the fine, you move your piece to the 'Just Visiting' section of the space and immediately take your turn as normal by rolling the dice to move.

If you attempt to roll doubles to leave Jail, you lose your turn if you are not successful. After your third unsuccessful attempt to roll doubles, you must immediately use a Get Out of Free Card or pay the \$50 fine, before moving the total of your third unsuccessful roll.

If you successfully roll doubles to leave Jail, you do not get another roll - you simply move the amount on the dice and activate whatever space you land on. However, if you use a Get Out of Jail Free card or pay the \$50 fine to leave Jail, then roll doubles, you are able to roll again as with a normal turn.

Can you collect rent in Jail?

Yes, you can collect rent while in Jail in Monopoly. You can also still buy and sell properties and houses and hotels on properties you own.

In fact, sitting in Jail in the later turns of the game may be an effective strategy to collect rent without risking landing on others' expensive properties - remember you can only stay there for three turns at most, though!

What does Free Parking do in Monopoly?

The official Monopoly Free Parking rule is that the space doesn't do anything. No money goes to the centre of the board, and you do not collect it if you land on the Free Parking space. You simply land on the space and wait there until your next turn.

However, many people play using the house rule that any money paid as fees or taxes (for example, from the Income Tax and Luxury/Super Tax spaces and certain Chance and Community Chest cards) goes to the middle of the board, and is collected by the person who lands on the Free Parking space. This is not an official rule, and actually makes playing Monopoly much longer - so it's best to not use it!

How to win at Monopoly

You win Monopoly by being the last player left with money. Players are eliminated by going bankrupt, which happens when they need to pay money to the bank or another player - through rent, tax or other fees - and do not have enough money to pay (or equivalent properties to trade in agreement with the other player, in the case of rent).

If a player is bankrupted by money that they owe another player, that player takes possession of the eliminated player's remaining property cards. Houses and hotels are sold back to the bank for half of their cost, as with the normal rules for trading properties - the money is then given to the surviving player.

If the player takes possession of any mortgage properties, they must immediately pay 10% interest on the mortgage value. If they choose not to unmortgage the properties at

the time by paying the remaining mortgage value, they will need to pay the mortgage value plus another 10% interest to unmortgage them on a future turn.

If a player is made bankrupt when failing to pay the bank, the bank takes possession of their remaining properties. All houses and hotels are removed from the properties. The properties are then auctioned off between the remaining players, as with a typical property auction.

Monopoly tips for winning

Try to buy every property you land on: Property gets you money and takes money from your opponents, so there's no reason not to buy everything you can! The only exception if you're cash-strapped is utilities, which can still be useful if you get them for a lower price through an auction but are among the least likely squares for players to land on in Monopoly, so less valuable than other squares.

Build houses as fast as possible, but be sparing with hotels: Once you have a full set of properties in the same colour, invest your money in houses to boost their value and increase their earnings when players land on them and pay rent. Try to hold off from building hotels, though: using up all the house pieces in the box means you can stop your rivals from being able to build anything on their own properties.

Don't save your money: Even if you have to mortgage properties later on to cover costs, it's better to buy as often as you can to build up your properties and increase the chance of receiving rent from your opponents.

Try to buy the Orange and Red groups: Orange and Red are the most landed-on squares in Monopoly, statistically speaking, if you break down the hard maths of possible dice rolls and the influence of players exiting the Jail space.

Sit in Jail as long as you can: Once you've bought properties around the board, it's often better to stay in Jail until you're forced to leave on later turns, avoiding the chance of paying rent to your opponents while they continue to move around the board and (hopefully) pay you rent.

Play by the rules: We don't just mean not cheating, although that goes without saying! Playing Monopoly by its official rules doesn't just make for a more fun experience, it also keeps things more fair for everyone - meaning your chances of winning are increased if you resist the urge to include your own house rules.

Monopoly Deal (2-5 players)

The card game where anything can happen!

The fast-paced, addictive card game where your luck can change in the play of a card! Collect 3 complete property sets, but beware Debt Collectors, Forced Deals and the dreaded Deal Breakers, which could change your fortunes at any time!

How to win: Be the first player to collect 3 three full property sets of different colors.

The Cards:

Action Cards may be played to initiate the action printed on the card or may be used as money of the value noted in the upper left and lower right corners.

Property Cards some denote a specific property and some are wild. They show property name, set to which they belong (or in which sets they may be used), rental costs, number of properties in their set and their value when used to make payments.

House/Hotel Cards may be used to increase the rental cost of a property set. They also have a monetary value for use in making payments.

Money Cards are used to make payments.

Play:

Deal each player five cards and then set the deck up as a draw pile, there is no discarded card to start.

Draw two cards from the draw pile, or if you start your turn with no cards, draw five.

Play up to three cards from your hand face up either as: money into your bank, properties or improvements into your collection, or actions. Action cards allow you to collect rent, receive money, take properties from others or cancel another action. Cards placed in your bank may only be used as money. When you must make a payment, you may use money from your bank or properties and improvements in your collection, but not cards in your hand.

Discard cards in excess of seven from your hand to the bottom of the draw pile.

Win by announcing it on your turn when you have three complete property sets of different colors. This ends the game.

Parcheesi (2-4 players)

Parcheesi is a fun board game for the entire family, but before you play you'll need to understand the rules. Parcheesi rules are simple and easy to learn. The classic game is a family favorite suitable for **ages 6 and up**.

Parcheesi Rules Are Simple

Parcheesi is basically a race between two to four players who need to move their pawn pieces around the board and finish at its center. Each player has four pawns. The board game starts with each player's pawns in their home circle to the right.

How to Get Pawns on Board

During each turn, the player needs to move their pawns around the board. How you move your pawns depends on where you are in the game.

Getting Pawns Into Play

You need to roll a 5 to move one of your pawns to the starting point of the mainboard.

This can be a 5 on one of the dice or a combination of the two dice together.

For example, if you have a 5 on one die and a 3 on the other, you can move one pawn out, then move it again three spaces in a counter-clockwise direction.

You can move out two pawns if you have a 5 on both dice.

Get All Pawns on the Board

Getting all your pawns onto the board trumps moving the ones on the board forward.

If you have pawns remaining to add to the board and roll a 5, you must move the next pawn onto the board rather than moving those already placed.

If you have a pawn that needs to be on the board, but the starting area to add them is blocked by an opponent's pawn, you will lose your turn.

Moving Pawns in Play

Once your pawn(s) have been put into play, each dice roll can be used to move pawns strategically around the board in a counter-clockwise direction.

You are not limited to moving just one pawn. You can move two of them with the number that appears on each individual die. If you roll a 6 on one die and 2 on the other, one pawn can be moved a total of eight spaces, or one pawn can move six spaces, and one can move two.

You cannot split the amount of the die, so in the previous example, you would not be able to move one die three spaces (half of 6) and the other die five spaces (2 plus the 3 from the rolled 6).

Rolling Doubles

If you roll a double, the number moved is determined by the top of the dice that is showing as well as the number at the bottom of the dice.

If you roll double 1's, you can move two pieces one space, and two pieces six spaces (or you can just move one piece the 14 spaces).

A double roll also allows you to roll again. If you roll doubles a second time, the rule above applies.

If doubles are rolled three times in a row, you will have to move the pawn closest to the finish line back to the home circle. This is called a doublets penalty.

How to Capture and Block Opponents in Parcheesi

Here are some helpful hints and tips to win Parcheesi. The goal is to slow down your opponent's move toward the home area.

Parcheesi Rules Capturing

During gameplay, an opponent can capture another player's pawn.

Blue spaces are safe spaces where pawns cannot be captured unless your opponent is currently on your blue starting space and you need to move your pawn onto the board.

In this case, you will capture that pawn.

If your opponent is on a cream-colored space and you roll a die that will put you onto that space, then you capture the pawn, and the pawn will be taken off the board and must start again. This is known as bopping or a "bop."

In a variation on this rule, you can also move your piece 20 spaces from the space you just moved your opponent's pawn off.

The red area to the left of your starting blue area is also a safe area because you cannot move onto an opponent's red path, and they cannot move onto yours.

Blockades in Parcheesi

Blockades are an effective strategy to hinder an opponent. Blockades are formed when two pieces of the same color are on a cream or blue space. A new pawn, your own or an opponent's, cannot be placed on this space and cannot move past it. One can only move past the space when a pawn on the space moves off of it.

How to Enter Home

After a pawn has completed its journey around the board, it is moved towards the center by its home row (which is the one that matches your pawns).

The pawns can only get to the center through the middle row by an exact count. In other words, a single die or a combination of the two dice must equal the number of spaces needed to get into the center.

After a pawn reaches the center, you can move another one of your pawn pieces ten spaces.

How to Win Parcheesi

If you have followed all the Parcheesi game rules and moved all of your pawns to the center of the board, you win!! Congratulations!!

Pass Out (2 players)

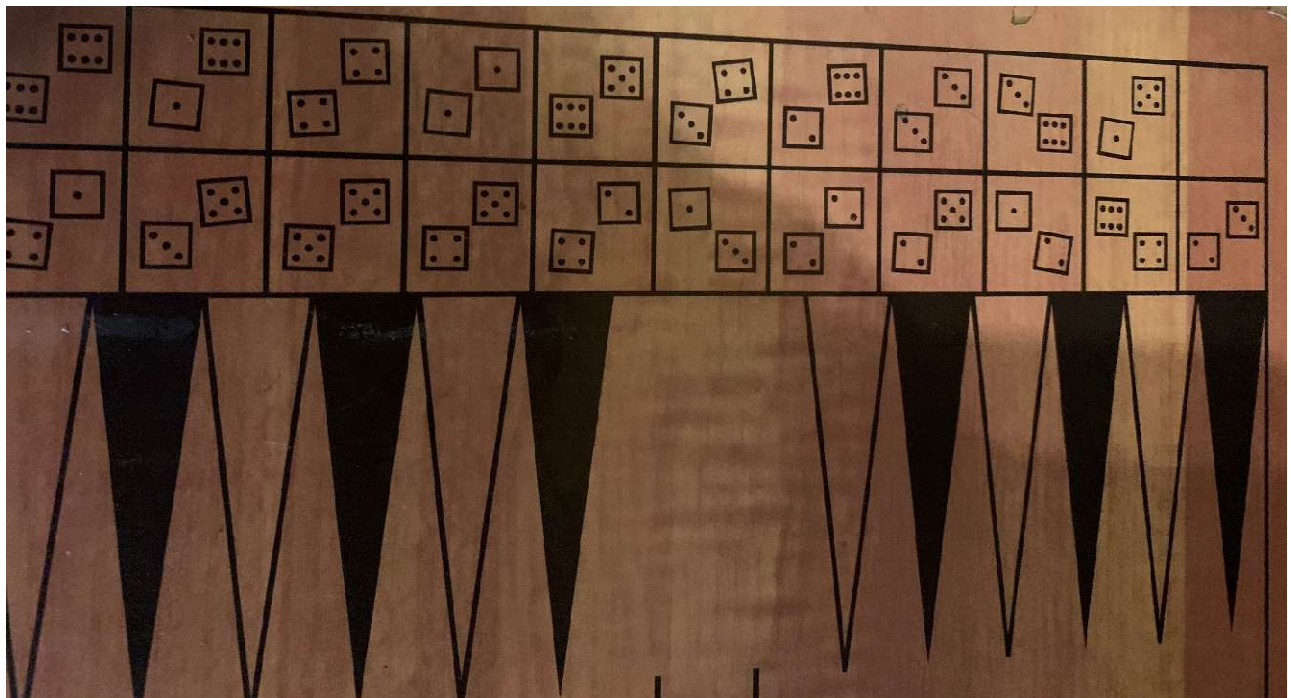
Object of the Game:

To be the player with the most markers on the board at the end of the game.

