

6+

2-8

CLASSIC GAMES

ST020

## 100 GAMES

## INSTRUCTIONS

## 01. CHESS

**How to play:**

The game of Chess is the oldest, most fascinating and one of the most popular of all games. There is no element of chance, and players find new and interesting moves with each game.

Chess is played with thirty two pieces. Each player has sixteen Chess pieces of either black or white as shown in the diagram. Each player has one King, one Queen, two Bishops, two Knights, two Rooks and eight Pawns.



Diagram A

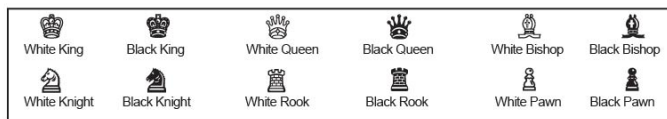


Diagram B

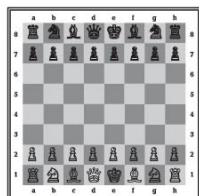


Diagram C

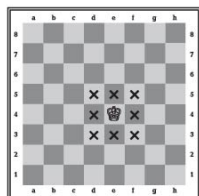


Diagram D

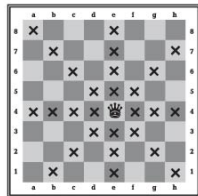


Diagram E

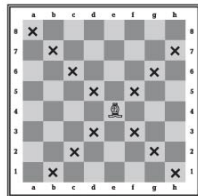


Diagram F

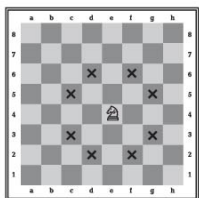


Diagram G

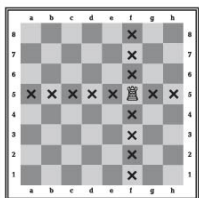


Diagram H

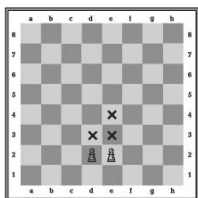


Diagram I

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

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

**The King**

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

**The Queen**

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

**The Bishop**

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

 **WARNING:**

CHOKING HAZARD—Toy contains small parts.  
Not for children under 3 years.

### The Knight

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

### The Rook

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

### The Pawn

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

### Castling

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

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

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

### Object of the game:

#### A. Check

The King is in check when it is threatened to be captured by an opponent's piece. The player must say "check" when the player's piece moves to a position where it is threatening the opponent's King. The player is not allowed to give up the King that is in check and let it be captured. One of three things must be done by the player in check:

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

Since the object of the game is the capture of the opponent's King, the game is lost if none of the above three things can be done. The "check" then turns into a checkmate.

#### B. Checkmate

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

## 02. BACKGAMMON

### How to play:

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

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

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

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

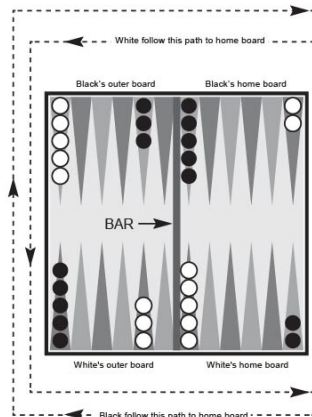
**Blocked Point:** When a player has two or more checkers on any point, the opposing player's checker may not land. Once a player has landed two checkers on any one point he is said to have "made the Point". There is no limit to the number of checkers one player may have on a point.

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

**Bar:** Once the player's checker has been placed on the bar, he must roll the dice and try to "enter" their checker. The player must "enter" into his opponent's inner table BEFORE he can move any of his other checkers. Entering is accomplished by moving the checkers into the opponent's inner table with the numbers on the dice. If the player rolls a 1, his checker will "enter" the point on the furthest side of the opponent's inner table (i.e. point 1 on their opponent's inner table). A 6 will "enter" on point 6 of his opponent's inner table. If the player cannot "enter" because both points are blocked, the player loses his turn. A SHUTOUT or CLOSED BOARD occurs when your opponent's inner table is completely closed (each point is covered by at least two men), at which point, the player continues to lose turns until a point becomes open.

