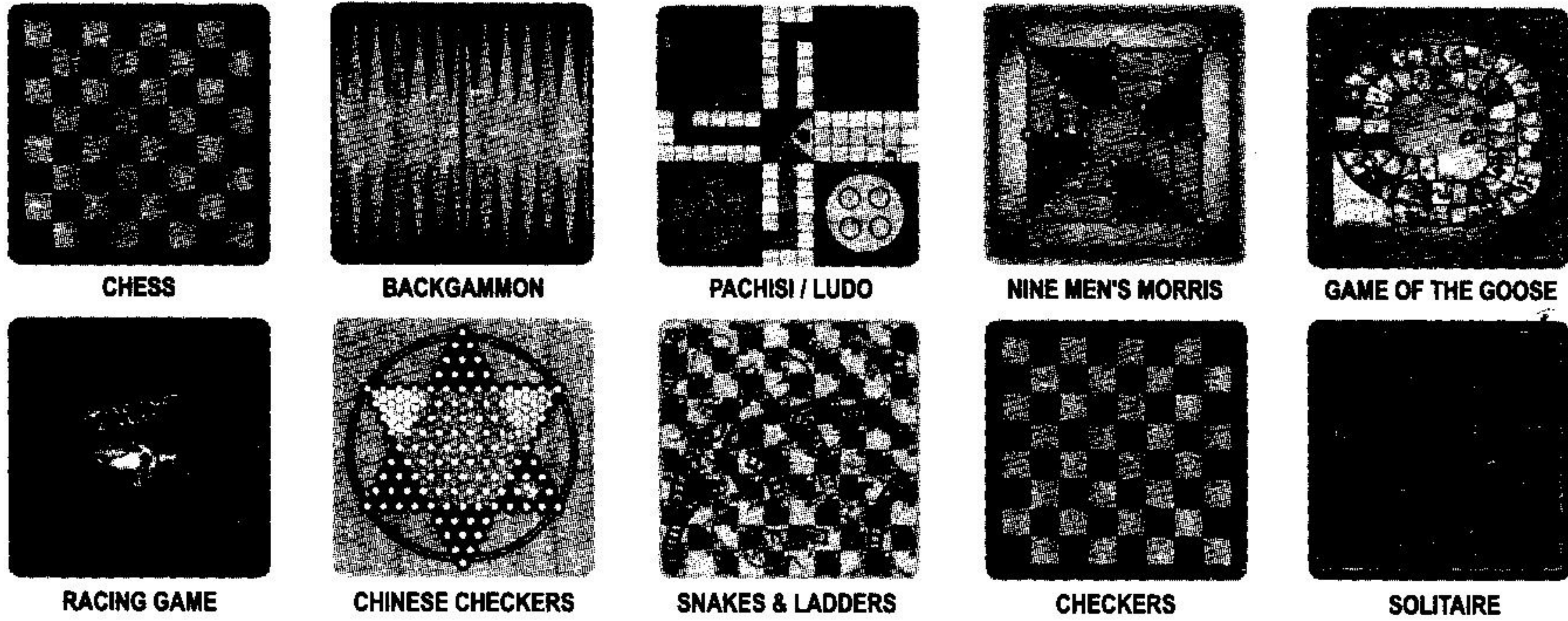


AGES
6+

1-8

100 GAMES

INSTRUCTIONS



01. CHESS

Players: 2.
Required: Chess playing board, 16 light and 16 dark playing pieces.