Game Play:

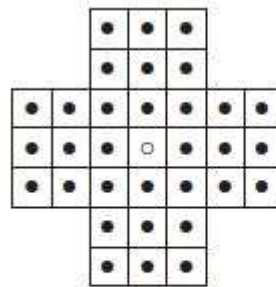
Two (2) players need a pair of dice and fifteen (15) markers each. Player with the dark markers throws the dice first. The numbers as shown on the dice (either individual numbers or combination of the two dice) are then covered on the board. When all twenty-one (21) spaces on the board are covered, the game is over.

The game board contains 21 squares each containing a picture of 2 dice rolls (i.e. one square has a picture of 2 smaller squares, one with three (3) dots, the other with two (2), representing a possible roll) each square contains a different possible roll.

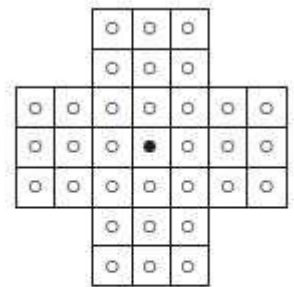


Peg Solitaire (1 player)

Peg Solitaire is a game that consists of a board with 33 holes arranged in the pattern given in the pictures here. At the start, every hole except the center is filled with a peg. The player then starts jumping pegs. Any peg that is jumped over is removed, just as in checkers. Vertical and horizontal jumps are allowed, but diagonal jumps are forbidden. The goal is to reach a position where only one peg remains, and that peg is in the center hole.



Start



Finish

		c1	d1	e1		
		c2	d2	e2		
a3	b3	c3	d3	e3	f3	g3
a4	b4	c4	d4	e4	f4	g4
a5	b5	c5	d5	e5	f5	g5
		c6	d6	e6		
		c7	d7	e7		

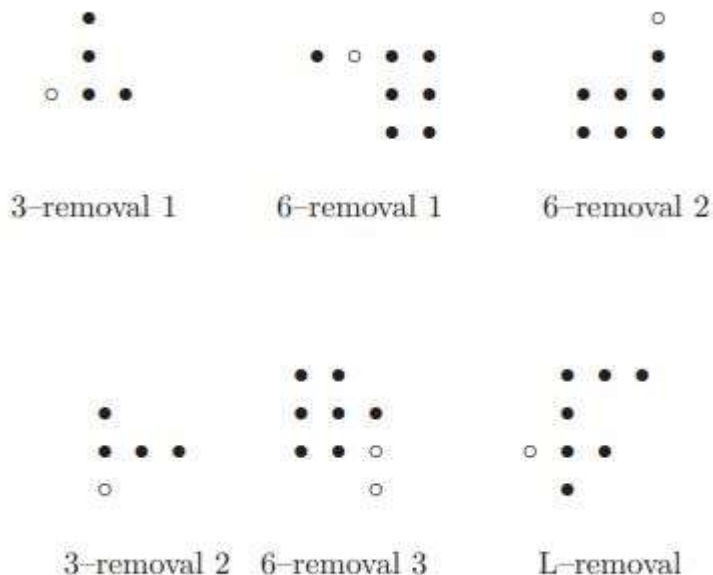
Coordinates

You can vary the problem by choosing some hole other than the center hole. In fact, you may pick any of the 33 holes, leave it empty at the start, and finish with one peg in that hole. We shall use the notation to the left to describe the spaces in the board.

Block Moves

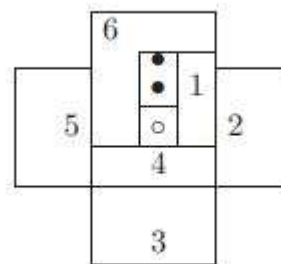
Before tackling a big problem, a good strategy is to start with several smaller problems.

Some examples of smaller problems are given below. In each case, you need to reduce the given configuration to one peg. These configurations are called block moves or packages.



In the 3-removals, you should try to remove the line of 3 pegs and retain the other peg. Note that the second 3-removal is very similar to the first. In the 6-removals, try to remove the rectangular block of 6 pegs and retain the other peg. In the L-removal, remove the L-shaped collection of pegs.

The problem described on the first page is the d4-reversal. This means we start with pegs in every hole except d4, and we end with one peg in d4 and holes elsewhere. The diagram below shows one solution of this problem. The first block is 3-removal 1, the second block is 6-removal 1, etc.



Instead of the d4-reversal, you can pick any other space on the board and do the corresponding reversal problem. At first glance, you might think that this means that there are 33 different one-peg reversal problems. But by rotation and reflection, these can be reduced to 7 essentially distinct problems. Besides the d4-reversal, the problems are the c1, c2, c3, d1, d2, and d3-reversals. Most of these problems can be solved using block moves, and I leave them to you as exercises. The one exception is the d1-reversal.

Perplexus (1 player)

Perplexus is a 3-D ball-in-a-maze puzzle or labyrinth game enclosed in a transparent plastic sphere. By twisting and turning the sphere, players attempt to maneuver a small steel ball through an intricate maze composed of a number of steps (varying in each puzzle) along narrow plastic tracks. The number of steps ranges from 30 in the Perplexus Twist to 125 in the Perplexus Epic. Some of the steps involve dropping the ball into a cup or through a small rim to take advantage of its three-dimensional nature. There are obstacles of varying difficulty that must be navigated in order to reach the end.



Phase 10 (2-6 players)

The goal of the game is to complete all ten phases, one round at a time. At the end of a round players will add up their score based on the number and type of cards left in their hand. The goal is to have the lowest score at the end of the game. Watch out, if you don't complete your phase in a round, you must repeat the phase in the next round!

Step 1: The Cards

The Phase 10 deck of cards is made up of numeric cards, 1 - 12, in four colors: Red, Blue, Green, Yellow. There are 2 of each number for each color. There are also eight wild cards (which can represent any number or any color) and four skip cards (which when played will skip the turn of a designated player, chosen by the person playing the skip).



Step 2: The Phases

As you might expect, the game consists of 10 phases the players must complete in order.

The phases are:

1. 2 sets of 3
2. 1 set of 3 + 1 run of 4
3. 1 set of 4 + 1 run of 4
4. 1 run of 7
5. 1 run of 8
6. 1 run of 9
7. 2 sets of 4
8. 7 cards of one color
9. 1 set of 5 + 1 set of 2
10. 1 set of 5 + 1 set of 3



A set is a group of the same numbers (three of a kind, four of a kind, five of a kind, etc.)

A run is a sequential group of numbers (2 3 4 5, 7 8 9 10 11 12, etc.)

Wilds can be played as any number in a set or run also any color.

Step 3: Setting Up the Game

Once you have the desired number of players, deal each player 10 cards. At the start of the game each player will start on phase one. At this point players can choose to order the cards in their hand in any fashion that helps them keep track of cards they have and are looking for. It is unnecessary to reorder your cards, but it can be helpful for new players to do so.

The remaining cards are put face down in a stack, in the middle of the playing space. The top card is then flipped face up next to the pile. It should look like the picture shown.

Step 4: Taking Your Turn

During your turn you **MUST** draw one card to begin the turn. You can draw one of the face down cards from the pile, or draw the face up card shown.

At the end of your turn you **MUST** discard a card, face up next to the draw pile.

The turn will continue going around to the next player (generally to the left or clockwise to the person that started) they will draw a card and discard a card.

Note: If you ever run out of face down cards, simply flip over the face up cards to a new face down draw pile. (shuffling this new draw pile is optional, flip the top card to start a new face up draw pile)



Step 5: Playing Down the Phase

Once a player has drawn a card to start their turn, if they have the required cards of their phase, they may choose to "lay down" their phase.

The player will lay, face up, the required cards of the phase. In the picture shown the player has laid down the required cards of phase 3 (1 set of 4 and 1 run of 4).

There are two important things to note about laying down a phase. You can have more than is required in your phase to lay down, and if that is the case you will want to play all cards you can, as once you complete the phase your goal becomes to discard your hand.

To illustrate the above point, if the player in the picture had another 10 or a wild, they could play it to make a set of 5, even though the minimum amount required to complete the phase is only 4.

Also, if a player has the required phase in their hand **THEY ARE NOT REQUIRED** to lay the phase down. The player is still required to discard a card at the end of their turn.



Step 6: Going "out" and Ending the Round

Once you have completed and laid down your phase you must attempt to play out the remaining cards in your hand. Remember: You must ALWAYS draw one card at the beginning of your turn and discard one card at the end of your turn.

In the pictured example above, both players have played their phases (picture 1 and 2). Player One is left with a 4 and 7, and also was lucky enough to draw a wild card (picture 3). To go "out" Player One will play their 7 at the beginning of Player Two's run (Picture 4) and play the wild in any area they wish, in this case on their own set of 2's (picture 5) and then they will discard the remaining 4 in their hand to end the round!



Step 7: Scoring a Round

Once one player has played down their phase and discarded the last card in their hand, the round is over.

The remaining players will assign a score to their remaining cards in their hand, add the score up and write it down.

Cards with a numeric value 1 - 9 are worth 5 points each.

Cards with a numeric value of 10 - 12 are worth 10 points each.

Skip and Wild Cards are worth 25 points each.

Note: Color of cards has no impact on scoring.

Remember your goal is to have the LOWEST score at the end of the game.

In picture two we see that a player had a 6 10 and Skip card in their hand. They score 40 points for the round. Five points for the 6 card, 10 points for the 10 card, and 25 points for the Skip card.

Once the scores are added up, the players move to the next round.

REMEMBER, if you did not lay down your phase you must repeat that phase in the next round, if you laid down your phase, even if you had cards remaining in your hand, you move on to the next phase.



Step 8: Finishing the Game

Once a player has completed the 10th and final phase, and a player has gone out to end the round, one final round of scoring is noted.

The scores from all played rounds (it may be more than 10 for games with more than 2 people) are then added up.

The person with the lowest score wins!

Congratulations you now know the basics of Phase 10! Gather some friends and play. Try different strategies to achieve the lowest score you can, but most of all have fun!

Pick Two (multi-players)

PICK TWO is the always-changing, ever- rearranging crossword game. Players draw letter tiles, building their own personal crosswords as fast as they can. Whenever players use all their letters they yell "PICK TWO" and everyone draws two more tiles.

The catch? These tiles must now be added to your crossword. The best part? You can always change your crossword by rearranging letters and even words to use up your tiles.

When the center pile of tiles is gone, the first one done wins the round.

Components

180 Letter Tiles, 1 Score Pad, 1 Pencil, Instructions

Object of the Game

The object of PickTwo is to be the first player to use ALL your letters by building a crossword with the letter tiles.

Game Play

Place all the letter tiles in a center pile in the middle of the table. Make sure all the lettered sides are facing down.