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

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



### 03. PACHISI / LUDO

**For 2-4 players.**

The playing board is a square with a cross in its center. Each of the 4 arms on the cross is divided into three columns, with the columns divided into 4-6 squares. In the center of the cross is the finish square, which is divided into four colored triangles. Each colored triangle is combined with a colored middle column that appears as an arrow pointing to the finish. The shaft of each arrow is a player's "home column". On the left of each home column, one square from the edge of the board is a starting square, also colored. During game play, a pawn moves from its starting square, clockwise around the perimeter of the board, and up the player's home column to the finishing square. In the space to the left of each arm is a circle or square to hold a player's pawns before they are allowed into play. There are no resting squares, but the colored home column may only be entered by its own player's pawns.

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

**How to play:** At the start of the game, the player's four pawns are placed in the start area of their color. Players take turns to throw a single die. A player must first throw a six to be able to move a pawn from the starting area onto the starting square.

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

### 04. NINE MEN'S MORRIS

**For 2 players.**

**How to play:** One player takes black and the other player takes white. Black starts.

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

The object of the game is to form mills, which are lines of 3 pieces in a row. Every time you form a mill, you have the chance to take off one of your opponent's pieces. Also, any piece that is part of a mill is protected and may not be removed, unless there are no other choices.

**Your goal:** To reduce your opponent to only 2 pieces, such that they can no longer form a mill. Alternatively, if during the movement phase of the game, players can no longer move, they lose immediately.

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

### 05. GAME OF THE GOOSE

Players take turns rolling 2 dice and moving their pawn around the board. The board includes:

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

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

### 06. RACING GAME

**For 2-4 players.**

To begin, players arrange their pawns on the starting line.

Each player must throw a six on the dice before they can move their pawn from the starting line, and then take another throw. Once a player has thrown a six, he moves his pawn along the track.

If he arrives on a number bearing instructions, he proceeds as indicated.

The winner is the first player to reach the finish line, but he must land exactly on the finish line before he can claim to be the winner. You must roll the exact number needed to land on the finish line.



## 07. CHINESE CHECKERS

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

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

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

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

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

## 08. SNAKES & LADDERS

For 2, 3 or 4 players

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

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

## 09. CHECKERS

Number of players: 2

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

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

**To win:** You must capture all of your opponent's checkers, or block them so that they cannot move.

## 10. SOLITAIRE

**To start:** Place a pawn in each space except the center spot. A move is made by jumping to an empty space, either side to side, or up and down (not diagonally). Remove the pawn which has been jumped from the board.

The goal is to finish with one pawn remaining in the center spot. A variation is to start with any space empty and attempt to finish with one pawn in the same space which was empty at the start.

## 11. DICE-1000

**Required:** Paper, pencil and 5 dice

**Players:** Small groups

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

## 12. YOUR NEIGHBOR

A very old and fast moving dice game for two to six players, best played with six. Three dice and at least ten counters per player are all that's needed.

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

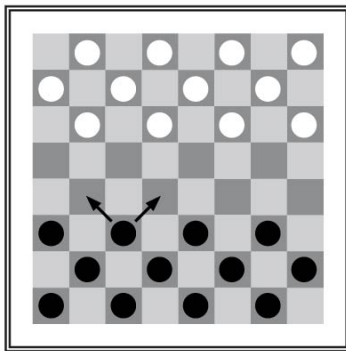


Diagram A

### 13. HAZARD

IS played with two dice and stakes.

**How to play:** The first player, known as the caster, starts the game by placing his stake in the center of the playing area. The other players who wish to bet place their stakes in the center and the caster accepts the bets by knocking. Once the bets have been made, the caster throws the dice to establish a main point. This must be a total of 5, 6, 7, 8, or 9 and if he fails to roll one of these totals, he continues throwing until he does. Once the main point is established, the caster throws the dice again to establish a chance point which must be a total of 4, 5, 6, 7, 8, 9 or 10. If on the chance point he rolls an out, he loses. An out is a total of 2 or 3, known as a crab, or a total of 12 with a main point number of 5, 6, 8, or 9. The caster wins, if when throwing for the chance point, he rolls a nick. A nick is a total of 11 when the main point is 7, a total of 12 with a main point of 6 or 8, or a throw of the main point itself. If a chance point is established, the player continues rolling until he either throws the chance point again and wins or until he throws the main point again and loses. If the caster wins, then he takes all the stakes in the center. If he loses, then each of the other players take their stake back with an equal amount of the caster's.