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

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



Diagram A

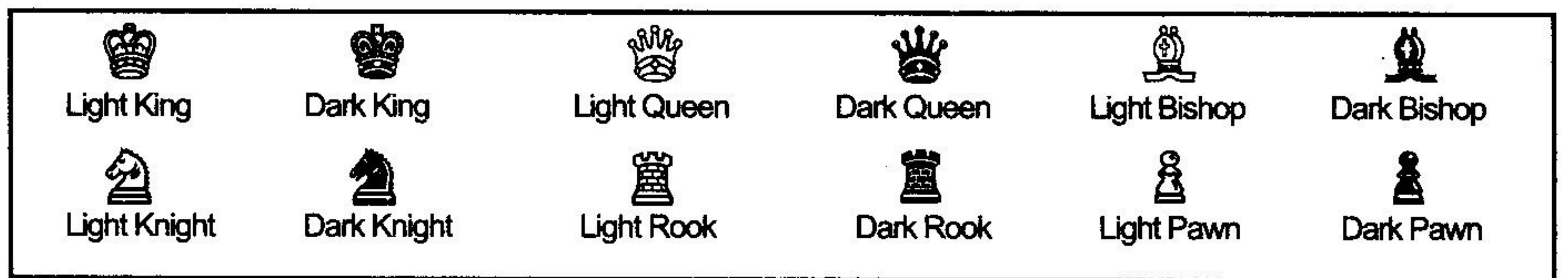


Diagram B

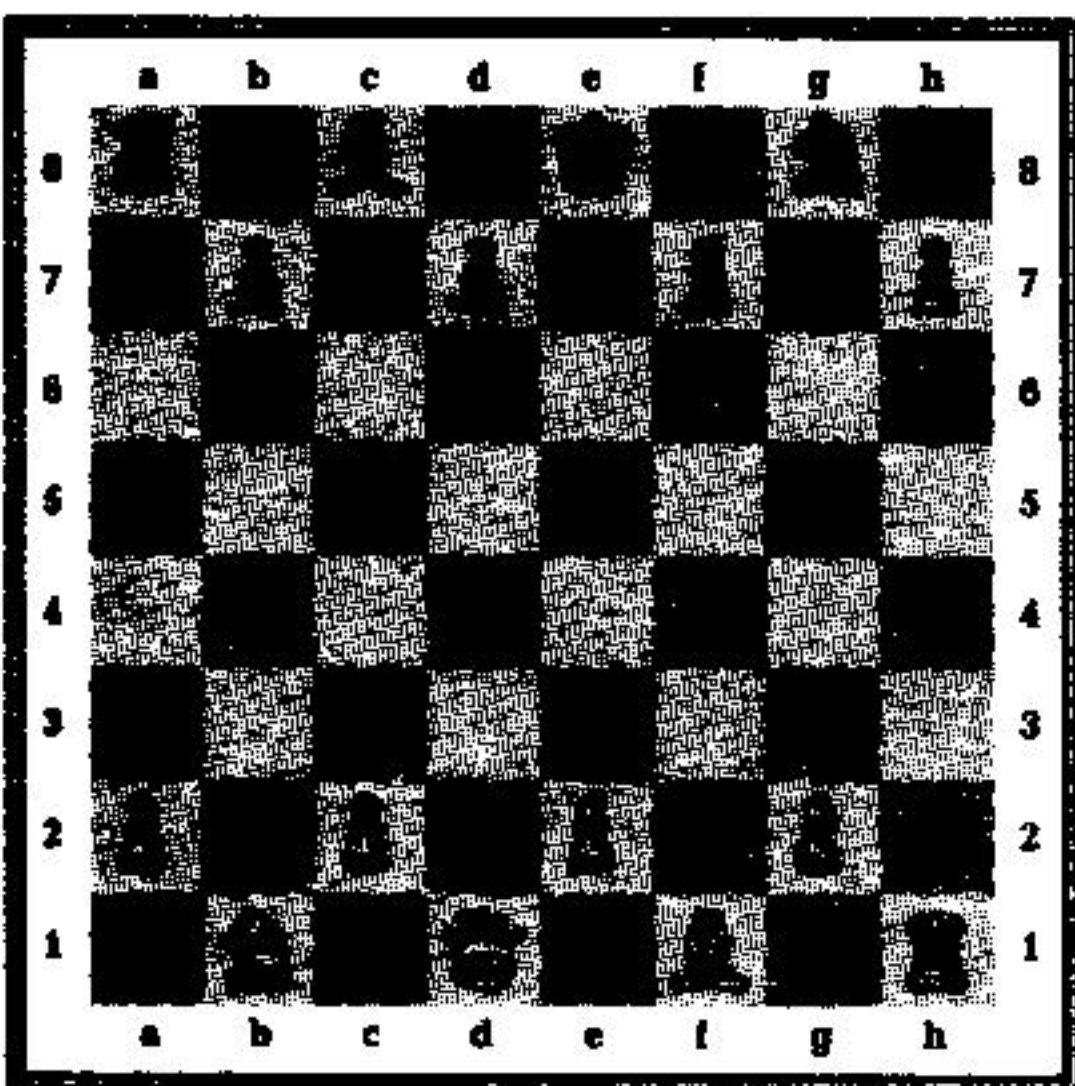


Diagram C

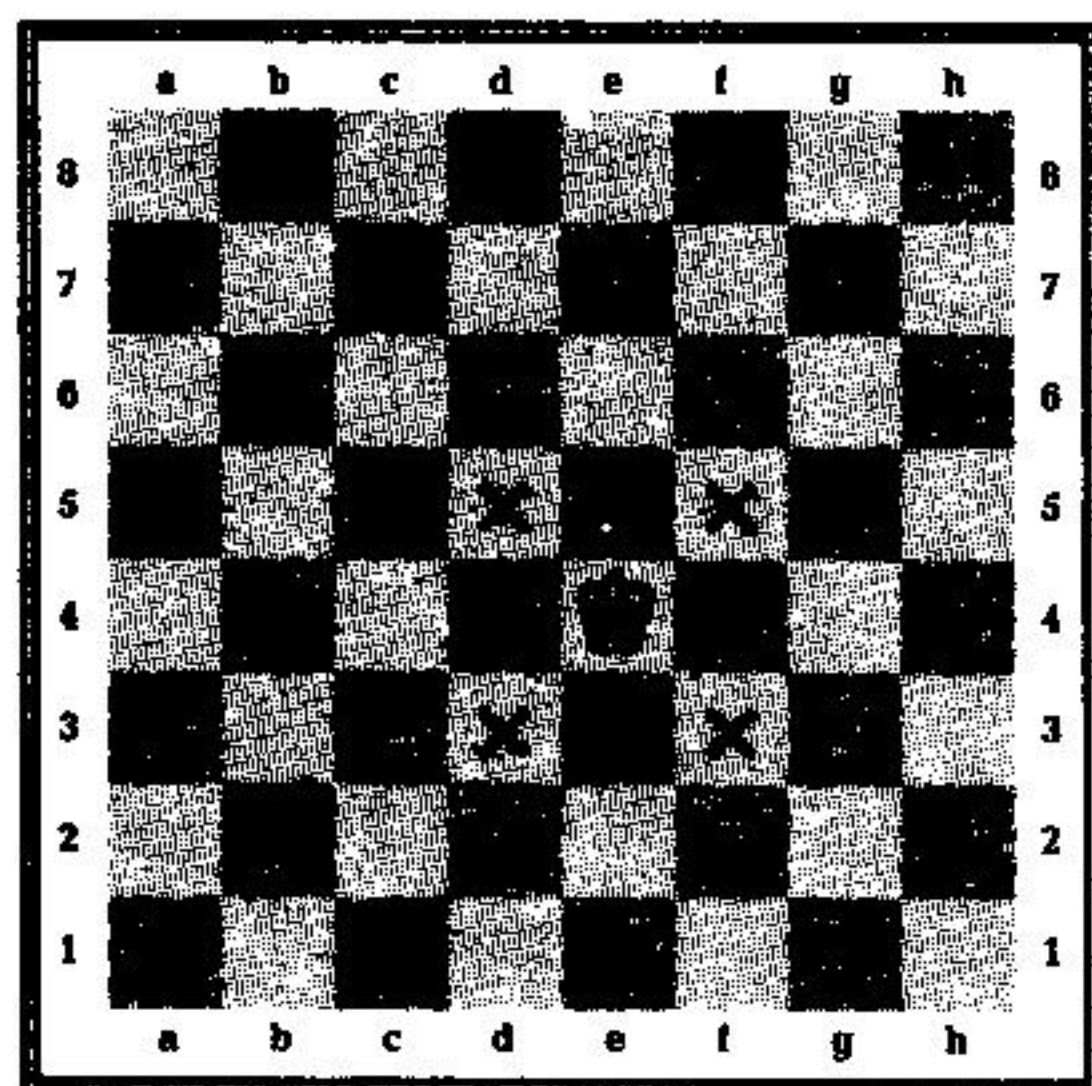


Diagram D

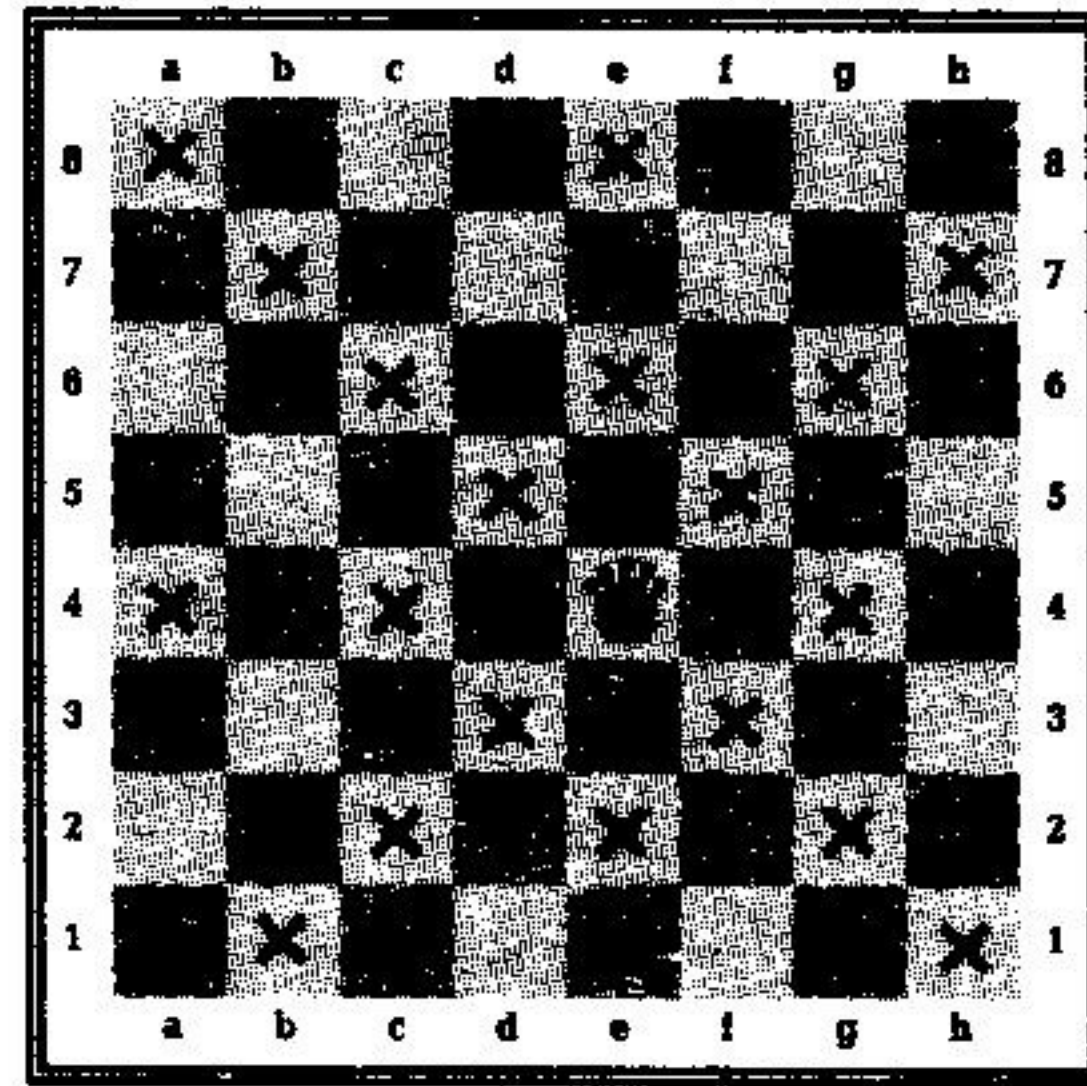


Diagram E

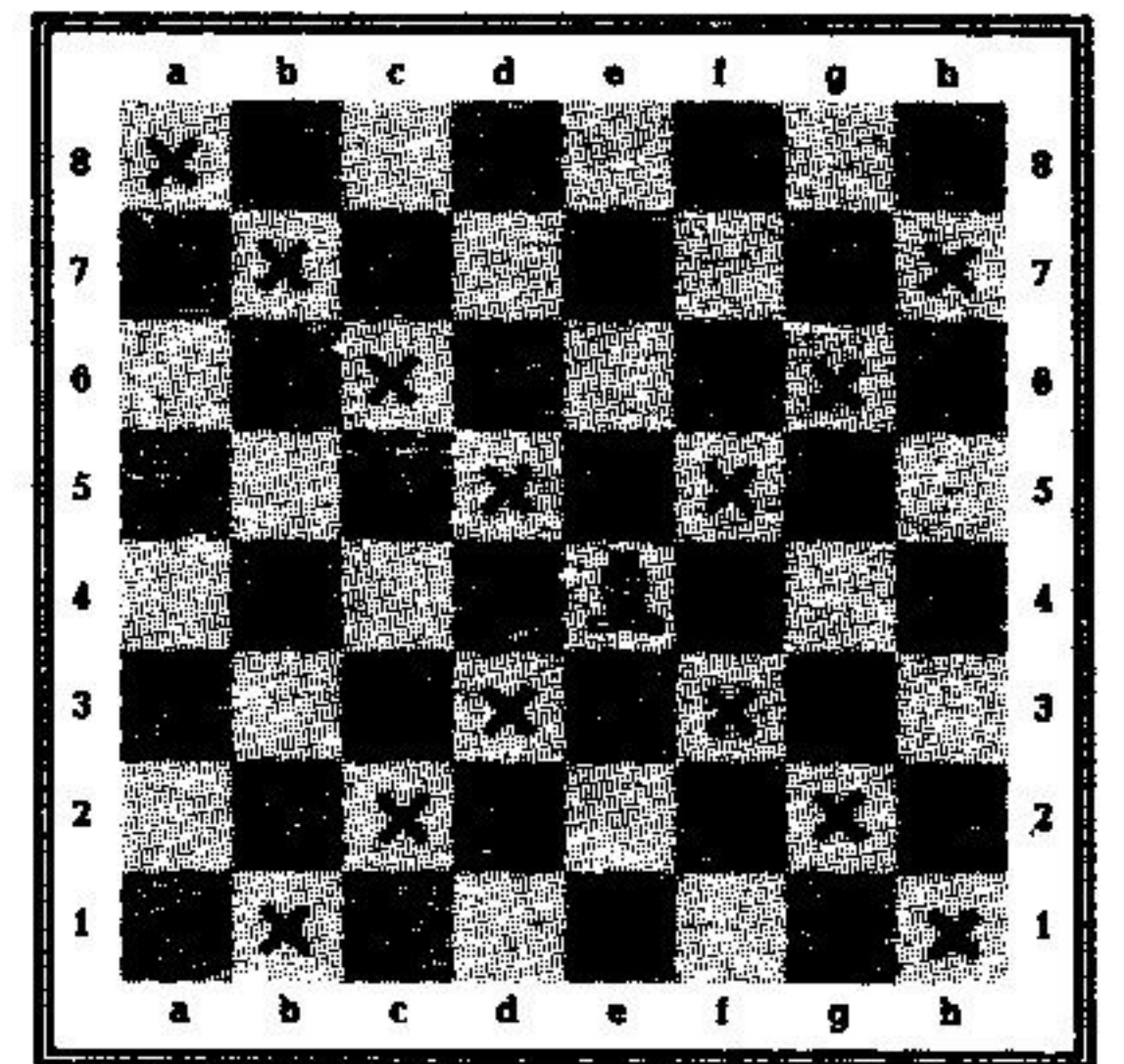


Diagram F

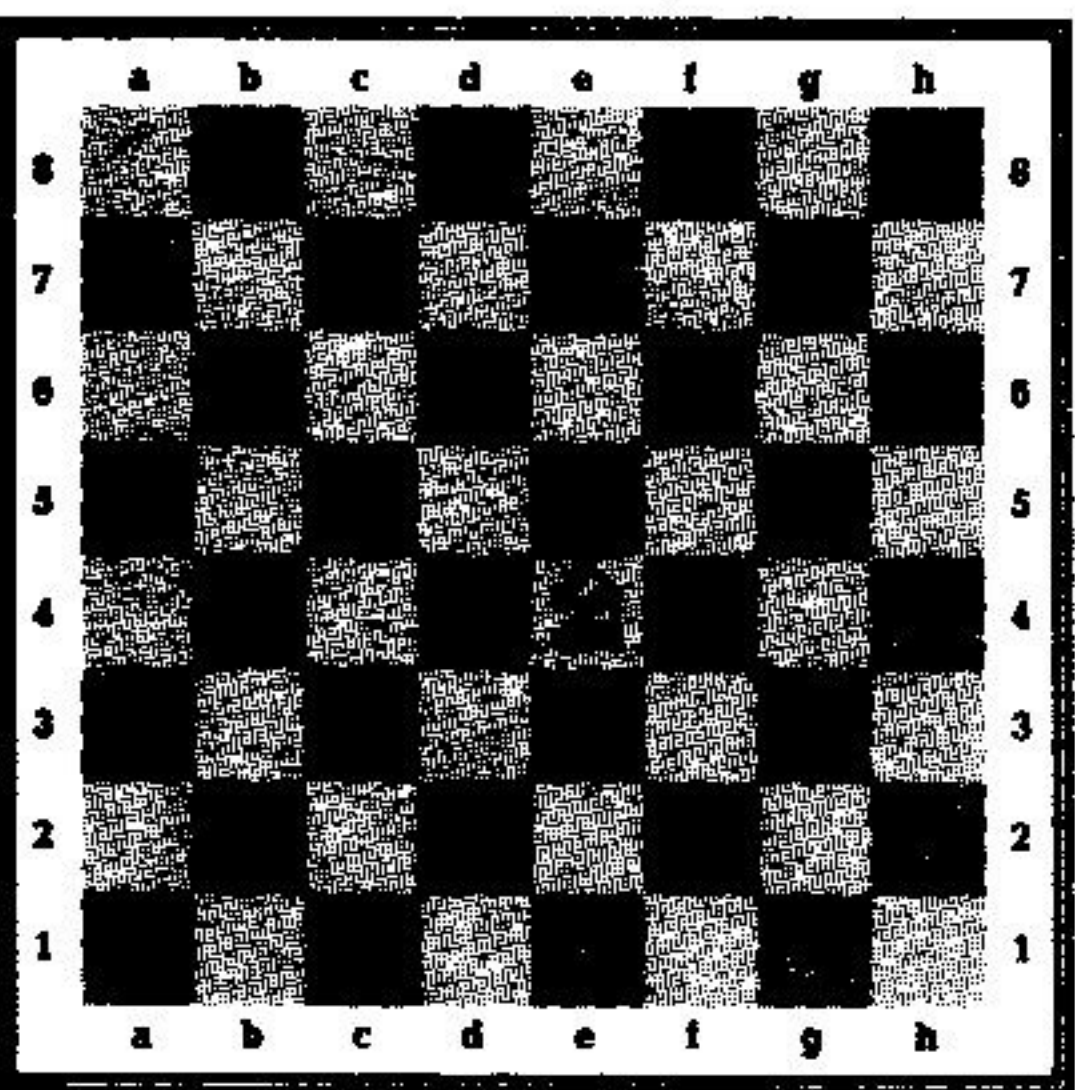


Diagram G

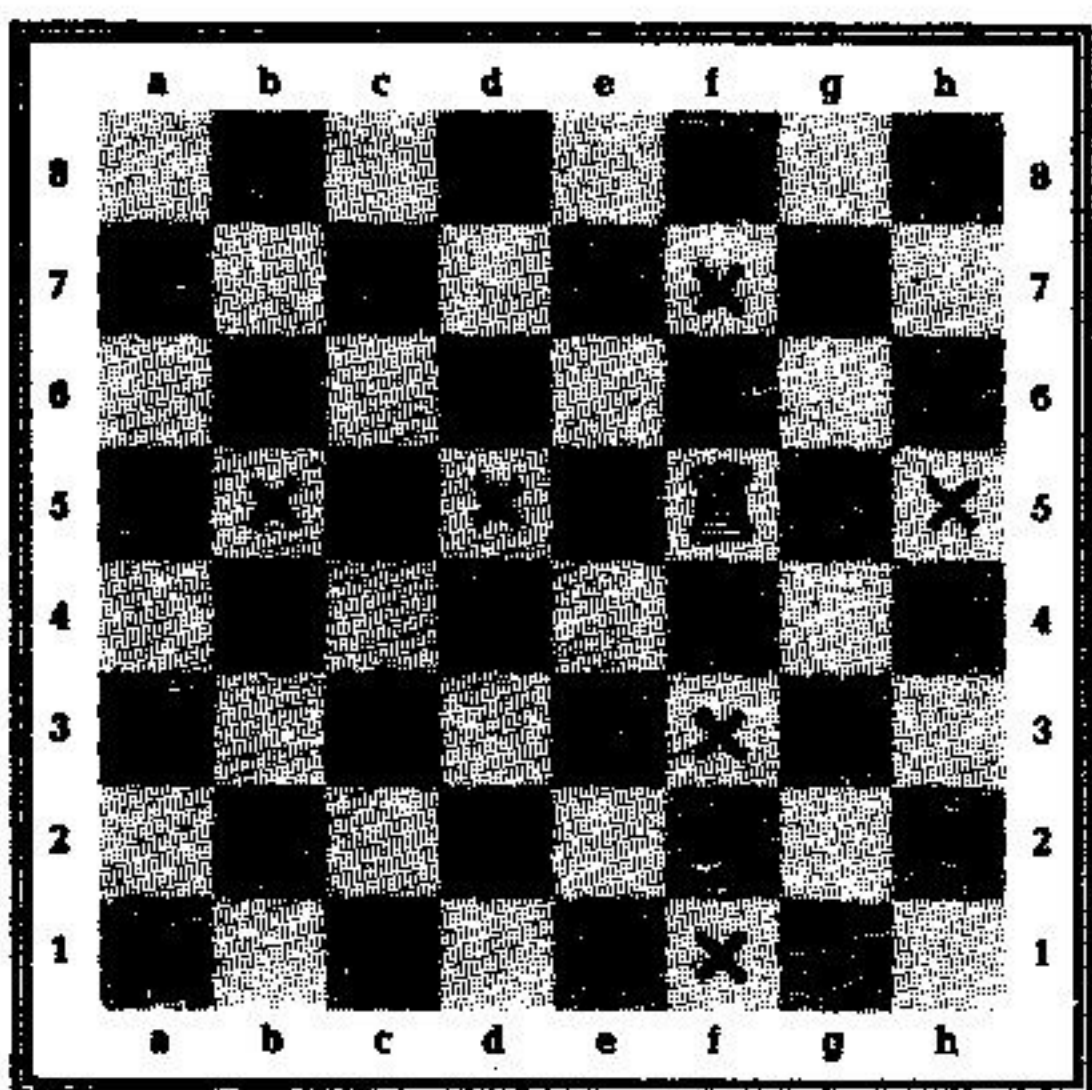