Without looking at the lettered side, each player should select 8 tiles from the center pile and place them on the table in front of him.

When all players are ready, one player yells "GO". Each player must quickly turn his tiles over and begin creating his own crossword

The first player able to create a crossword using ALL 8 of his letters yells "PICK TWO". Every player immediately stops playing and takes 2 more tiles from the center pile, then continues to build his crossword, now using ALL 10 letters.

Note: During the game, players are free to form NEW WORDS, to form LONGER WORDS, and to ELIMINATE words they have already formed.

In other words, players can REARRANGE their crosswords any way they see fit at any time.

The next player who is able to use ALL 10 of his letters in his crossword yells "PICK TWO". Once again, EVERY player immediately stops playing and takes 2 more tiles from the center pile, then continues to build his crossword, now using ALL 12 letters.

This pattern of drawing tiles and building onto crosswords continues until no tiles are left in the center pile.

Note: When playing with 4 people, players will only be able to draw 1 tile each on the last round.

When the tiles in the center pile are gone, the next player to use ALL his letters yells "STOP" to end the round.

Every player now adds up the total number of points on the tiles that he did NOT use in his crossword. This score is recorded on the pad.

End of the Game

The winner is the player with the LOWEST total score after 5 rounds of play.

Additional Rules

The WILD tiles can be used to represent any letter the player chooses. Keep in mind that once a WILD tile has been used in a crossword, it can always be exchanged for the letter it represents should a player pick that letter up later.

All words are allowed, except for abbreviations, proper nouns, and words of a foreign language.

Decide before starting if you want to play with access to a dictionary or not, or if a dictionary should only be used to resolve disagreements after the round is over.

Should it occur that no player can successfully form a complete crossword with all his letters, a "PICK TWO" can be called if all players agree they are stuck. All players would draw 2 more tiles to move the game forward.

When the round has been stopped, all players must have their crosswords checked for correct spelling and word positioning, and to make sure only allowed words were used.

All letters used in error MUST be removed, including any letters joined to the main crossword by the incorrect word. The total value of these removed letters is added to each player's score for that round.

Pit (3-8 players)

Pit Card Game Overview:

A party game dating back to 1919, PIT isn't for the timid. You are a commodity trader trying to corner the market on a commodity by making a series of blind trades. When the market is cornered on a commodity, trading stops and points are tallied. Players play simultaneously, encouraging a frenzied atmosphere like the Wheat Pit the game represents. You'll need to get loud and even a little pushy if you've any hope of thriving in the PIT.

Pit Card Game Rules:

The size of the deck will vary depending on the number of players in the game. Pit supports three to seven players, and the deck will consist of one complete suit (9 cards) per player. So if you have a three player game, you will use 27 cards—three full 9 card suits.

Once you have determined your deck size, shuffle the deck and deal the entire deck out to the players. The dealer begins the game after allowing for a thirty second sorting period. If your version of Pit has a bell, simply ring the bell to begin trading, or yell, "The pit is open!"

When trading begins, players may trade one to four cards to any player willing to accept the trade. Players do not take turns. Everyone trades simultaneously by yelling things like, "I've got two," or "Four! Four!"

Trades do have a few rules, though. Mainly, all of the cards in the trade you are offering must be of the same commodity. You can't mix sets in your offering. This goes for both the giving and the receiving player. Secondly, trades must be for an equal number of cards. That is, one for one, two for two, three for three, or four for four. Lastly, trades are blind. You cannot reveal what you are giving or receiving.

Play continues in this manner until someone corners the market by obtaining all nine cards in a commodity set. When a player corners the market, they announce it by identifying which commodity they have cornered and revealing their cards. The player who cornered the market receives the number of points stated on the commodity (the single value, not the sum) they have cornered. After points are recorded, move the deal clockwise and repeat.

The first player to reach 500 points is the winner.

Pit Commodity Values:

Wheat:100
Barley: 85
Corn: 75

Rye: 70
Oats: 60

Hay: 50
Flax 40



Losing Points:

Any player who either a) begins trading before the Pit is open, or b) announces a corner without actually having one loses 20 points.

Pit Alternate Rules Bull and Bear Edition:

If your version of Pit includes a Bull card and a Bear card, you can play a slightly different version of pit for three to six players. Play proceeds as normal, with one suit being used for each player in the game. Additionally, include the Bull and the Bear card in the deck. This will result in two players having 10 cards instead of 9 when the cards are dealt.

Deal and play as normal with a few small exceptions. You *may* trade combinations that include either the Bull or the Bear when trading. For example, if you wanted to trade two wheat and a Bull, you would try to imitate a three-card trade. You still cannot mix commodities in trades.

The Bull card can be used in two ways—It can be wild and used to complete a 9 card set (8 of one commodity plus the bull) for the normal number of points allocated for that set. Additionally, it can be used to make a 10 card set (9 of one commodity plus the Bull), which is worth twice as many points as normally allocated.

The Bear card is a penalty card. Whoever is stuck with it when a Corner is called loses 20 points. Additionally, if the Bull card is in a players hand when another player Corners a commodity, the player holding the Bull also loses 20 points.

Play is otherwise unchanged, and you should consider familiarizing yourself with the regular version before including the Bull and Bear cards.

Probe

The original game set includes four plastic display racks and four decks of 96 cards.

Each card has either one letter or a blank on it.

Each deck has 5 each of A, S, blank; 3 each of B, H, P, W, Y; 2 each of J, Q, V, X, Z; and 4 each of all the other letters.



Each display rack can hold up to twelve cards, with a point value assigned to each card position: 5-10-15-15-10-5-5-10-15-15-10-5.

The cards are used to spell out each player's secret word face-down on one of the racks. For words less than 12 letters, blank cards may be used at one or both ends of the word to disguise its true length. Game version #202, introduced in 1976, replaces the letter cards with strips of paper on which the letters are written, and doors snap into place to cover them.

In the most basic form of the game, the turn-holding player asks any other player if he has a particular letter of the alphabet hidden on his display rack. If the answer is "no", play simply passes to the next player in sequence. Otherwise, the player turns up any one card showing that letter, and play continues for the turn-holder, who may address another question to the same player or switch to a different player. His turn ends when he finally gets a "no" answer. If any cards were turned up, the point values underneath them are added to turn-holder's score. If any were the last card of a word, a 50-point bonus is added. If the turn ended by asking for a blank (and hearing "no"), a 50-point penalty is assessed.

An optional way to start each turn is for the turn-holder to first draw from a deck of "activity" cards, which adds an element of luck, such as "Take an additional turn" or "Triple the value of your first guess". Another option is to designate one player to keep track of the "no" answers that occur during play, so that turns aren't wasted on redundant inquiries, and there are no disputes at the end.

At any time during the game, a player can interrupt the game and ask another player (who has at least five unexposed cards) if his word is a specific word. If successful, the inquiring player earns the point value of all unexposed cards, plus 100 bonus points. If incorrect, the inquiring player loses 50 points.

When only one player has unexposed cards, the game continues for two rounds, excluding the player with unexposed cards. If that fails to reveal the word, the values of the remaining cards and the 50-point bonus go to the excluded player.

If two people play the game and each uses two display racks, then a player can turn up a requested letter in either word.

Words are required to be regular words of the language played by the participants, and not include proper names or trademarks. The rules are similar to Scrabble.

Professor Noggin (2-10 players)

How to Play

Players take turns rolling the die and asking each other questions from the cards. If a question is answered correctly, the card is won; if answered incorrectly, the card is returned to the bottom of the pile. The **player** with the most cards at the end of the game is the winner!

Qwirkle (2-4 players)

The abstract game of **Qwirkle** consists of 108 wooden blocks with six different shapes in six different colors.

There is no board, players simply use an available flat surface.

Players begin the game with six blocks.

The starting player places blocks of a single matching attribute (color or shape but not both) on the table.

Thereafter, a player adds blocks adjacent to at least one previously played block. The blocks must all be played in a line and match, without duplicates, either the color or shape of the previous block.

Players score one point for each block played plus all blocks adjacent. It is possible for a block to score in more than one direction.

If a player completes a line containing all six shapes or colors, an additional six points are scored.

At the end of each turn, the player refills his hand to six blocks.

The game ends when the draw bag is depleted and one player plays all of his remaining blocks, earning a six-point bonus.

The player with the high score wins.

Qwixx (2-5 players)

Qwixx is a quick-playing dice game in which everyone participates, no matter whose turn it is. Each player has a scoresheet with the numbers 2-12 in rows of red and yellow and the numbers 12-2 in rows of green and blue. To score points you want to mark off as many numbers as possible, but you can mark off a number only if it's to the right of all marked-off numbers in the same row.

How to Play

On a turn, the active player rolls six dice: two white and one of each of the four colors listed above. Each player can choose to mark off the sum of the two-white dice on one of their four rows, then the active player can choose to mark off the sum of one colored die and one white die in the row that's the same color as the die. The more marks you can make in a row, the higher your score for that row. Fail to cross off a number when you're the active player, however, and you must mark one of four penalty boxes on your scoresheet. If you mark off the 2 or 12 in a row and have at least five numbers marked in that row, you get to also mark off the padlock symbol in that row, locking everyone else out of this color.

End of Game

When either a player has four penalty boxes marked or a second color is locked, the game ends immediately. Players then tally their points for each color, sum these values, then subtract five points for each marked penalty box. Whoever has the highest score wins.

Rack-O (2-4 players)

Rack-O is recommended for players age 8 and up

The deck consists of 60 cards, each containing a number from 1 to 60. Depending on how many people are playing, the deck may be reduced in size.

If two people are playing, only the cards from 1 to 40 are used;
if three people are playing, the cards from 1 to 50 are used;
and if four people are playing, the entire deck is used.

Each player has a rack containing 10 slots to hold their cards.[3]

A dealer shuffles the cards and deals 10 to each player. A player must place each card as it is received into the highest available slot in their rack, starting at slot #10, without rearranging any of them. The goal of each hand is to create a sequence of numbers in ascending order, starting at slot #1.

The top card of the deck is turned over to start the discard pile. A player takes a turn by taking the top card from either the deck or the discard pile, then discarding one from their rack and inserting the new card in its place. A player who draws the top card from the deck may immediately discard it; however, when a player takes the top discard, they must put it in their rack and discard a different one.

The first player to get 10 cards in ascending order calls "Rack-O!" and wins the hand.

Rook (4 players)

Introduction

Rook is the name of a group of games and of the special deck of cards for the game which was introduced by Parker Brothers in 1906. The games are popular in Eastern Kentucky, in the Mennonite communities of Southern Ontario (near Elmira / Waterloo), Manitoba, Pennsylvania and Ohio, and probably also in other parts of North America.

The Rook deck contains 57 cards. There are four suits coloured black, red, green and yellow. In each suit the cards are numbered from 1 to 14. The 57th card is the *rook* card, which carries a picture of the bird.

It is likely that Rook cards were at first introduced for the benefit of members of fundamentalist protestant religions, such as the Mennonites, who considered (and in some cases still consider) playing cards to be the "devil's tool". They were forbidden to play cards; but Parker Brothers filled the void with a game that was played like cards but did not use the standard playing card deck. There are people who refuse to play any cards with a standard deck but who will happily play Rook all night every weekend. There is a close parallel here with Kvitlech cards, which were playing cards bearing numbers, made for use by Central European Jews who were also forbidden by their religion to use standard cards.