### 14. BARBUDI

**How to play:** Each player throws a die. The highest becomes the shooter, and the player to their right becomes the fader. Play rotates counter-clockwise in this game. The fader puts up a stake. The shooter covers part or all of the bet, and other players, in turn, may cover what is left or make side bets with one another. The shooter or fader may decide not to bet at all, in which case the dice are passed to the next players. The shooter and fader roll the dice alternately, the shooter rolling first. Either of the two players wins the bet if they throw a 3-3, 5-5, 6-6, or 5-6. They lose if they throw 1-1, 2-2, 4-4, or 1-2. All other combinations are meaningless. As long as the shooter wins, loses with a 1-2, or the fader wins with a 5-6 the player's roles remain unchanged for the next round. Otherwise, the fader becomes the shooter and the next player the new fader.

**Variations:** Some players play what is known as a two shot game. In this version, the fader can stipulate a two shot decision when they put up their stake. Throws of 6-5 and 1-2 win and lose only half the bet. In this event the shooter or fader can decide to end the round there. If the fader wins, then he becomes the new shooter. If both players agree to a second throw, then the shooter throws again first if he won, or the fader throws first if he won. The second half of the bet is then decided as before. If either player wins both decisions, he takes the stakes. Otherwise, both players withdraw their own. Once a two shot decision round has been played, both players lose their roles, regardless of who won, and the players to the right of the fader become the new shooter and fader respectively.

### 15. ACES

**How to play:** Order of play is determined by each player throwing five dice, with the highest ranking Poker or Indian Dice hand throwing first, and the next highest second and so on. Each player in turn throws his dice. Any 1's rolled are put in to the center of the table and are eliminated from the game. Any 2's thrown are passed to the player on the left, and any 5's are passed to the player to the right. Players continue their turns, throwing their remaining dice, until they fail to throw a 1, 2 or 5, or until they lose all of their dice. Play continues around the table until the last die in play comes up as a 1 and the player who threw it, wins the game.

**Variations:** Another version played simply reverses the outcome. The last player to throw a 1 is the loser.

### 16. CHO-HAN BAKUCHI

**How to play:** A dealer will shake the two dice, traditionally in a bamboo cup or bowl, and then upturn the dice cup onto the floor. Players then place their stakes on whether the total will be "Cho" (even) or "Han" (odd). The dealer then reveals the dice and the winners collect their money. The dealer will sometimes act as the house, collecting losing bets. But usually, players will bet against one another (requiring an equal number of bets on odd and even) and the house collects a percentage of winning wagers.

### 17. PURSUING SHEEP

Five dice are required.

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

6, 6, 6, 6, 6 (Known as tái min yéung or "large sheep")  
5, 5, 5, 5, 5 (Any five-of-a-kind is known as min yéung kung or "rams")  
4, 4, 4, 4, 4 " "  
3, 3, 3, 3, 3 " "  
2, 2, 2, 2, 2 " "  
1, 1, 1, 1, 1 " "

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

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

### 18. HEAVEN AND NINE

**How to play:** Each player takes turns holding the bank. The banker sets a limit for players' bets and the other players place their wagers in front of themselves. Once the banker has covered the bets the game begins. The banker throws two dice. The 21 possible hands are divided into two categories, Civil or Military, and rank as listed on the chart.

The banker automatically wins all bets if he throws Heaven or Nines. The banker automatically loses all bets if he throws Red Mallet Six or Final Three. If the banker throws any other combination, then each player in turn settles the bet by throwing the dice. A player's throw doesn't count unless it is in the same suit as the banker's, and they must continue to throw the dice until it is. Players win their bets if they throw a higher ranking combination and lose if they throw a lower ranking one. In the case of a tie, neither the player nor banker win and their stakes are withdrawn. The banker maintains his position until a round is completed in which he has lost a bet. The player to his left then becomes the new banker.

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

### 19. TEN

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

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



## 20. CUBILETE

Five dice are required.

**How to play:** Order of play is determined by each player rolling a single die with the highest rolling first, and then with subsequent play passing to the left. Each player takes a turn to roll the dice. In each turn, players have up to three rolls, setting aside any dice they want for their final hand. The object is to roll a hand of five-of-a-kind. All other hands are meaningless. Aces are wild and can be matched to any other value. A number of rounds are played and the winner of a game is the first to score a total of 10 points (patas). Only the winner of a round scores any points and must have five-of-a-kind. If no player has scored with five Kings (Carabinas), then the last player to throw the dice rolls first in the next round. A player who throws five Kings (with or without Aces), wins the round or game outright, and rolls first in the next round or game.