Diagram H

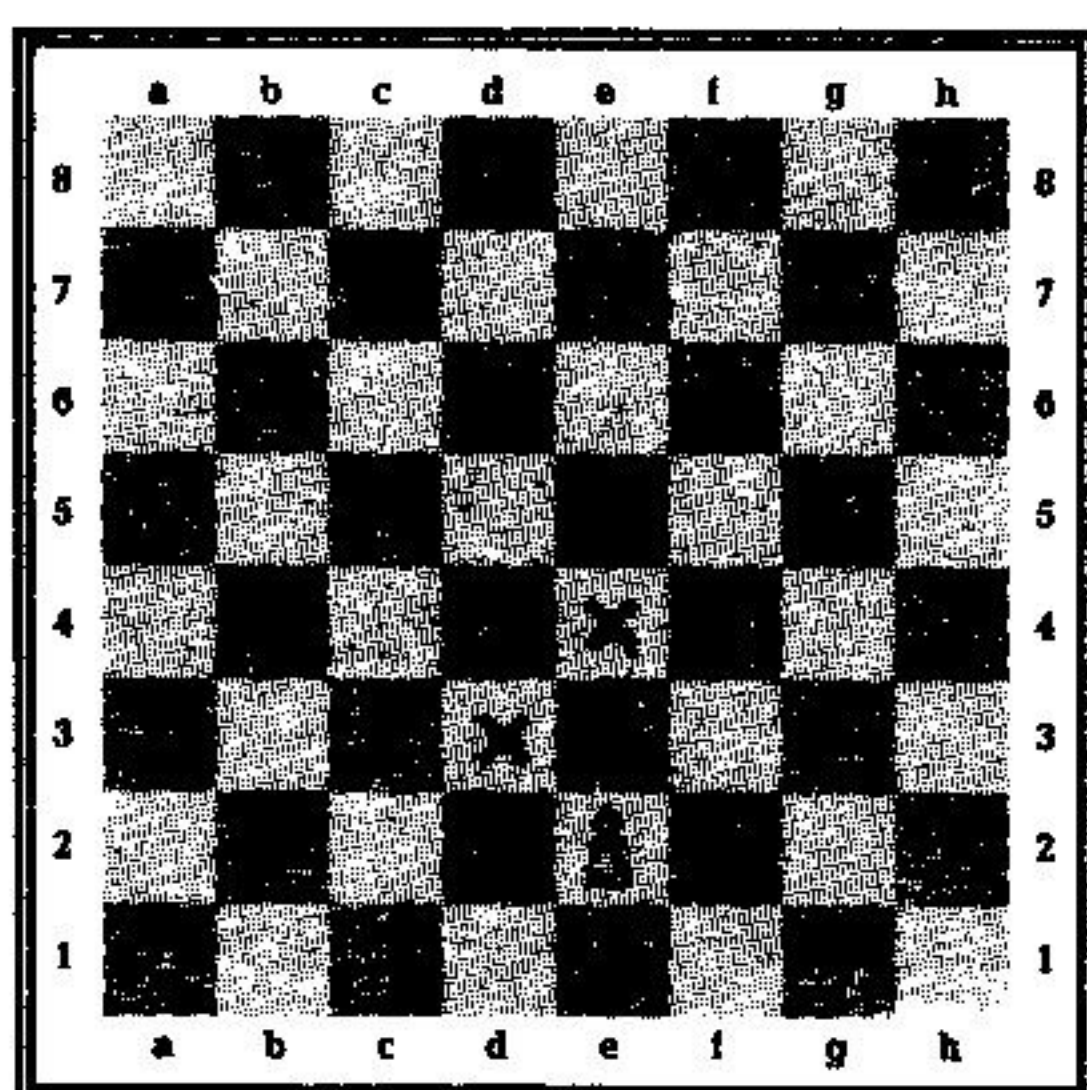


Diagram I

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 light square at the right hand corner of the board.

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

The King
The King can be moved to any square adjoining the square 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.

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

Players: 2.

Required: Backgammon playing board, 15 light pieces, 15 dark pieces, 4 dice and 1 doubling cube.

How to play:

Diagram A shows the proper position of the checkers for the start of play. The game board is divided into four parts, with each player having both an "inner table" and "outer table". Each table is divided into six "points" with alternate 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 their checkers according to the numbers shown on the dice. The numbers shown on the dice are considered individual moves. Thus, if a player rolls a 3 and a 4, they may move one checker four spaces to an open point, and another checker three spaces to an open point, or they may move one checker to a total of seven points, but only if the intermediate point is open. A player must use both numbers of each roll whenever possible. If either number can be played but not both, the player must play the larger one. If a player cannot move at all, the player loses their turn.