The deck normally comes with a booklet describing a number games which can be played with the cards. The main group of games are point trick games with trumps and bidding. The cards in each suit rank from 14 (high) to 1 (low) and the counting cards are generally the 14 and 10 of each suit (worth 10 points each) and the 5 (worth 5 points). The Rook card, when used, is worth 20, and is generally an extra trump. In some games the 1 is promoted to rank above the 14 and is worth 15 points.

Here I describe two Rook games, [Kentucky Rook](#) and [Call Partner Rook](#), neither of which is exactly like any of the games described in the book provided with the cards. There are many other local variations, some of which will be added in future.

Kentucky Rook

This description is based on a contribution from John Hay, who says that this form of Rook is extremely popular in Eastern Kentucky, almost to the exclusion of other card games.

This game is for four players in fixed partnerships, partners sitting opposite. All the twos, threes and fours are removed from the deck, leaving 45 cards including the Rook card. Ones are high in each color, so that the card ranking is **1-14-13-12-11-10-9-8-7-6-5**. The Rook card counts as the highest card of whatever color is trumps, ranking above the one. The card values are:

Each 1 15 points

Each 14 10 points

Each 10 10 points

Each 5 5 points

The Rook 20 points

so that a total of 180 points are available in each deal.

Ten cards are dealt to each person, one at a time, and five cards are placed face down in the middle of the table to form the **nest** - the dealer adds one card to the nest after each of the first five rounds of the deal.

The players then bid to decide who will have a chance to choose trumps. Each bid is a number; the minimum bid is 100, and higher bids must be multiples of 5. The player to the left of the dealer has the first chance to bid and the turn to speak passes clockwise around the table. At your turn, you can either bid or pass. Each bid must be higher than the last, and a player who has passed cannot bid again in that hand. The bidding continues as many times around the table as necessary until three players have passed.

The fourth player is the high bidder, and the high bidder's team tries to take at least the number of points mentioned in the final bid. If on the first round of bidding the first three players pass, then the dealer is forced bid 100.

The bidder must then pick up the nest cards, without showing them to the other players, to make a hand of 15 cards, and then discard five of these cards face-down to form a new nest. The bidder is not allowed to put point cards into the nest. Picking up the nest can sometimes make the your hand worse: you may acquire several weak point cards which you have to retain, discarding in their place cards that you would have liked to keep. Having discarded, the bidder chooses trumps by naming a color.

The player to the left of the high bidder leads any card to the first trick. The other players in turn must play a card of the same color if they can. If they have no card of the led color, they may play any card. The Rook card counts as a card of the trump color. When everyone has played a card, the trick is won by the player of the highest trump, or, if no trump was played, by the highest card of the color that was led. The winner of a trick leads to the next.

At the end of the play, each team counts the total value of the cards they have won in tricks. If the tricks won by bidder's team contain at least as many points as the bid, that team score the amount of card points they took. If the bidder's team take fewer card points than the bid, they score nothing for the cards they won; instead, they subtract the amount of the bid from their previous score. The non-bidding team always score the total number of points taken by their team, whether the bid was successful or not. The game ends when a team reaches 500 points or more. The team which then has the higher score is the winner.

Variations of Kentucky Rook

Some people play with the Rook as the lowest card of the trump color rather than the highest.

Some people allow the bidder to discard point cards. In that case any points in the nest belong to the team that wins the last trick.

The book supplied with decks of Rook cards gives "Official Rook Tournament Rules" for a game called **Kentucky Discard**, which differs from the above game as follows:

The ones are omitted from the deck, leaving 41 cards. Thus, the highest card in each suit (except trumps) is the 14, and the total value of the cards in the deck is only 120 points.

Nine cards are dealt to each player, and five to the nest.

The dealer bids first, and the minimum bid is 70.

Count cards may be discarded, and score for the winners of the last trick.

The Rook card is the highest trump. It can be played to any trick, regardless of whether you could have followed suit to the led color. It must be played if a trump is led and you have no other trumps. If the Rook card is led, the other players must play trumps if they can.

When a team reaches 300 points, the team with the higher total wins.

Call Partner

This description is based on a message from Brent Nelson.

Call Partner is a Rook game for four players. All 57 cards are used, and the 1 is high in each color, so that the ranking order is **1-14-13-12-11-10-9-8-7-6-5-4-3-2**. In the trump color the Rook card ranks **between the 11 and the 10**. The card values are:

Each 1	15 points
Each 14	10 points
Each 10	10 points
Each 5	5 points
The Rook	20 points
Last trick	20 points

So, the total value of the cards in the deck is 180 points, which, together with the 20 points for winning the last trick, makes a total of 200 points at stake on each hand.

The dealer deals out the cards one at a time to the players, so that each player has 13.

The first card is dealt to the player to the dealer's left; after each of the first five rounds

of the deal, a card is placed face down in the center of the table. These five cards form the **nest**.

The players then bid to decide who will have a chance to choose trumps. Each bid is a positive number, which must be a multiple of 5. The dealer has the first chance to bid and the turn to speak passes clockwise around the table. At your turn, you can either bid or pass. Each bid must be higher than the last, and a player who has passed cannot bid again in that hand. The bidding continues as many times around the table as necessary until three players have passed. The fourth player is the high bidder, and the high bidder's team tries to take at least the number of points mentioned in the final bid. The bidder then picks up the nest cards, without showing them to the other players, to make a hand of 18 cards, and then discards any five of these cards face-down to form a new nest. Having discarded, the bidder chooses trumps by naming a color, and also calls for a partner by naming a card. Whoever has the called card becomes the partner of the bidder. Those two players play together as a team for that hand only, and the other two players form a team playing against them. *[The holder of the called card should not reveal who they are - their identity will become apparent when the called card is eventually played to a trick. If the bidder holds the called card, the bidder plays alone and the other three players form a team.]*

The player to the left of the high bidder leads any card to the first trick. The other players in turn must play a card of the same color if they can. If they have no card of the led color, they may play any card. The Rook card counts as a card of the trump color. When everyone has played a card, the trick is won by the player of the highest trump, or, if no trump was played, by the highest card of the color that was led. The winner of a trick leads to the next. The winner of the last trick takes the cards which the bidder discarded into the nest.

At the end of the play, each team counts the total value of the cards they have won in tricks. Since the scores are accumulated from deal to deal but the partnerships can change for each deal, it is necessary to keep a separate score for each player. If the bidder's team took at least as many points as the bid, then each member of the bidding team scores the total amount of card points won by the team. If the bidder's team take fewer card points than the bid, they do not score anything for the cards they won; instead they subtract the amount of the bid from their previous score. The members of the non-bidding team always score the total number of points taken by their team, whether the bid was successful or not.

The game ends when a player or players reach 500 points or more. The player who then has the highest score is the winner.

Scrabble Slam (2-6 players)

Components

55 Letter Cards

3 Blanks

Instructions

Object of the Game

Race to change the word in front of you. The first player to get rid of all their cards is the winner!

Setup

Choose 1 player to be dealer and shuffle the card deck.

Everyone agrees on a 4-letter word to start (e.g., GAME).

Search through the deck and place the letters G, A, M and E in the play area, as shown on the next page.

Distribute the remaining letter cards as equally as possible between all of the players.

About the Card

Each card has 2 letters on it, one on the front and a different one on the back. The 2 small letters in the corners shows both letters on the card.

A quick glance and you can see all the letters in your hand.

Blanks can represent any letter. Once placed, the letter you chose cannot be changed.

Game Play

Change the starter word 1 letter at a time (e.g., GAME to GATE).

Place 1 letter card over another card on the table and shout out the new word.

Any player can place a card down at any time - so you've got to be quick!

Shout "Ready, Set, Slam!" to begin.



Acceptable Words

Just like the SCRABBLE boardgame, proper nouns and names (words starting with a capital letter) and acronyms (e.g., ASAP) are not allowed. If anyone thinks a word is not acceptable, they must shout "Time Out!" Once decided, either the card stays or is taken back. Either way, play continues.

You can play any word listed in The Official SCRABBLE Players Dictionary by Merriam-Webster (or the dictionary of your choice), but remember, only use the dictionary for challenges.

Words can be repeated during the game, but players may not place the same letter on top of another. One letter must change every time (e.g., FATE, FAKE, FATE).



End of the Game

The first player to get rid of all their cards wins!

or... The game ends if no player can change a word. The player with the least number of cards remaining is the winner.

Sequence (2-12 players)

Objective

The object of the game is to form a row of five poker chips, called a sequence, on the board by placing the chips on the board spaces corresponding to cards played from the player's hand

Equipment

Playing Board 19; 135 poker chips (50 blue, 50 green, 35 red); two full standard card decks (52 cards each, 104 cards total; may also contain jokers).

Game rules

Sequence can be played with 2 to 12 players. If there are more than three players, all players have to be divided evenly into two or three teams before the start of the game (The game cannot be played with 5, 7, or 11 players). With two teams, players alternate their physical positions with opponents around the playing surface. With three teams, players of a team must be positioned at every third player around the playing surface.

The game board is placed on a flat surface (such as the floor or a table) with enough room to allow for the game board, the draw deck, the discard pile(s) and marker chips. The jokers, if any, are removed from the deck as they are not used in the game.

To decide who goes first, all the cards are shuffled into a single deck. Each player cuts the deck by taking as many card from the deck as they want, then flips their card stack over. The player with the lowest card becomes the dealer, and the cards are shuffled again. Each player or team then chooses a set of poker chips; all members of each team share chips of the same color (Blue and green chips are always used, while red chips are only used for three-player or three-team games).

The number of cards dealt to each player varies by the number of people playing:

- Two players: Seven cards each
- Three or four players: Six cards each
- Six players: Five cards each
- Eight or nine players: Four cards each
- Ten or twelve players: Three cards each

Each card is pictured twice on the game board, and Jacks (while necessary for game strategy) do not appear on the board.

The player to the left of the dealer goes first.

On their turn, the player chooses a card from their hand to play, then places a marker chip on one of the corresponding spaces of the game board (Example: An Ace of Diamonds is played from a player's hand; that player places a chip on the Ace of Diamonds on the board). Jacks have special powers. Two-Eyed Jacks are considered wild cards and may be used to place a chip on any open space on the board. One-Eyed Jacks allow whoever played one to remove an opponent's chip from a space. Players may use the Two-Eyed Jacks to complete a row or block an opponent, while One-Eyed Jacks can remove an opponent's advantage. One-Eyed Jacks cannot be used to remove a marker



chip that is already part of a completed sequence; once a sequence is achieved by a player or team, it stands.

Each played card then goes face-up into a "Discard" pile. At the end of their turn, the player draws a new card from the draw deck, after which play passes to the player to the left.

A player may place chips on either of the appropriate card spaces as long as it is not already covered by a marker chip of any color.

If a player has a card which does not have an open space on the game board, the card is considered "dead" and may be discarded during that player's turn. The player then draws a new card from the draw deck before proceeding with normal play.

Strategy

Each corner of the board has a "Free" space that all players can use to their advantage. This space acts as if it has a chip of each color on it at all times.