Hands of five-of-a-kind are ranked and named as below.

Five Aces (Carabina de Aces). Scores 10 points.

Five Kings with no wild Aces (Carabina de Kings Naturales). Scores 5 points.

Five Kings including wild Aces (Carabina de Kings No Naturales). Scores 2 points.

Five Queens (Cabangas) including wild Aces. Scores 1 point.

Five Jacks (Javas) including wild Aces. Scores 1 point.

Five Tens (Gallegos) including wild Aces. Scores 1 point.

Five Nines (Negros) including wild Aces. Scores 1 point.

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

## 21. YACHT

Five dice are required.

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

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

2 Twos: Score two points for each 2 thrown. Maximum of 10 points.

3 Threes: Score three points for each 3 thrown. Maximum of 15 points.

4 Fours: Score four points for each 4 thrown. Maximum of 20 points.

5 Fives: Score five points for each 5 thrown. Maximum of 25 points.

6 Sixes: Score six points for each 6 thrown. Maximum of 30 points.

7 Little: Straight 1, 2, 3, 4, 5. Scores 30 points.

8 Big: Straight 2, 3, 4, 5, 6. Scores 30 points.

9 Full House: Three-of-a-kind and a pair. Scores total value of all dice.

10 Four of a Kind: Scores total value of the four dice. i.e. 6, 6, 6, 6, 2 scores 24 points.

11 Chance: No pattern required. Scores total value of all five dice.

12 Yacht: Five-of-a-kind scores 50 points.

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

Yarzee/Yacht Score Sheet (Yacht scores in Bold)

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

## 22. YATZY

Five dice are required.

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

## 23. GENERAL

Five dice are required.

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

## 24. CHICAGO

Chicago, also called Rotation, is a game for any number of players. Two dice are used. The game is based on the 11 possible combinations of the two dice - 2, 3, 4, 5, 6, 7, 8, 9, 10, 11 and 12 - and so consists of 11 rounds.

**Object of the game:** To score each of these combinations in turn. The player with the highest score is the winner.

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

## 25. BASEBALL

**Equipment:** 1) One, two, or three dice, according to the type of game being played; 2) The one-die and two-dice games require at least three counters for each player to represent his men; 3) A sheet of paper with a simple diagram of a baseball diamond drawn on it; 4) Another piece of paper for recording scores.

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

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

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

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

## 26. BASKETBALL

**Equipment:** Basketball may be played with only two dice, or with as many as 10. Many players use eight dice, as there are then enough to ensure a rapid game and realistic scores.

**How to play:** A game consists of four quarters. In each quarter, each player takes a turn rolling the eight dice once, their total being his score for that quarter. If the game is played with only two dice, each player rolls the dice four times, to determine their score for that quarter. The player with the highest score for the four quarters wins the game. If the game, or agreed series of games, ends in a tie, this is resolved by playing extra quarters, until the outright winner is established.

## 27. ONE-DIE BASEBALL

The players throw the die to decide who should bat first (i.e., shoot the die first). Each player in turn then throws a half-inning. A half-inning is ended when a player has thrown three outs (see below).

**Value of the throws:** At the start of the game, or whenever all bases are empty, a throw of 1, 2 or 3 permits the player to put a man (counter) on which ever of the three bases he has thrown. A player may have only one man on a base at a time. If he throws 1, 2, or 3 again, this permits the player to move his man around the diamond by the number of bases thrown, and to place another man on the base that bears the number thrown. For example, if the player has a man on 1, and throws a 2, the man advances to base 3 (1 + 2) and a new man is entered on base 2. Each time a man reaches home plate, a run is scored. A single throw may give a score of more than one run, if it results in more than one man reaching home base. (The rule against more than one man on a base does not apply to home plate.) For example, if a player with men on bases 2 and 3 throws a 2, both men advance to home base and two runs are scored. At the same time a new man is entered on base 2. A throw of 4 counts as a home run, and advances all men on the bases to home base. The score is thus the home run plus one run for each man brought home.

### Outs

Throws of 5 or 6 are outs.

A throw of 5 is as though there had been a hit and a throw-in, so that men on the bases may also be out, as follows:

- If the player has only one man on the bases, he is out
- If he has men on all bases, the man on base 1 is out
- If he has men on bases 1 and 2, the man on base 2 is out
- If he has men on bases 1 and 3, the man on base 1 is out
- If he has men on bases 2 and 3, both are safe

Men on the bases, who are not out, remain where they are. A throw of 6 is also an out, but it is as if the batter was out without striking the ball; men on bases are safe, and remain where they are. Note that three outs ends a half-inning. The other player then throws his half-inning, to complete the inning.