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

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

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

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

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

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

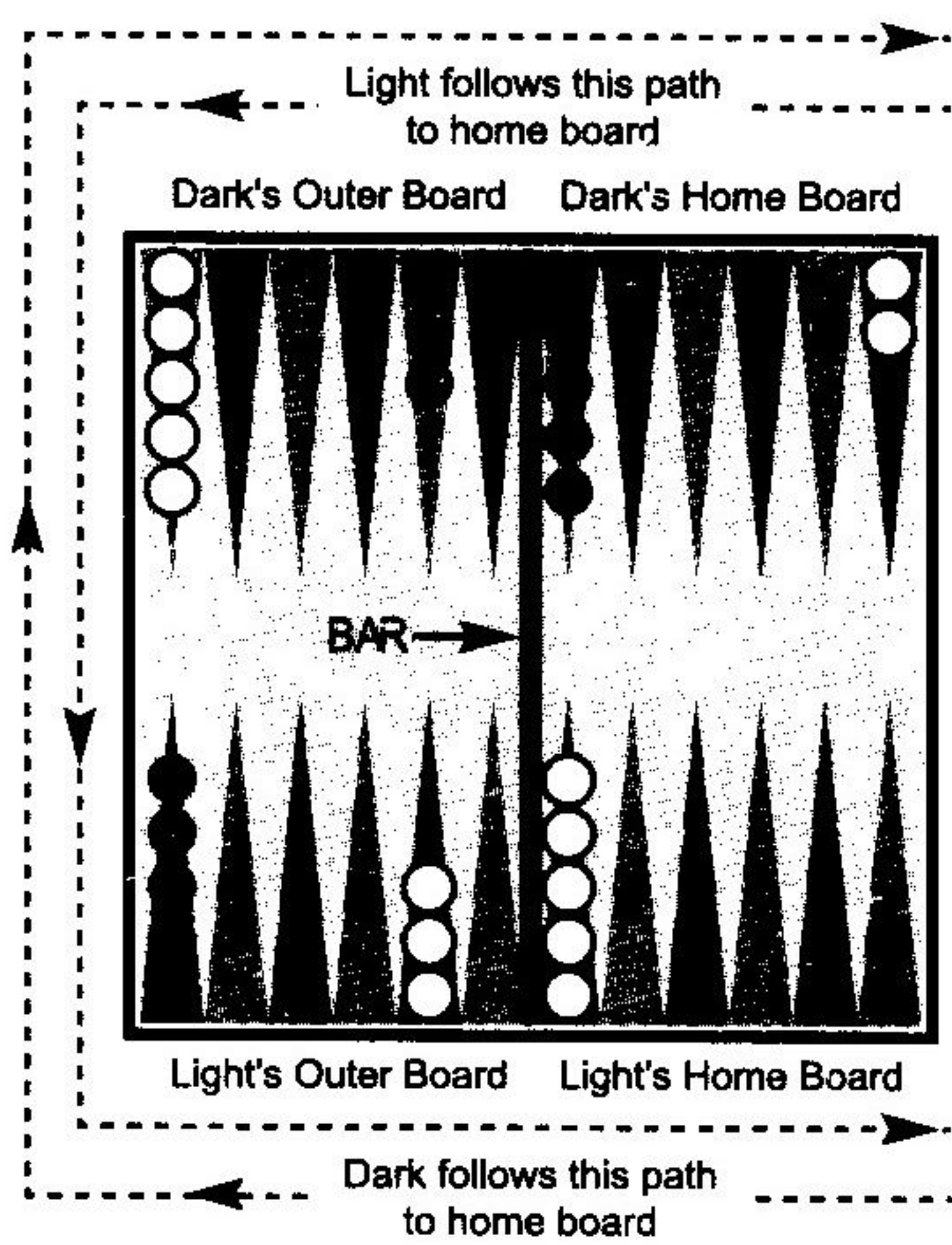


Diagram A

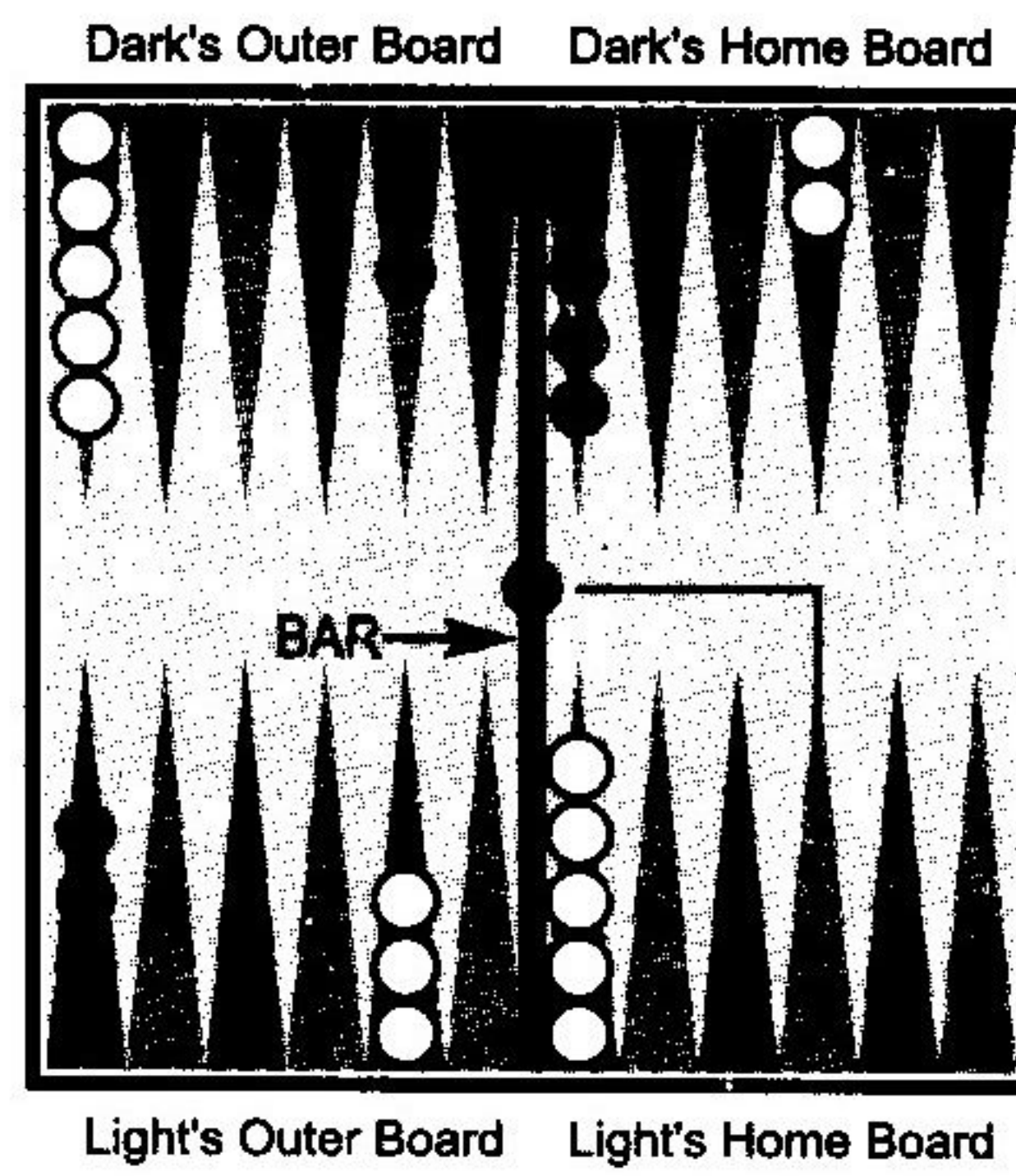


Diagram B

If you roll a 3 and 6, move your dark checker from the bar to Light's third point because the sixth point is not open. Then, move another one of your checkers 6 spaces.

03. PACHISI / LUDO

Players: 2-4.

Required: Pachisi/Ludo playing board, 16 playing pieces (4 of each color - Yellow, Red, Green, Blue), 1 dice.

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.

How 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, they 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 their pawns onto the finish square.

04. NINE MEN'S MORRIS

Players: 2.

Required: Nine Men's Morris playing board, 9 light and 9 dark playing pieces.

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

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

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

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

05. GAME OF THE GOOSE

Players: 2-4.

Required: Game of the Goose playing board, 2-4 playing pieces (1 of each color - Yellow, Red, Green, Blue), 2 dice.

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

- The Bridge (space 6), advances the player to space 12.
- A Roadside Inn (space 19), the traveler must sleep for 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 a player rolls a 5+4). Landing on any of the geese doubles a player's move. An exact count on one or both dice is needed to reach the 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. A player could be moved backward or forward; go for it!

06. RACING GAME

Players: 2-4.

Required: Racing Game playing board, 2-4 playing pieces (1 of each color - Yellow, Red, Green, Blue), 1 dice.

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

07. CHINESE CHECKERS

Players: 2-6.

Required: Chinese Checkers playing board, 60 playing pieces (10 of each color - White, Yellow, Red, Green, Blue, Black).

Set up: Chinese Checkers can be played by two, three, four or six players. For the six player game, all pawns and triangles are used. If there are four players, play starts in two pairs of opposing triangles. A two player game should also be played from opposing triangles. In a three player game, the pawns will start in three triangles equally distant from each other. Each player chooses a 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 their destination triangle because of the presence of an opposing pawn in that circle, the player is entitled to swap the opposing pawn with their own pawn.

08. SNAKES & LADDERS

Players: 2-4.

Required: Snakes & Ladders playing board, 2-4 playing pieces (one of each color - Yellow, Red, Green, Blue), 1 dice.

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 dice. The player whose score is the highest shall start first. Other players follow in clockwise order. The first player throws the dice and moves their counter according to the number shown on the dice. Each time a player throws a 6, they are entitled to roll the 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

Players: 2.

Required: Checkers playing board, 12 light and 12 dark playing pieces.

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 dark. Moves are confined to the dark squares. Moves can only be forward diagonally to a vacant square (not backwards), see Diagram A. To capture your opponent's checker, the square opposite that checker must be empty. Jump over your opponent's checker into the vacant space, then take their checker off the board. A player cannot jump their own checker. When a player's checker reaches their 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, a player can move diagonally forwards OR backwards. Kings may be jumped and captured by regular checkers.