To form rows, chips may be placed vertically, horizontally or diagonally. Each complete row of five (or four and a free corner space) is counted as a sequence. Sequences of the same color may intersect, but only at a single position.

Sequence rules dictate no table talk or coaching between team members and a precise order in which hands must be played (card, chip, replace card). If a player forgets to replace a card on their turn and if any of the other players points it out then, they cannot make it up in a later one and must continue playing the game with a reduced number of cards.

In a two-player or two-team game, the sequences required to win the game can be made to overlap with each other, resulting in two sequences formed by nine chips instead of ten. This is because the rules explicitly state that players may use any one of the chips from their own first sequence as part of a second one. A straight row of nine chips also counts as two sequences.

Winning

The game ends when a player or team completes a set number of sequences. In a two-player or two-team game, the number of sequences needed to win is two, while in a three-player or three-team game, only one sequence is needed to win the game.

If no one in the end manages to make the target number of sequences, the game ends in a draw.

If a player makes a sequence of 5 in a row, the game ends immediately with a win for that player.

Simon (solo/multi player game)

GETTING STARTED

Press the Action Button to turn Simon ON. After the Startup Dance, the Screen will display the Game Mode (G1 by default). Press the Action Button to scroll between the 3 Game Modes.

After a moment, the game will start. The current High Score for that Game Mode will display, and then it's time to play!

After a game ends and the Screen displays "PLAY AGAIN", press the Action Button to choose the Game Mode and start a new game.

At any time, you can cancel your current game and choose the Game Mode by pressing the Action Button.

Simon shuts down automatically after a few seconds of no use. You can also hold down the Action Button for 3 seconds to turn the product off.



GAME 1: SIMON SAYS (1 or more players)

Correctly repeat a longer and longer sequence of signals.

HOW TO PLAY

- Simon will give the first signal. (One of the Color Lenses will light up, accompanied by a tone.)
- Repeat that signal by touching the same Color Lens.
- Simon will repeat the first signal and then add one more.
- Repeat those two signals in the same order.
- Simon will continue to play the sequence and add one.

Continue to repeat Simon for as long as you can!

VICTORY

- If you fail to complete the sequence in the correct order or within the time limit, the Buzzer will sound and the game will end.
- See your score on the LCD Screen.
- Simon will perform a "Victory Dance" based on your score. There are 4 different Victory Dances - see if you can unlock them all!
- Simon records your High Score so you can play to beat it. FOR 2 OR MORE PLAYERS Take turns repeating Simon's signals. The player that messes up loses!

GAME 2: PLAYER ADDS (1 or more players)

In this Game, you control the sequence. Repeat your own sequence, adding one signal each turn.

HOW TO PLAY

- Simon will give the first signal. (This is the only signal Simon will give you until the end of the game. It will not repeat the signals you play.)
- Repeat that signal, and add one more.
- Repeat the first two signals and add one more.
- Continue to repeat and add to the sequence for as long as you can!

VICTORY

- If you fail to complete the sequence in the correct order or within the time limit, the Buzzer will sound, and the game will end.
- See your score on the LCD Screen.
- Simon will perform a "Victory Dance" based on your score. There are 4 different Victory Dances - see if you can unlock them all!
- Simon records your High Score so you can play to beat it.

FOR 2 OR MORE PLAYERS

- Simon will give the first signal.
- Player #1 repeats this signal and adds one more.
- Player #2 repeats the first two signals and adds one more.
- Play continues clockwise, with each player repeating the signals of the previous sequence and adding one more.
- When a player messes up and the game ends, that player is eliminated. Press the Action Button to start a new game with the remaining players.
- The last remaining player wins!

GAME 3: CHOOSE YOUR COLOR (2, 3, or 4 players)

Players are responsible for their assigned colored button and must repeat the sequence correctly as a group. When a color signal is missed that color gets eliminated.

HOW TO PLAY (4 PLAYERS)

- Before starting the game, each player chooses one Color Lens. Each player may only touch his or her own Color Lens during the game.
- When Game 3 begins, the LCD Screen will quickly point to the colors which are active (have not been eliminated).
- Simon will give the first signal.
- The player operating that color repeats the signal.
- Play continues as described in Game 1, except that each player only touches his or her own color in the proper sequence.
- If you touch your color out of sequence or fail to touch your color within the time limit, the Buzzer will sound and your color will be eliminated from the game.
- Simon automatically begins a new game with only the remaining colors.

VICTORY

- The last remaining player wins!

Skip-Bo (2-6 players)

Skip-Bo is yet another highly popular card game sold and marketed by Mattel. Originally, it was created by Hazel Bowman, featuring a mix of features between the card games Spite and Malice. A company called International Games bought the rights to the game in 1980, who then sold it to Mattel in 1992. Today, Skip-Bo is played and enjoyed by millions worldwide.

Game Objective

Be the first to get rid of all your cards in your Stock Pile by laying them all down in the Building Piles.

Card Types

Skip-Bo is a simple card game that is based on sequencing the numbers, and there are 162 cards in the box. There are only two types of cards in the game. Numbered cards from 1-12, and Skip-Bo cards (which behave like Wild cards). The numbered cards are colored blue (from 1-4), green (from 5-8) and red (from 9-12). The colors have zero relevance in the game; only the number counts. Like other Mattel card games, a Wild card is simply a card that can be substituted for any numbered card as and when needed in the game.

Gameplay

2 to 6 players may take part in a game. Select a player to be the dealer. This person will shuffle the cards and deal out anywhere from 10-30 cards per player (choose less cards for a shorter game). The cards are to remain face down all the time (except the topmost card), and they are to become each respective player's Stock Pile. These cards are the ones that each player must strive to get rid of. The top card of each player's Stock Pile is then turned face up (the topmost card must always be turned face up).

The remainder of the cards is placed nearby the center of the playing area to form the main Draw Pile. 4 Building Piles will be created next to the Draw Pile, and used during the game as needed. Each player will also create 4 Discard Piles right in front of them to be used by only themselves during the course of the game.

Anyone can start first (normally the youngest), or the person to the dealer's left can go first. Play can proceed in a clockwise direction. Each player must always maintain 5 cards in their hand (not counting the cards in their Discard/Stock Piles).

Important to know: At the beginning of your every turn, you must always draw cards from the Draw Pile so as to maintain a total of 5 cards in hand. If you manage to get rid of all your 5 cards in the same turn, IMMEDIATELY draw 5 new cards from the Draw Pile and continue playing by discarding any cards that fit onto the Building Piles.

On your turn, play any card onto the 4 available Building Piles in the center of the playing area, in sequential order. Each of the 4 Building Piles must always begin with number 1, OR a Skip-Bo card (that can act like a number 1 in this situation). If you start first, and you do not have any cards with number 1 or any Skip-Bo card to lay down as the first card onto a Building Pile, you must proceed to the next compulsory step to

complete your turn, namely – discard a card onto any one of your 4 provided Discard Piles. If you did not start first but it is now your turn, and you have a suitable number card(s) to place down, proceed to play them onto the Building Pile.

For example, if currently there are two Building Piles, one with the top card as 3, and another one with 5, and you have a 5, 6, 7, 8, and a Skip Bo card, you may play the cards 6, 7, and 8 on top of the Building Pile with the number 5, adding them in sequential order. The Skip-Bo card meanwhile, can be played on top of the Building Pile with the top card of number 3 (acting as a number 4), and then, you can proceed to place the number 5 card on top of that Skip-Bo card.

If you happen to have a card with number 1, you can also build a NEW Building Pile in the center; the maximum number of allowed Building Piles is 4. Once a Building Pile reaches number 12, that Building Pile is dismantled, and all the cards in that particular pile are moved to the side of the playing area.

Whenever it is your turn, always place the most fitting numbered cards onto the Building Piles. Remember there is no limit to how many cards you can play in a single turn as long as you have playable cards. You can play down any suitable cards from your Discard Piles, your Stock Pile, and of course, the cards in your hand. Whenever possible, lay down cards from your Stock Pile, since the goal of the game is to be the first to clear off your Stock Pile.

Once you have run out of any more suitable cards to lay down onto the central Building Piles, as mentioned, you should then place a card onto any one of your 4 Discard Piles and then, your turn is over. Play then continues with the next player in turn.

Remember, once your turn arrives again, pick up any number of cards from the main Draw Pile in order to maintain 5 cards in your hand. The first player to clear off their Stock Pile is the winner.

Points to Remember

Stock Pile: The Stock Pile is normally 10, 20, or 30 cards (it's subjective), depending on the number of players playing and what has been agreed upon by all. You should always turn the top card over and if it fits onto the Building Pile, you should play it. After playing the top card, turn the next card over. As long as the card fits into any of the Building Pile sequences, you can keep on playing in the same turn.

Discard Pile: Each player can use up to 4 (imaginary) Discard Piles. At the end of your turn when you no longer have any suitable cards to play onto the Building Piles, you must discard a single card onto one of your Discard Piles. You can keep piling on cards onto just one of the Discard Piles or use all 4 allotted slots. The advantage of using all 4 slots is so that you can quickly know if there are any suitable cards hidden below the top card. The cards do not need to be in sequential order. ALL cards in the Discard Pile decks must be turned face up at all times.

Building Piles: When a Building Pile reaches card number 12, it cannot be added on any more, and must be moved to the side of the playing area. Once the main Draw Pile has run out of cards, add all these completed Building Piles BACK together again as a new Draw Pile (after shuffling them, of course). There can only be a maximum of 4 Building Piles at any time, even though you may have a number 1 card or Skip-Bo card to start a fifth one.

Winning Skip-Bo

Skip-Bo is among the easiest card games to play and win. You just have to be the first to get rid of all your Stock Pile cards. If you wish, you can add point scoring into the game, provided the other players all agree to it. A suggestion is to play several games and whoever finishes their Stock Pile first, scores 25 points for winning the game, plus 5 points for each card remaining in their opponent's Stock Pile at the end of each game. You can set a target of 100-500 points for every player to attempt as a goal, in order to become the overall champion.

Playing Skip-Bo with a Partner

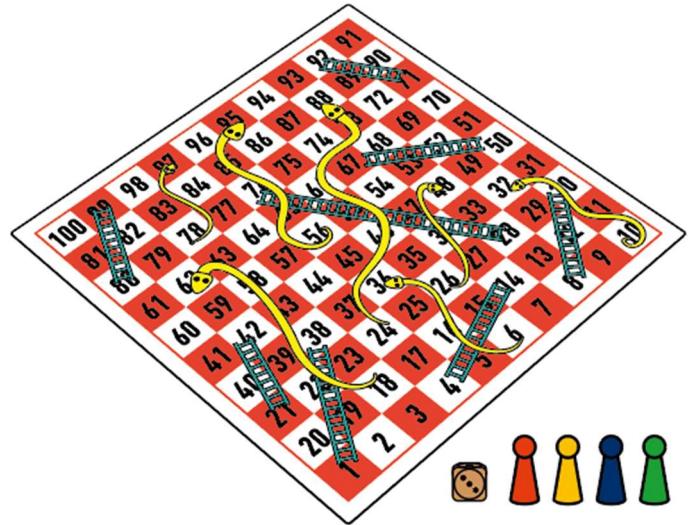
Skip-Bo can be played as a team game or partnership between two players vs two other players. In a partnership, both of you can use each other's Stock Pile and Discard Pile cards with a few conditions:

During the game, you must not discuss with your partner what you both want or plan to do.