## 28. TWO-DICE BASEBALL

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

## 29. THREE-DICE BASEBALL

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

## 30. BEETLE

This is a lively game for two or more players - more than six tend to slow down the game.

**Equipment:** 1) One die, either an ordinary one or a special beetle die, marked B (body), H (head), L (legs), E (eyes), F (feelers), and T (tail); 2) A simple drawing of a beetle as a guide, showing its various parts and (when an ordinary die is used) their corresponding numbers; 3) A pencil and a piece of paper for each player.

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

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

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

## 31. BUCK DICE

This is a game for any number of players, using three dice.

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

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



**How to play:** Each player in turn takes the three dice, and each goes on throwing for as long as he throws the point number on one or more of the dice. As soon as the player makes a throw that does not contain the point number, he passes the dice to the player to his left. Each player keeps count, aloud, of the number of times he has thrown the point number. Each occasion counts one point. If, when he is nearing 15 points, a player makes a throw that carries his score beyond 15, the throw does not count, and he must roll again.

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

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

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

## 32. DROP DEAD

This is an exciting game for any number of players.

**Equipment:** 1) Five dice; 2) A sheet of paper on which to record players' scores.

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

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

## 33. PIG

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

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

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

## 34. SHIP, CAPTAIN, MATE AND CREW

This game may be played by any number of people. Five dice are used.

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

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

**How to play:** The players each put an agreed stake into the pot. Each player in turn is allowed not more than three throws of the dice. If the player makes a 6 and a 5 on their first throw, he can set those dice aside. In his second throw, he then rolls the other three dice, hoping to make a 4. If, however, he makes a 6 and a 4 on his first throw, only the 6 can be set aside, and the remaining four dice must be rolled again for a 5 and a 4.

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

## 35. THIRTY SIX

This is a game for any number of players, using only one die.

Order of play is determined by a preliminary round, in which each player throws a single die. The lowest scorer becomes first shooter, the next-lowest second shooter, and so on. Each player puts an agreed stake in the pot.

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

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

## 36. PAR

Par can be played by any number of players, but is best played with six or seven.

**Equipment:** 1) Five dice; 2) Chips (or counters), representing the betting unit.

**Objective:** Each player tries to achieve a total score of 24 or more by throwing the dice.

Order of play is established by a preliminary round, in which the highest scoring player becomes the first shooter. The second highest scorer throws next, and so on.

**How to Play:** The first shooter rolls all five dice. He may stand on that throw, if it makes 24 or more, or throw four of the dice again, if desired. The player may continue throwing, to try to improve his total (or he may stand), but, each time he throws, he must leave one more die on the table. If the player makes 24, he neither gains nor loses. If he fails to make 24, he pays each other player the difference between his score and 24. If he makes more than 24, the difference between his score and 24 becomes his point. For example, if the player has thrown 26, he has a point of 2. The player then throws all five dice again (but once only), and for every 2 that appears, he collects two chips from each of the other players. (If 6 was his point, he would collect six chips for every 6 that appeared.)

## 37. CENTENNIAL

For 2-8 Players.

**Equipment:** 1) Three dice; 2) A long piece of paper, marked with a row of boxes numbered 1 to 12; 3) A distinctive counter or other object for each player.

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

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

Once a player has thrown a 1, he must try for 2. His can make 2 by throwing either a 2 or two 1s. The player continues to move his counter in this way from box to box. Some throws may enable him to move through more than one box on a single throw. For example, a throw of 1, 2, 3 would not only take the player through the first three boxes, but on through the fourth ( $1 + 3 = 4$ ), to the fifth ( $2 + 3 = 5$ ), and finally the sixth ( $1 + 2 + 3 = 6$ ).

Other players' throws must be watched constantly. If a player throws a number he needs, but overlooks and does not use it, that number may be claimed by any other player. The other player must do this as soon as the dice are passed, however, and must be able to use it at once.



## 38. EVEREST

This game is like Centennial, but has a different layout and scoring system.

**Equipment:** Each player has a sheet of paper showing two columns, each divided into 12 boxes. In one column, the boxes are numbered from 1 to 12 in ascending order. In the other, they are numbered from 1 to 12 in descending order.