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

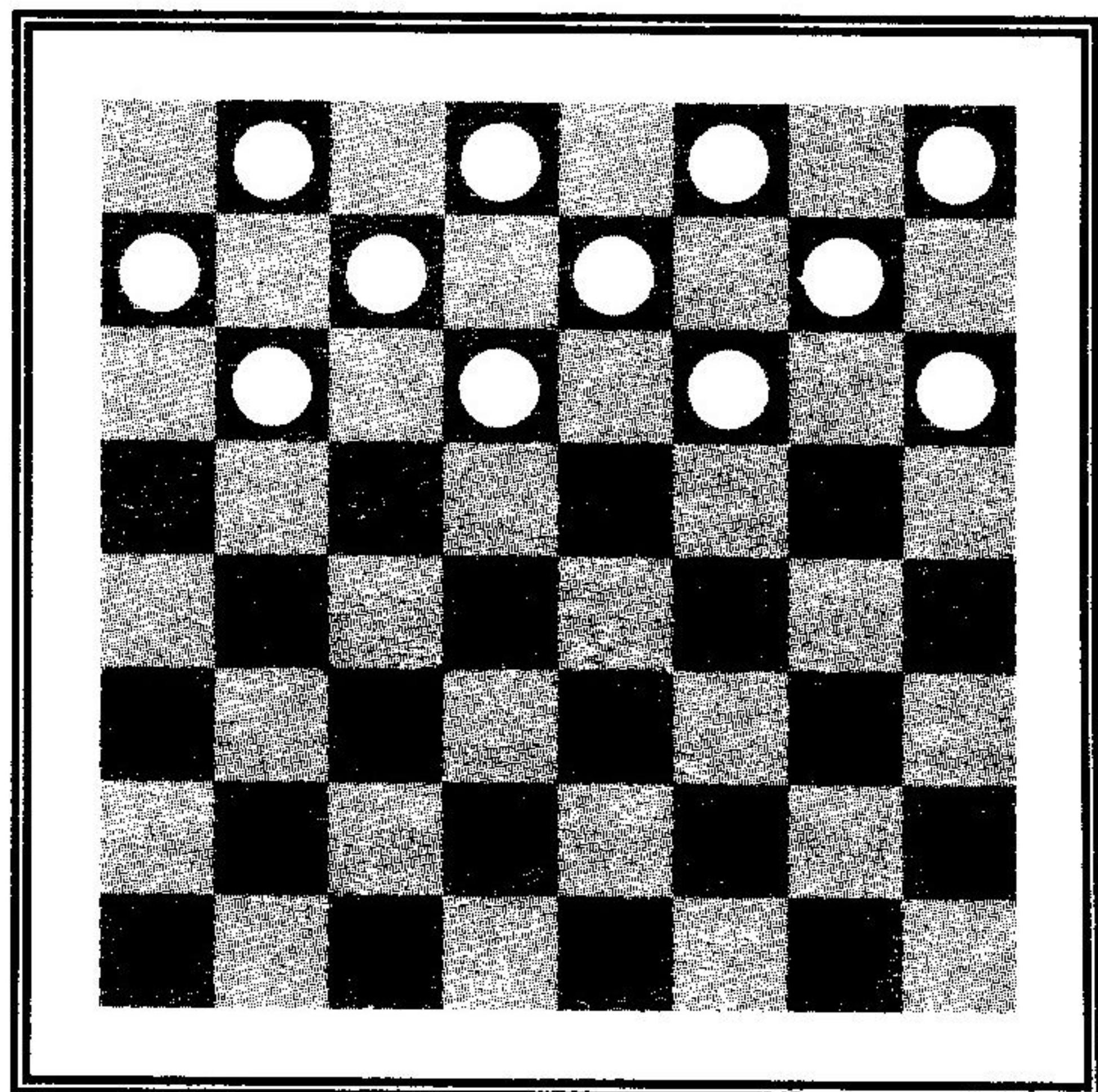


Diagram A

10. SOLITAIRE

Players: 1-2.

Required: Solitaire playing board, 32 playing pieces.

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

Players: Small groups.

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

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 a player rolled three twos, they would have two hundred points total. If they stop at that point, they keep the total for that turn. If they roll again, their roll must add to the score or they lose that turn's score. If a player rolls all five dice and receives a non-scoring roll, the player loses all accumulated points for the game. The first player to score 1000 is the winner.

12. YOUR NEIGHBOR

Players: 2-6, best played with 6.

Required: 3 Dice and at least 10 counters per player.

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

13. HAZARD

Required: 2 dice.

How to play: The first player, known as the caster, starts the game by placing their 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 they fail to roll one of these totals, they continue throwing until they do. 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 they roll an out, they lose. 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, they roll 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 they either throw the chance point again and wins or until they throw the main point again and loses. If the caster wins, then they take all the stakes in the center. If they lose, then each of the other players take their stake back with an equal amount of the caster's.

14. BARBUDI

Players: Any number.

Required: 2 dice.

How to play: Each player throws a dice. The highest becomes the shooter, and the player to their right becomes the fader. Play rotates counter-clockwise in this game. The 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 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 they won, or the fader throws first if they won. The second half of the bet is then decided as before. If either player wins both decisions, they take 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

Players: Any number.

Required: 5 dice.

How to play: Order of play is determined by each player throwing five dice, with the highest ranking Poker or Indian Dice hand throwing first, and the next highest second and so on. Each player in turn throws their dice. Any 1's rolled are put in to the 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

Players: Any number.

Required: 2 dice, Cup (not included).

How to play: A dealer will shake the two dice in the cup, and then upturn the cup onto the floor. Players then 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 stakes. 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

Players: Any number.

Required: 5 dice.

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 their hand is ranked higher, and loses their 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 they throw Heaven or Nines.

The banker automatically loses all bets if they throw 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 their position until a round is completed in which they have lost a bet. The player to their left then becomes the new banker.

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

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 players prefer to make the odds fairer for the banker by making a total of exactly 10, a winning number for the bank.

20. CUBILETE

Players: Any number.

Required: 5 dice.

How to play: Order of play is determined by each player rolling a single dice with the highest rolling first, and then with subsequent play passing to the left. Each player takes a turn to roll the dice. In each turn, players have up to three rolls, setting aside any dice they want for their final hand. The object is to roll a hand of five-of-a-kind. All other hands are meaningless. Aces are wild and can be matched to any other value. A number of rounds are played and the winner of a game is the first to score a total of 10 points (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.

21. YACHT

Players: Any number.

Required: 5 dice.

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

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

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

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

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

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

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

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

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

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

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

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

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

Example: A player rolls all five dice resulting with the numbers 6, 6, 6, 3, 3. They could score for a full house without any further throws.

But if the full house category is already used, they would set aside the three 6's and roll the remaining two dice to try and gain a good score for the sixes category. The remaining dice are rolled again and come up as a 4 and 6. The 6 is kept making four-of-a-kind and the remaining 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.

22. YARTEE

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

23. GENERAL

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

24. CHICAGO

Players: Any number.

Required: 2 dice.

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

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

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

Yartee/Yacht Score Sheet (*Yacht scores in Bold*)

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

25. BASEBALL

Players: 2.

Required: 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 their men; 3) A sheet of paper (not included) with a simple diagram of a baseball diamond drawn on it; 4) Another piece of paper for recording scores.

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 totalled. If the total is 25 or more, then the player wins and takes their stake back with an equal amount of the banker's. If the total is 24 or less, the banker collects the player's stake.

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

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

26. BASKETBALL

Players: 2.

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

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

27. ONE-DIE BASEBALL

Players: 2.