If one player finishes his/her Stock Pile, that person goes out, but the other partner must continue playing on and can continue using both player's Discard Piles. The team only wins when BOTH players finish getting rid of their Stock Piles.

Snakes and Ladders (2-4 players)

A worldwide classic board game!
Navigate your piece from start to finish, avoid the snakes, and take shortcuts going up the ladders. The origins of this game are found in ancient India where it was known as 'Moksha-Patamu.' A player moving up the board represented life's spiritual journey, complicated by virtues - the ladders, and vices - the snakes.



Equipment

Snakes and Ladders board
1 die
Playing pieces

Setup

Before the game can start each player will roll one die, the player who throws the highest number will be the one to have the first turn.

Gameplay

The players will move their pieces from left to right, starting at 1, following the numbers on the board, then the next row from right to left and repeat. If a player rolls a 4, then the player would move their piece four places.

Snakes

When a player lands on a top of a snake, their playing piece will slide down to the bottom of the snake.

Whereas landing on the bottom of a snake the player will remain in the same spot until their next turn.

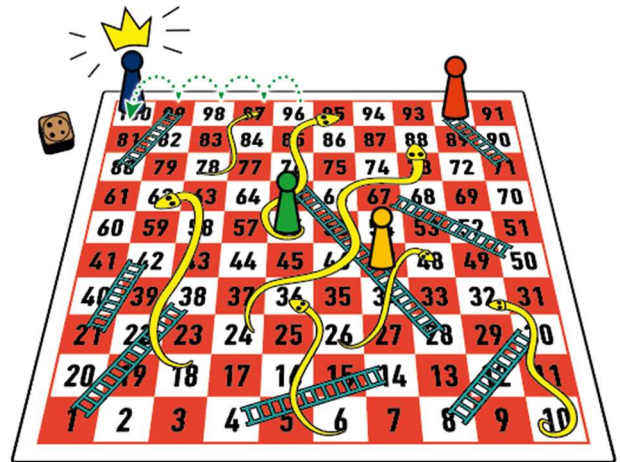
Ladders

When a player lands at the base of a ladder, it immediately climbs to the top of the ladder.

Whereas landing at the top of a ladder the player will stay there until the next turn. The player does not move to the bottom of the ladder.

Winning the Game

The first player that reaches the highest space on the board, 100, wins the game. To win the player will need to roll the exact number to get you to the last space. If the player rolls a higher number than needed to land exactly on 100, their piece does not move and remains there until their next turn, when they can roll again.



The Bounce Back Variation

The first player that reaches the highest space on the board, 100, wins the game. To win the player will need to roll the exact number to get to the last space. If the roll is too high, the player's piece will bounce off the last space and move back. For example, if a player had four spaces to get to 100 and rolled a 6, the piece will move four spaces to 100, then "bounce back" two spaces to 98.

Sorry Revenge (2-4 players)

Components



16 pawn cards
59 number cards
26 action cards
8 SORRY! cards
1 reminder card
Instructions

Object of the Game

Be the first player to flip all your pawn cards to HOME.

Setup

Each take all 4 pawn cards of one color. Lay them out in front of you with the START side showing.

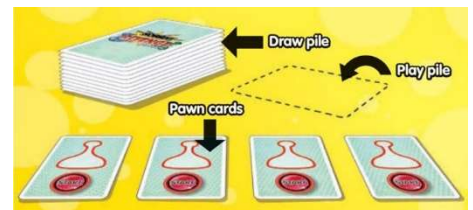
Put any spare pawn cards to one side.

Shuffle the rest of the cards. Give each player 5

cards, facedown. You can look at your own cards, but keep them secret

Put the rest of the cards facedown in a pile in the middle. This is the draw pile.

Once you're playing, start a faceup play pile next to it.



Game Play

Decide who's going first. Starting player, on your turn, play a card from your hand faceup onto the play pile and call out what it is. You must play a card on your turn.

Take cards from the draw pile to bring your hand back up to 5. Important: You must NEVER have more than 7 cards at the end of your turn.

Take turns to play a card. See over the page to learn what all the action cards do. When you play a number or slide card that makes the play pile add up to: Exactly 21: You win the round! Flip one of your pawn cards over so the HOME side is faceup (unless someone plays a SORRY! card on you to steal your win). Over 21: You bust! This round is over. Everyone except you flips one of their pawn cards to HOME.

Move the play pile out of the way but keep your hand! The next player starts the next round.

If the draw pile runs out, shuffle the discarded play piles together to make a new draw pile.

Which card did you play? Here's what to do.

The first number card on the play pile.
Call out the number.

Another number card.
Call out the play pile's total.

An action card.
Call out what it does, then do it.

A number card on top of an action card.
Call out the play pile's total. If you're not sure what it is, look back through the pile to add it up.

A slide card.
Call out what number the play pile slides to.

A SORRY! card.
Say what the card does and do it.

A Don't be SORRY! card.
Laugh at your opponent. Say what the card does and do it.

Cards

If it's your first game, take a moment to find out what each of the cards does.

Pawn Cards

These cards are your pawns. Start the game with the START side showing. When you get the play pile to 21, flip a pawn card to HOME.



Number Cards

Play a number card to add to the total of the play pile. Always call out the play pile's total as you play your card.



Action Cards

Yellow action cards help you on your turn!

Slide

Slide the play pile's total up or down to the number on the card



Take 2

Take 2 cards from the draw pile to add to your hand, (but not if you'd have more than 7).



Switch

Switch the order of play.



Play 2

Play this card, then play another 2 number cards from your hand onto the play pile.



Sorry! Cards

SORRY! cards are action cards that you play against other players. There are two types:



Play this on your turn.

Pick another player and flip one of their pawn cards back to start, unless they can play a Don't Be SORRY! card.

Play this when another player plays the card that takes the total to 21. No need to wait for your turn. Say 'SORRY!' and flip one of your pawn cards to HOME instead of them, unless they can play a Don't be SORRY! card...



Don't Be Sorry! Cards

Play these to block SORRY! cards played on you. You're saved! Nobody can play a SORRY! or Don't be SORRY! card onto your Don't be SORRY! card.



Important: Draw a new card after you play a SORRY! or Don't Be SORRY! card, to bring your hand up to 5. Discard the play pile and start a new one. **End of the Game**

Keep playing until someone flips their fourth pawn card to HOME. That player wins!

If more than one player flips their fourth pawn card to HOME at the same time, tied players play a tiebreaker.

In a pile in front of you, play any number of cards from your hand to get as close as you can to 21 without going bust. The closest player wins.

Tenzi (multi-players)

Objective:

Be the first player to get all ten of your dice to show the same number.

How to Play:

(2-4 players.) Each player chooses a set of dice. Players hold all ten dice in their hands. Someone says "Go" and everyone rolls at the same time. Quickly look at your roll and decide which number you are going to go for. (For example, if you have more 3's than any other number, that's what you want to go for.) Put all your dice with that number aside, collect the remaining dice and quickly roll again. (You do not have to wait for others to roll again. Everyone rolls together only on the first roll.) Keep rolling until all ten of your dice show the same number.

Winning:

The first player to get all ten of their dice to match (ten 3's, for example) shouts out "TENZI" and wins the game!

More Ways to Play TENZI!

TENZI Tower:

Instead of putting your successfully rolled dice aside, stack them one on top of the other. First player to get all ten of their dice stacked and shout "TENZI" wins!

Splitzi:

Instead of trying to get all ten dice of one number, try to get five dice of one number and five dice of another number, and then yell "TENZI".

Team TENZI:

Join forces and play in teams! Get all your team's dice on one number. Or play this way – each team member goes for a different number!

Mega TENZI:

Ten dice not enough for you? You'll really have your hands full with twenty dice! Double the challenge, double the frenzy!

Stealzi:

If you see another player roll the number you're going for, steal those dice and give the player an equal number of your dice. No stealing on the first roll of the game, or from any player going for the same number as you!

Target TENZI:

All players declare which number they're going for before the first roll. Or, decide on one number that everyone has to go for!

Timed TENZI:

How fast are you?

Over 40 seconds.....Cubie Newbie

30 – 40 seconds.....Tumbler in Training

20 – 30 seconds.....Rockin' Roller

10 – 20 seconds.....Dice Dragon

Under 10 seconds.....TENZI Master

Twisted TENZI:

Mix and match your favorite TENZI games. Play TEAM TENZI TOWER, or TIMED TARGET TENZI, or even MEGA TENZI TOWER SPLITZI STEALZI. Whew! That's a mouthful.

And just in case you're wondering, the odds of getting all ten dice to land on one number in one roll are 10,077,697 to 1.

That's Pretty Clever

(1-4 players)

Components

- 1 Scoring Pad
- 6 Dice
- 4 Felt Pens

Object of the Game

By skillfully using the dice in the five colored areas, the players try to score as many points as possible on their own game sheet.

The dice should be cleverly chosen in order to have sufficient options for subsequent rolls. It is also important to pay attention to the rolls of the other players. If you have the most points after a certain number of turns you win.

Setup

Each player receives a game sheet and a pen. The smartest among them takes the six dice and starts the game.

Game Play

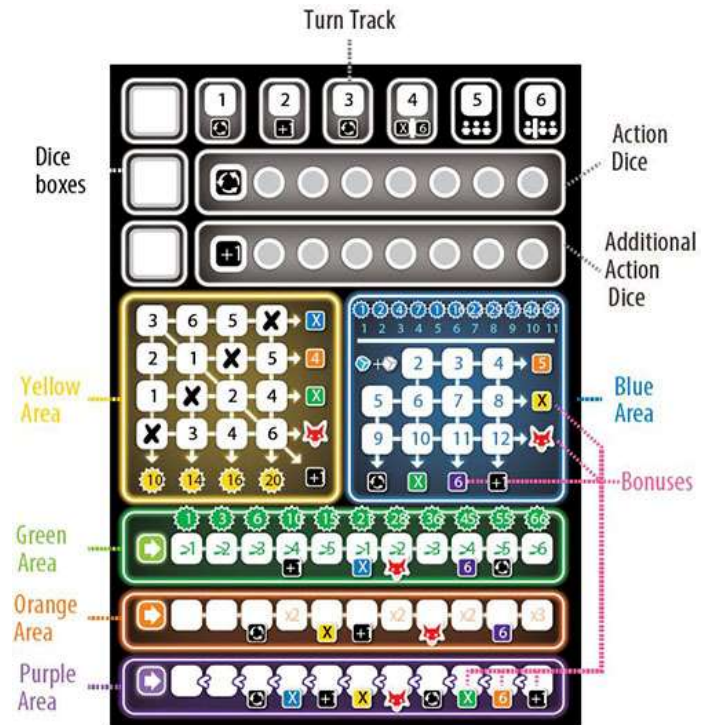
The game is played over four rounds (4 players), five rounds (3 players) and six rounds (1 and 2 player).

At the start of each of the first four rounds, each player gets one bonus, as shown on the round tracker on the score sheet. Players choose one of the two options in round 4.

The Active Player

The player who currently has the dice is the Active Player. He rolls once with all six dice and chooses one die, placing it on one of his three dice fields without changing the number rolled on the die.