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

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

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

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

## 39. GOING TO BOSTON

**Equipment:** Three dice.

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

## 40. MULTIPLICATION

This game is played like Going to Boston, but with one important difference. When each player has completed his turn, the score is the sum of the spot values of the first two dice rolled, multiplied by that of the third.

For example, if a player's first throw is 5, his second throw 4, and his final throw 6, his score will be 54:  $(5 + 4) \times 6$ .

## 41. INDIAN DICE

Indian Dice is very similar to Poker Dice. It is played with five ordinary dice, with 6 ranking highest and 1's (Aces) wild. Any number of players may take part.

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

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

## 42. HOOLIGAN

Hooligan is played with five dice and a throwing cup. Any number of players may take part.

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

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

## 43. TWENTY ONE

This is a simple dice version of the card game (known as Blackjack in the USA, Pontoon in the UK, and Vingt-et-un in France) played with a single die.

**How to Play:** The aim is to score 21, or as near as possible to it, by throwing the die as many times as desired and adding up the numbers thrown. A player who totals over 21 is bust, and is out of the game. The player whose total is nearest 21, after each player has had a turn, wins the game. In the case of an equally high total, a play-off is made.

**Variation:** Two dice are sometimes used to speed up play, one of them being discarded once a player totals 14 or more. A version in which the target total is 36, not 21, is also played. When gambling, each player puts one unit into the pot at the start of the game. Any player who busts puts an additional unit into the pot. The winner takes the pot or, in the case of an equally high total, a play-off may be made or the players divide the pot equally among themselves.

## 44. FIFTY

This game, for two or more players, is one of the simplest dice games. It requires two dice, and the winner is the first player to score 50 points.

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

## 45. POKER DICE

Poker Dice is similar to the popular game called Yatzy. It is a pure dice game, which means that there are no other pieces, not even a game board, just five dice and a table to write the score. Start position and game object.

Players roll five dice each turn and try to get the best combination for maximum points in different rows. The scoring rules will be explained at the next section and the game starts with an empty score table. The player who gets the most total points, wins the game.

**How to get points:**

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

- Ones - a sum of all 1's
- Twos - a sum of all 2's
- Threes - a sum of all 3's
- Fours - a sum of all 4's
- Fives - a sum of all 5's
- Sixes - a sum of all 6's
- 3 of a kind (3 or more dice with the same number) - a sum of all dice
- 4 of a kind (4 or more dice with the same number) - a sum of all dice
- Full House (3 dice with the same number + 2 dice with the same number, and those two numbers must be different) - 25
- Small Straight (a straight of 4 or more dice) - 30
- Large Straight (a straight of all dice) - 40
- 5 of a kind (all dice with the same number) - 50
- Chance (any dice combination) - a sum of all dice

The scores at this table are valid only if the dice combination (used in the corresponding row) fulfills the row conditions, otherwise the player scores 0 points. For example, if the player rolls 1-3-2-4-4, he can get 1 point at the 1st row (a sum of 1's) or 8 points at the 4th row (a sum of 4's) or 30 points at the 10th row (a small straight) etc.

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

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

## 46. C-LO

Difficulty: Easy

**Step 1:** Get together with at least one friend. More than two players can play, but there must be at least two. Decide on how much the two of you will wager on the round. Once that amount is decided upon, place the money – or the “pot” – in a pile.

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

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

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

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

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

## MATCHSTICK GAMES

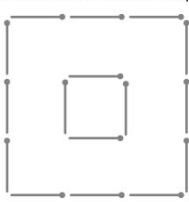
### 47. Turning the Donkey

Move 1 matchstick to turn the donkey.



### 48. 2 Squares to 3

Move 4 matchsticks to make 3 squares.



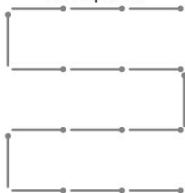
### 49. 10 squares to 2

Move 3 matchsticks to make 2 squares.



### 50. Snake to Squares

Move 4 matchsticks changing the snake to 2 squares.



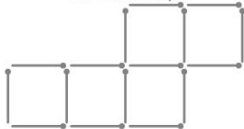
### 51. Swimming Fish

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



### 52. Removing a square (A)

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





### 53. Removing a square (B)

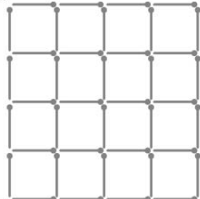
Move 3 matchsticks to new positions to get only 4 squares (no overlapping or loose ends).



### 54. 16 squares to none

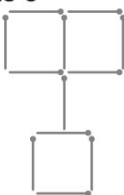
Remove 9 matchsticks so that no square (of any size) remains.

remains.



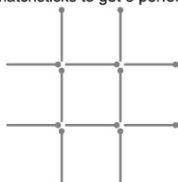
### 55. 3 squares to 5

Move 6 matchsticks so that 5 squares are formed.



### 56. Make 3 squares

Move 3 matchsticks to get 3 perfect squares.



### 57. Divide by 2

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



### 58. 3 triangles to 4

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



### 59. 3 to 6

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



### 60. Wheel to 3 Triangles

Move 4 matchsticks to form 3 equilateral triangles.



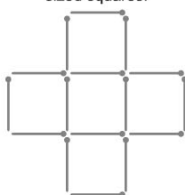
### 61. $6 + 4 = 4$

Can anyone solve this puzzle, moving only 1 matchstick?



### 62. Cross to 6 Squares

Move 3 matchsticks to make 6 identically sized squares.



### 63. Ice in the Glass

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



### 64. 4 triangles

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



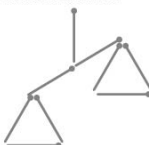
### 65. 2 triangles to 4

Move 1 matchstick to make 4 triangles.



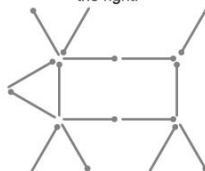
### 66. Scales

Move 5 matchsticks to make the scales balanced.



### 67. Cow

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



### 68. Key (A)

Move 4 matchsticks so that 3 squares are created.



### 69. Key (B)

Move 3 matchsticks so that 2 rectangles are created.



### 70. Key (C)

Move 2 matchsticks so that 2 rectangles are created.



### 71. Touch

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



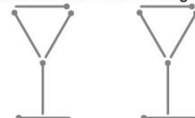
### 72. Christmas Tree

Move 3 matchsticks so that to get 4 equilateral triangles.



### 73. The Wine Glasses Puzzle

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



### 74. The Bat

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



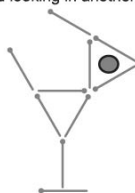
### 75. The Hedgehog

Make the hedgehog run in another direction by moving 2 matchsticks.



### 76. The Bird

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



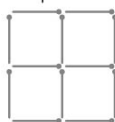
### 77. Puzzling Time

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



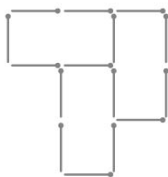
### 78. 4-to-3 squares

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



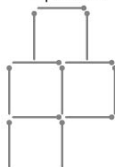
### 79. 3 rectangles to 6 squares

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



### 80. The square in squares

Move 2 matchsticks creating 4 squares of equal size.



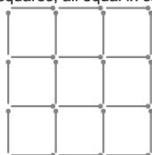
### 81. Hexagon & 8 Triangles

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



### 82. 9 Squares reduced to 5

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



### 83. Pentagon & 5 Triangles

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



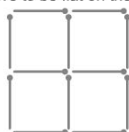
### 84. Tower Upside Down

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



### 85. Square 2 x 2

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



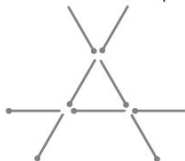
### 86. 6 to 3 Triangles

Remove 3 matchsticks and leave 3 triangles.



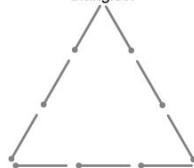
### 87. Make 4 triangles

Move 4 matchsticks to form 4 equal triangles.



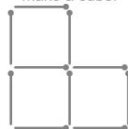
### 88. 1 Big to 4 small

Reposition 5 matchsticks to get 4 same size triangles.



### 89. Cube (A)

Remove 1 and move 4 matchsticks to make a cube.



### 90. Cube (B)

Move 3 matchsticks to make a cube.



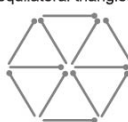
### 91. Combine Rhombuses

Combine 2 rhombuses into one by moving 4 matchsticks.



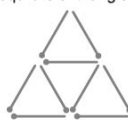
### 92. 3 Equilateral triangles

Move 4 matchsticks to form 3 equilateral triangles.