Depending on the color of the dice rolled, the player must now enter the value in the area of that color or tick the corresponding number on his sheet (see The Game Sheet). The white die is a joker die, and can be used to represent any color on the player sheet.





The player then places all dice that show a lower value than the currently selected die onto the silver tray printed in the box.

If a player chooses the lowest die, no die is placed on the silver tray. Dice on the silver tray can no longer be used by the active player.



With the **remaining dice** the player now rolls a second time. He again chooses a die, places it on a free dice box without changing the rolled value, and enters its value in the matching color area on his game sheet. All dice that show a lower value than the current one are placed on the silver tray.

The player then rolls a third time with the remaining dice not on the silver tray and executes the actions described above one last time. Then he places ALL remaining dice that are not on his game sheet onto the silver tray.

Important: If the active player chooses the high value dice too early in his turn, he may have no dice left for subsequent rolls (since all remaining dice are already on the silver tray). In this situation, the active player would perform less than three throws. Of course, it is best to avoid this situation.

Example of Play:

Lucas is the active player and rolls all six dice at the beginning of his turn:

He chooses the purple die, places it on a free dice box and enters "3" in the purple area of his playing sheet:



Lucas places all dice with values of less than 3 on the silver tray:



Lucas rolls his second turn with the remaining four dice:

He chooses the white 4-Joker, places it on a free dice box, and chooses to write "4" in the purple area:



He places all dice with values of less than 4 on the silver tray:

For his third throw Lucas has only the orange die remaining. He rolls a 3 and places it on the last free dice box. He then enters the number in the orange range of his playing sheet.



The Passive Players

Once the active player has placed three dice on his game board or can no longer roll any dice, because all remaining dice are on the silver tray, it is the turn of the other players. These are referred to below as **passive players**.

All passive players now get to use the dice set aside on the silver tray. Of these dice, each player must select a die and record it on his game sheet (in the appropriate color area).

All passive players choose a die **simultaneously**. The dice, however, remain on the silver tray and are not removed by the passive players when they are used. Thus, **several players can choose the same die**.



Once all passive players have chosen and recorded a die value on their game sheet, the player to the left of the active player is the next active player.

He now gets all six dice, rolls them and then performs the actions described above.

The round is over when each player has been the active player once.

The Game Sheet



In the five colored areas players can record dice numbers in the corresponding colored area. For each die, you can always mark off exactly one box or write a number in a box (not both).

Three areas (green, orange and purple) show an arrow on the left. This means that you must start marking off boxes or recording numbers in these three lines at the left-hand side.

These must be filled in sequentially without leaving any boxes unfilled.

In the two areas without an arrow (yellow and blue) the corresponding number can be marked, no matter where it is located.





The White Die

The white die is a color joker and can be used as a yellow, green, orange or purple die.

Alternatively it can be added to the value showing on the blue die and recorded in the blue area (see The Blue Die).



The Yellow Die

The yellow die must be entered by the player in the yellow area. For this he simply marks off the number rolled on the die in this

area.

Each number occurs twice, but only one of the two may be marked per die roll. In this area, the numbers can be marked off in any order.

Once a column has been marked off completely, the player circles the black number in the star below the column. These are his points scored. The bonuses to the right of the line will be explained later.

Endgame Scoring: All circled numbers are added.



The Blue Die

In this area, the numbers (as in the yellow area) can be marked off in any order. If the player chooses the blue die, he **adds the current value of the white die to the blue die** (no matter where the white die is).

The same applies vice versa: If the player decides to use the white die for the blue area, he adds the current value of the blue die to the white die!

It does not matter where the other (blue/white) die is currently located: whether it is on the silver tray, is already on one of the three dice boxes or has not yet been selected by the player this turn.

This rule applies to all players (active and passive): If you are allowed to use one of these two dice correctly, then the value of the other die is used to create the sum. The player is not allowed to take the value of just one of the two dice.

If the active player chooses the blue die on one roll and the white die on a subsequent roll they could potentially fill in two blue area boxes in one turn.



Endgame Scoring: All players count how many marks they have recorded in the blue area. The point scale at the top of the blue area indicates how many points (white number in the stars) the players get per marks (blue number). For four marks there are e.g. seven points and for nine marks, thirty-seven points.



The Green Die

The number on the green die must be used in the green area, marked off from left to right. Players must start at the leftmost space, and proceed to the right, not skipping any spaces.

The green die value must always be at least as high as the specified value in the respective box, in order for it to be used.

If the green die value is too low, this die cannot be selected during this turn.

Endgame Scoring: The white number in the star above the last marked box indicates the score. In this example, the player gets fifteen points.



The Orange Dice

The orange die value is recorded in the orange area of the player's game sheet, beginning in the first box on the left.

Subsequently, the remaining boxes must be filled in sequentially from left to right without skipping any box. There are no restrictions on the die value that can be entered into the box.

However, there are four special fields (x2 and x3) that allow the player to record a value higher than the rolled value in the box. To fill in this box, he multiplies the number of points by this factor and then immediately enters the result. E.g. For a "x2" box a roll of 6 would be recorded as $6 \times 2 = 12$.

All entered numbers are added. In the example on the right, the player gets $5 + 2 + 3 + 12 = 22$ points.



The Purple Die

The purple die value is recorded in the purple area of the player's game sheet, beginning in the first box on the left. Subsequently, the remaining boxes must be filled in sequentially from left to right, without skipping any boxes.

Any number can be recorded in the first box, but in the subsequent fields, the player may **only** record a number that is **greater than the value** in the box to the left of it.

E.g. If a player records a 2 in the leftmost box, then only a 3, 4, 5, or 6 may be recorded in the next box.



Exception: Any number may be recorded if a 6 is in the box immediately to the left of it!

Endgame Scoring: All recorded numbers are added. In this example, the player scores $2+5+6+3=16$ points.

SPECIAL CASE

If a **passive player** has no opportunity to use a die from the silver tray, he may use one die from the active player's dice boxes. However, if the passive player can use a die from the silver tray, then he must do so.

If the active player cannot use any dice from his roll (E.g. He only has a purple die for his last roll, and the rolled value is too low to be usable, then tough luck for the active player).

Bonuses

The players can earn bonuses. These are either directly below a field (in green, orange and purple areas) or at the end of a row or column (yellow and blue areas).

As soon as a box with an **X-Bonus** is filled in (with a number or crossed off) the player receives the corresponding bonus. The player must then cross off a box in the corresponding color range. This can be any box in the blue and yellow range, and the next available box in the green area. The bonus cannot be saved for later and must be used immediately.



 The black X-bonus at the beginning of round 4 can be used to fill in a yellow, blue or green box as described above.

A number with a purple or orange background indicates that a player can immediately record that number in the next available space in the corresponding area. This bonus cannot be saved for later and must be used **immediately**.



 The black 6-bonus available at the start of round 4 can be used to fill in a 6 on either the orange or purple row.

Bonuses are also earned when a player marks the last box in row (in blue or yellow areas) or a column (in the blue areas). He must then immediately apply the bonus (shown to the right of the applicable row or below the applicable column).

Bonuses can be chained if another bonus is triggered by the application of a previous bonus. All such triggered bonuses must be executed **immediately**.

BONUS SUMMARY:

Bonus on box = Applied immediately upon filling in the applicable box.

Bonus at end of line or column = Only applied if all boxes in applicable row or column filled.



Foxes

Players receive extra points at game end for foxes. Each activated fox will score the player as many points as his lowest scoring colored area.

Example: Given the colored area scores shown on the right, each activated fox will score the player five points (The number of points of the lowest scoring area - in this case, orange).

Important: If a player scores zero points in one or more of his color areas, each fox is worth zero points.

The player receives the corresponding bonus. The player box in the corresponding color range. This can be any box in the blue and yellow

46	
37	
28	
5	
21	

Actions

There are two action bars whose boxes are unlocked during the game. These actions may be used immediately after unlocking, on the same turn, or in a later turn.

For some boxes, column ends, the yellow diagonal, and the round indicator (rounds one to three only) there are additional actions. Whenever a player marks a box that activates an action, he circles the next available corresponding box in the action bar on his game sheet.

Example: The player records a number in the third purple box and then immediately circles around a box in the corresponding action bar. This action is unlocked for use. If a player uses an unlocked action, he must cross out the appropriate field. A player can perform as many actions as he wants during his turn, as long as he still has actions available.



Re-roll Action

This action can only be used by the active player. If he does not like his roll, he may spend this action to re-roll all of his dice, except those on the silver tray. He must re-roll all of his available dice. He cannot choose to roll only some of them.



Extra Die Action

Using this action, an extra die can be selected. This action can only be used by a player at the end of a turn. E.g. After the active player has recorded all of his dice values, or after a passive player has chosen a die from the silver tray.

The player can choose any of the six dice, even a die that the active player has taken, or that the player has already used himself!

The player can use multiple additional die actions in a turn, but he can only use each die once only in that turn, no matter how many Extra Die actions he uses.



Example: The active player has chosen three dice and placed them on his game sheet. He still has two Extra Die actions remaining.

For one action he chooses the white die again and records a yellow 4. Choosing the white die again (for example, as green 4), with the second action is not possible this turn.

However, he can choose the blue die and, together with the white die, mark a 7 in blue (blue 3 + white 4 = 7).



End of the Game

The game ends after the last active player has finished his turn in the last round, and the passive players have recorded their dice values from the silver tray. Each player then has the opportunity to use any remaining Additional Die actions. All other dice actions expire and cannot be used.

One of the player is selected to tally the individual color area scores for each players on the back of his game sheet . In addition, he multiplies the number of foxes for each player by the points of their color range with the lowest score and enters the resulting value in the corresponding field.

Now the points per player are added up. Whoever has the **most total points, wins.**

In a tie, the player with the highest score in a range wins. If there is still no clear winner, those players share victory.

Uno – Original Rules (2-10 players)

Setup:

The game is for 2-10 players, ages 7 and over. Every player starts with seven cards, and they are dealt face down. The rest of the cards are placed in a Draw Pile face down. Next to the pile a space should be designated for a Discard Pile. The top card should be placed in the Discard Pile, and the game begins!

Game Play:

The first player is normally the player to the left of the dealer (you can also choose the youngest player) and gameplay usually follows a clockwise direction. Every player views his/her cards and tries to match the card in the Discard Pile.

You have to match either by the number, color, or the symbol/Action. For instance, if the Discard Pile has a red card that is an 8 you have to place either a red card or a card with an 8 on it. You can also play a Wild card (which can alter current color in play).

If the player has no matches or they choose not to play any of their cards even though they might have a match, they must draw a card from the Draw pile. If that card can be played, play it. Otherwise, keep the card, and the game moves on to the next person in turn. You can also play a Wild card, or a Wild Draw Four card on your turn.

Note:

If the first card turned up from the Draw Pile (to form the Discard Pile) is an Action card, the Action from that card applies and must be carried out by the first player to go (as stated, it is usually the player to the dealer's left). The exceptions are if a Wild or Wild Draw Four card is turned up.

If it is a Wild card, Mattel has now stated that the first player to start (usually the one on the dealer's left), can choose whatever color to begin play. If the first card is a Wild Draw Four card – Return it to the Draw Pile, shuffle the deck, and turn over a new card. At any time during the game, if the Draw Pile becomes depleted and no one has yet won the round, take the Discard Pile, shuffle it, and turn it over to regenerate a new Draw Pile.