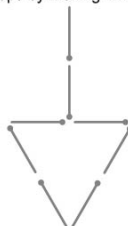
### 93. 4 to 2

Remove 2 matchsticks to form 2 equilateral triangles.



### 94. Separate an arrow into 2

Get two tops by moving 4 matchsticks.





**95. 3 squares**

Remove 2 matchsticks to form 3 different size squares.

**96. A Chair**

Move 3 matchsticks to make the standing chair fall.

**97. 2 + 8**

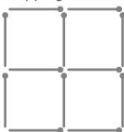
Add 4 matchsticks to form 2 squares and 8 triangles.

**98. Square Rose**

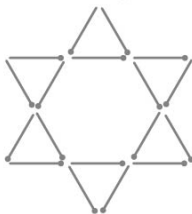
Add 4 matchsticks to create 4 triangles and 2 squares. The squares don't have to be equal in size, but the triangles must be. All the matchsticks don't have to be flat on the surface.

**99. 7 squares**

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

**100. Triangles Star**

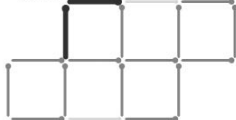
Move 2 matchsticks to form 6 triangles. Triangles don't have to be equal in size and not overlap.

**MATCHSTICK GAMES**

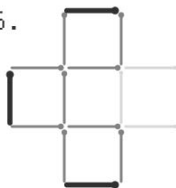
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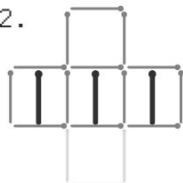
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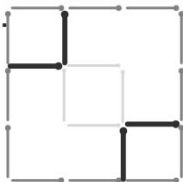
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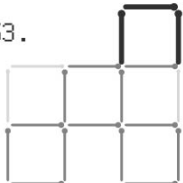
62.



48.



53.



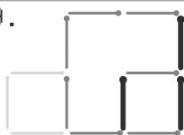
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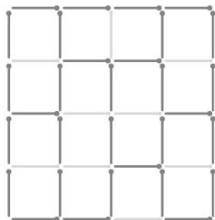
63.



49.



54.



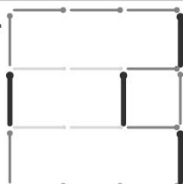
58.



64.



50.



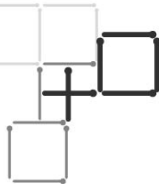
65.



51.



55.



59.



66.



60.

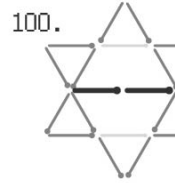
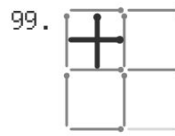
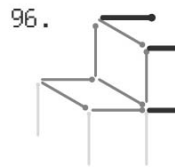
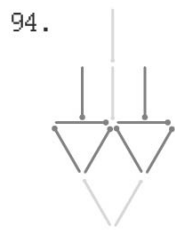
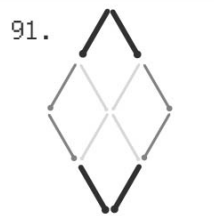
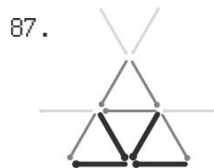
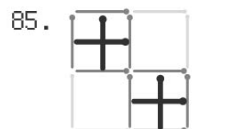
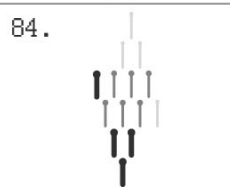
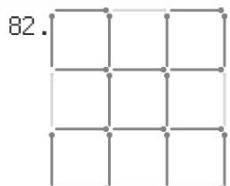
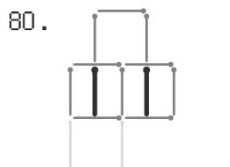
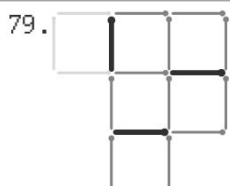
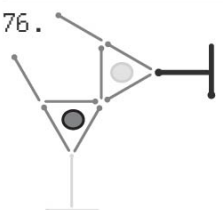
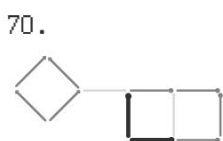
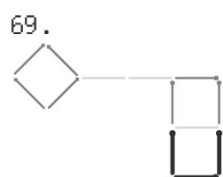


67.



61.









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