Take note that you can only put down one card at a time; you cannot stack two or more cards together on the same turn. For example, you cannot put down a Draw Two on top of another Draw Two, or Wild Draw Four during the same turn, or put down two Wild Draw Four cards together.

The game continues until a player has one card left. The moment a player has just one card they must yell **"UNO!"**. If they are caught not saying "Uno" by another player before the next player has taken their turn, that player must draw two new cards as a penalty. Assuming that the player is unable to play/discard their last card and needs to draw, but after drawing, is then able to play/discard that penultimate card, the player has to repeat the action of calling out "Uno". The bottom line is – Announcing "Uno" needs to be repeated every time you are left with one card.

Once a player has no cards remaining, the game round is over, points are scored, and the game begins over again. Normally, everyone tries to be the first one to achieve 500 points, but you can also choose whatever points number to win the game, as long as everyone agrees to it.

Action Cards:

Besides the number cards, there are several other cards that help mix up the game. These are called Action or Symbol cards.

Reverse – If going clockwise, switch to counterclockwise or vice versa. It can only be played on a card that matches by color, or on another Reverse card. If turned up at the beginning of play, the dealer goes first, and the player to the dealer's right is next (normally it would be the player to the dealer's left).

Skip – When a player places this card, the next player has to skip their turn. It can only be played on a card that matches by color, or on another Skip card. If turned up at the beginning of play, the first player (to the dealer's left) loses his/her turn. The next player to that player's right starts the game instead.

Draw Two – When a person places this card, the next player will have to pick up two cards and forfeit his/her turn. It can only be played on a card that matches by color, or on another Draw Two. If turned up at the beginning of play, the first player draws two cards and gets skipped.

Wild – This card represents all four colors, and can be placed on any card. The player has to state which color it will represent for the next player. It can be played regardless of whether another card is available. If turned up at the beginning of play, the first player chooses what color to continue play.

Wild Draw Four – This acts just like the wild card except that the next player also has to draw four cards as well as forfeit his/her turn. With this card, you must have no other alternative cards to play that matches the color of the card previously played. If you play this card illegally, you may be challenged by the other player to show your hand to him/her. If guilty, you need to draw 4 cards. If not, the challenger needs to draw 6 cards instead. If turned up at the beginning of play, return this card to the Draw pile, shuffle, and turn up a new one.

Wizard (3-6 players)

The trick-taking game **Wizard** uses a sixty-card deck that consists of the traditional 52-card deck (1-13 in four suits) along with four Wizards (high) and four Jesters (low).

Players compete over multiple rounds based on the number of players, and whoever ends with the highest score wins. In each round, players are dealt a hand of cards — one card in the first round, two cards in the second, three in the third, etc. — then trump is determined by flipping the top card of the undealt deck; if a suit is revealed, that suit is trump, while if the card turned up is a Jester, it is turned down and there is no trump for that round. If the card turned up is a Wizard, the dealer chooses one of the 4 suits as the trump suit. The dealer cannot choose "no trump". On the last round of each game all cards are dealt out so there is no trump. Players then state how many tricks they expect to win in the round.

The playing and winning of the tricks uses mostly standard trick-taking rules. If a player leads a suited card, then all other players must follow suit, if possible. If a player leads a Jester, then the second player determines the suit led. If a player leads a Wizard, then those who follow can play whatever they want. However, in all cases a player may *always* play a Wizard or Jester, even if they hold cards in the suit led.

After each player has played a card, determine the winner of the trick as follows: If one or more Wizards were played, the player of the first Wizard wins the trick, collects the cards, and leads to the next trick. If not, whoever played the highest trump wins the trick. If not, whoever played the highest card of the suit led wins the trick. If all players played Jesters, whoever played the first Jester wins.

After all tricks have been played, players tally their score for the round. If a player matched their bid, winning exactly as many tricks as stated at the start of the round, they score 20 points, plus 10 points for each trick taken. If a player missed their bid, they lose 10 points for each trick that they were off, whether they took more or fewer than predicted.

A common variant in *Wizard* is to not allow the total number of tricks bid in a round to match the round number, thereby forcing (at least) one player to be off each round.

Yahtzee (multi-players)

Yahtzee is a dice game based on Poker. The object of the game is to roll certain combinations of numbers with five dice. At each turn you throw dice trying to get a good combination of numbers; different combinations give different scores. While luck plays a big role in Yahtzee, strategy makes a significant difference. The reason for this is that you score each combination just once, and the number of different combinations in which you can score is equal to the number of turns in the game. This means that you have to make wise choices about when to score in each combination and you have to be careful about what combinations you seek at each turn.

Rules and Scoring

The game takes thirteen turns. Each turn consists of up to three separate rolls of the dice. On the first roll you roll all five of the dice. After the first and second roll, you can hold any subset of the five dice you want (including none of the dice or all of the dice) and roll the rest trying to get a good combination. After the three rolls (or after the first or second roll if you choose to stop) you must find a place among the thirteen boxes in the scorecard to put your score. The score you get depends on the box that you choose and the combination that you have rolled. After a box is used, you can't use it again, so you have to choose wisely. This means that, in general, you don't have to choose the box that gives you the highest score for the combination you have rolled, since it may be advantageous to save that box for an even better roll later in the game. In fact, there are many situations in which it makes sense to put a 0 in a "bad" box instead of a low score in another "good" box because doing so would block the good box for future turns.

The Yahtzee scorecard contains two sections: the upper section and the lower section.

The Upper Section

In the upper section, there are six boxes, each corresponding to one of the six face values of the dice. For these boxes, you enter the sum of the dice with the corresponding face value (and ignore all other dice). For example, if you roll 5 3 3 5 3 you may enter a score of 9 in the third spot or a score of 10 in the fifth spot.

Bonus: At the end of the game, you get a bonus of 35 points if the total number of points you scored in the upper section is 63 or higher. The seemingly random number 63 corresponds to having scored a combination with three dice of the corresponding face value in each of the upper section boxes (though any upper section total of 63 or greater is rewarded with the bonus).

The Lower Section

Here you can score for various combinations.

3 of a kind: Score in this box if the dice include 3 or more of the same number. The score is the total of all five dice (unlike the upper section, where only the dice of one number are summed).

4 of a kind: Score in this box if the dice include 4 or more of the same number. The score is the total of all five dice.

Full House: Score in this box if the dice show three of one number and two of another (for example, 2 6 6 2 2). The score is 25 points.

Small Straight: Score in this box if the dice show any sequence of 4 numbers (for example 3 2 4 4 5). The score is 30 points.

Large Straight: Score in this box if the dice show any sequence of 5 numbers (for example 5 2 4 6 3). The score is 40 points.

Chance: Score in this box with any combination. The score is the total of the five dice.

Yahtzee: Score in this box if the dice show five of the same number. The score is 50 points.

Yahtzee Bonus: If you roll a second Yahtzee and the Yahtzee box is already filled with 50 points, you get a 100 points bonus. If you roll a Yahtzee and your Yahtzee box is filled with a zero, you do not receive this bonus. In either case, you must fill one of the other boxes on your scorecard using the "joker rules" as follows: if possible, you must fill the upper section box corresponding to the number you rolled. If that box is already filled, you must fill in any open lower section box. For the 3 of a kind, 4 of a kind, and chance boxes, this means scoring the total of all 5 dice. For the full house, small straight, and large straight boxes, this means scoring 25, 30, or 40 points respectively (even though you did not actually roll the corresponding combination). If the entire lower section is filled you must enter a zero in any open box in the upper section.

Basic Strategy Tips

The following are generally regarded as the basic things to keep in mind while playing Yahtzee.

You should generally aim for the 35 points bonus by filling the upper section with high scores (so as to get at least 63 points) near the beginning of the game.

If you roll a combination for which your available boxes give a low score, fill in a zero in the 1's box (or even the 2's or 3's), since high scores in the other boxes may compensate for this.

Early in the game you should use the chance box only as a fall-back for when you are trying for a high point combination and fail. You want to keep the chance box available for a situation where your options are very limited.

If you have a bad roll of the dice near the end of the game, you may enter a zero in the Yahtzee box or one of the other difficult combinations.

If you roll a pair of 1's or 2's early in the game, go for a full house, straight, or one of the other high numbers you rolled. Keeping the 1's or 2's to seek a 3 or 4 of a kind will not get you many points. Plus, it is a good idea to keep the 1's and 2's boxes available for later in the game to have the possibility of putting a zero there. As an example, if on your first turn your initial roll is 1 1 2 5 6, it turns out that keeping only the 5 is the choice that maximizes your expected score for the game.

If you roll four of a kind with 4's, 5's, or 6's, take the points in the upper section if they are available, not in the 4 of a kind box. This will help you get the 35 points bonus at the end of the game.

You should always try for a Yahtzee early in the game. If you roll a 3 or 4 of a kind on your first or second roll and you have the corresponding box in the upper section open, you should definitely go for the Yahtzee. Plus, if you saved your chance, 1's, or 2's boxes, you can score a zero there if you fail to get the Yahtzee.

Advanced Strategy

Any kind of advanced strategy for Yahtzee has to rely on calculating or estimating the expected final score you will get with respect to your current position in the game and the different possibilities you have for scoring. This is a very difficult task, since in general it involves too many calculations. As with most board games, the best way to actually apply this principle is by playing a lot and developing some intuition as to what the best choices are. In general, you should be able to discard many possibilities just by looking at them, and then choose among the remaining ones in the best way you can.

To get a grasp of the kind of calculations you would need to do in order to determine the best move in Yahtzee, we will consider the following simplified example.

Suppose that you are playing a "1-turn Yahtzee" game (all the boxes are empty and you are trying to maximize your score for a single turn), and your second roll leaves you with 3 3 3 1 1. Which (if any) of the dice should you keep for the last roll?

To solve this, observe first that since this is the 1-turn version of Yahtzee, all boxes are available and your only goal is to get the highest possible score in this turn. It should be clear that the only sensible choices are keeping everything (scoring 25 points for a full house) or re-rolling both 1's (trying for a Yahtzee). What is the best choice?

If you keep everything, the best score you can get is scoring the full house box, and you get 25 points. If you re-roll both 1's, three things may happen:

You get two different numbers. This will happen with probability $5/6$. In this case, your best score corresponds to either the 3 or 4 of a kind box, where you add up the five numbers. In this case, the maximum score you can get is 20 (if you rolled a 5 and a 6).

You get two equal numbers, different from 3. This happens with probability $(5/6) * (1/6) = 5/36$. In this case you rolled a full house, and it is the best box to score in this case, since any other possibility scores at most $3 + 3 + 3 + 6 + 6 = 21$ points. Thus, you score 25 points.

You get two 3's. This will happen with probability $1/36$, and you score 50 points for a Yahtzee. With all this, we can say that the average score you get if you re-roll the 1's is less than

$20 (5/6) + 25 (5/36) + 50 (1/36) = 775/36$ or approximately 21.5

Thus, we see that your average score when re-rolling is less than 25, so you should keep all the dice and score a full house. As you observe, even in this very simplified situation, the calculations get impossible to carry out during a game.