Required: 1 dice.

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

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

Outs

Throws of 5 or 6 are outs.

A throw of 5 is as though there had been a hit and a throw-in, so that 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 their 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 version of baseball dice. Each player throws the dice in turn, scoring one run for every 1 that is rolled. When a player fails to throw a 1, the player's half-inning is ended, and their opponent takes over. The game consists of the usual nine innings, with extra innings to decide any tie. As a dice game, Baseball is usually played by two players, but more can take part, each player representing a team. As in the real game, the winner is the team (i.e., player), making the highest score in the game or series of games.

30. BEETLE

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

Required: 1) One dice, 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 dice is used) their corresponding numbers; 3) A pencil and a piece of paper (not included) for each player.

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

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

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

31. BUCK DICE

Players: Any number.

Required: 3 dice.

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

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

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

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

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

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

32. DROP DEAD

Players: Any number.

Required: 1) 5 dice; 2) A sheet of paper (not included) on which to record players' scores.

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

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

33. PIG

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

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

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

34. SHIP, CAPTAIN, MATE AND CREW

Players: Any number.

Required: 5 dice.

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

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

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

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

35. THIRTY SIX

Players: Any number.

Required: 1 dice.

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

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

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

36. PAR

Players: Any number, but is best played with 6 or 7.

Required: 1) 5 dice; 2) Chips (or counters), representing the betting unit.

Object of the game: 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. They may stand on that throw, if total makes 24 or more, or throw four of the dice again, if desired. The player may continue throwing, to try to improve their total (or they may stand), but, each time they throws, they must leave one more dice on the table. If the player makes 24, they neither gain nor lose. If they fail to make 24, they pay each other player the difference between their score and 24. If they make more than 24, the difference between their score and 24 becomes their point. For example, if the player has thrown 26, they have a point of 2. The player then throws all five dice again (but once only), and for every 2 that appears, they collect two chips from each of the other players. If 6 was his point, they would collect six chips for every 6 that appeared.

37. CENTENNIAL

Players: 2-8.

Required: 1) 3 dice; 2) A long piece of paper (not included), 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 their counter, in accordance with throws of the dice, from 1 to 12 and back again.

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

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

38. EVEREST

Players: Any number.

Required: 1) 3 dice, 2) a sheet of paper (not included) for each player showing two columns, each divided into 12 boxes. In one column, the boxes are numbered from 1 to 12 in ascending order. In the other, they are numbered from 1 to 12 in descending order.

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

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

How to play: This game is like Centennial, but has a different layout and scoring system. Play begins after a preliminary round has determined the first shooter (thrower) - usually the player rolling the highest score. Each player in turn throws the three dice once. The player's throw must contain a 1 before they can put their counter in the box so numbered. After the first player's throw, the dice are passed to the next player, and so on. Once a player has thrown a 1, they must try for 2. They can make 2 by throwing either a 2 or two 1s. The player continues to move their counter in this way from box to box. Some throws may enable them to move through more than one box on a single throw. For example, a throw of 1, 2, 3 would not only take them through the first three boxes, but on through the fourth ($1 + 3 = 4$), to the fifth ($2 + 3 = 5$), and finally the sixth ($1 + 2 + 3 = 6$). Other players' throws must be watched constantly. If a player throws a number they need, but overlooks and does not use it, that number may be claimed by any other player. The other player must do this as soon as the dice are passed, however, and must be able to use it at once.

39. GOING TO BOSTON

Players: Any number.

Required: 3 dice.

How to play: Each player in turn rolls the three dice together. After the first roll, the player leaves the dice showing the highest number on the table, and then rolls the other two again. Of these, the dice with the highest number is also left on the table, and the remaining dice is rolled again. This completes the player's throw, and the total of the three dice is 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 their turn, the score is the sum of the spot values of the first two dice rolled, multiplied by that of the third. For example, if a player's first throw is 5, their second throw 4, and their final throw 6, their score will be 54: $(5 + 4) \times 6$.

41. INDIAN DICE

Players: Any number.

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

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

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

42. HOOLIGAN

Players: Any number.

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

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

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

43. TWENTY ONE

Players: Any number.

Required: 2 dice.

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

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

44. FIFTY

Players: 2 or more.

Required: 2 dice.

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

to start again.

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

45. POKER DICE

Players: Any number.

Required: 5 dice. Poker Dice is similar to Yartee. It is a pure dice game, which means that there are no other pieces, not even a game board, just five dice and a table to write the score. Start position and game object.

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

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

1. Ones - a sum of all 1's
2. Twos - a sum of all 2's
3. Threes - a sum of all 3's
4. Fours - a sum of all 4's
5. Fives - a sum of all 5's
6. Sixes - a sum of all 6's
7. 3 of a kind (3 or more dice with the same number) - a sum of all dice
8. 4 of a kind (4 or more dice with the same number) - a sum of all dice
9. Full House (3 dice with the same number + 2 dice with the same number, and those two numbers must be different) - 25
10. Small Straight (a straight of 4 or more dice) - 30
11. Large Straight (a straight of all dice) - 40
12. 5 of a kind (all dice with the same number) - 50
13. Chance (any dice combination) - a sum of all dice

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

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

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

46. C-LO

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

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

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

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

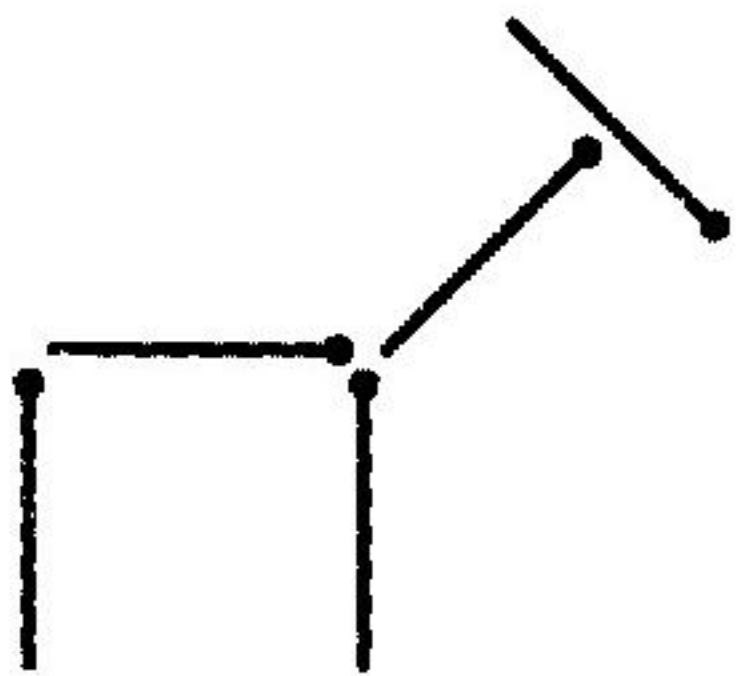
Step 5: Remember your score. To get your score, you will take the single number from your roll mentioned in Step 4. So if you roll a 3, 3, 5, then your score is 5. If you roll a 6, 6, 5, then your score is still 5. The double numbers have no effect on your score. A roll where the single number is a 6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

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

MATCHSTICK GAMES

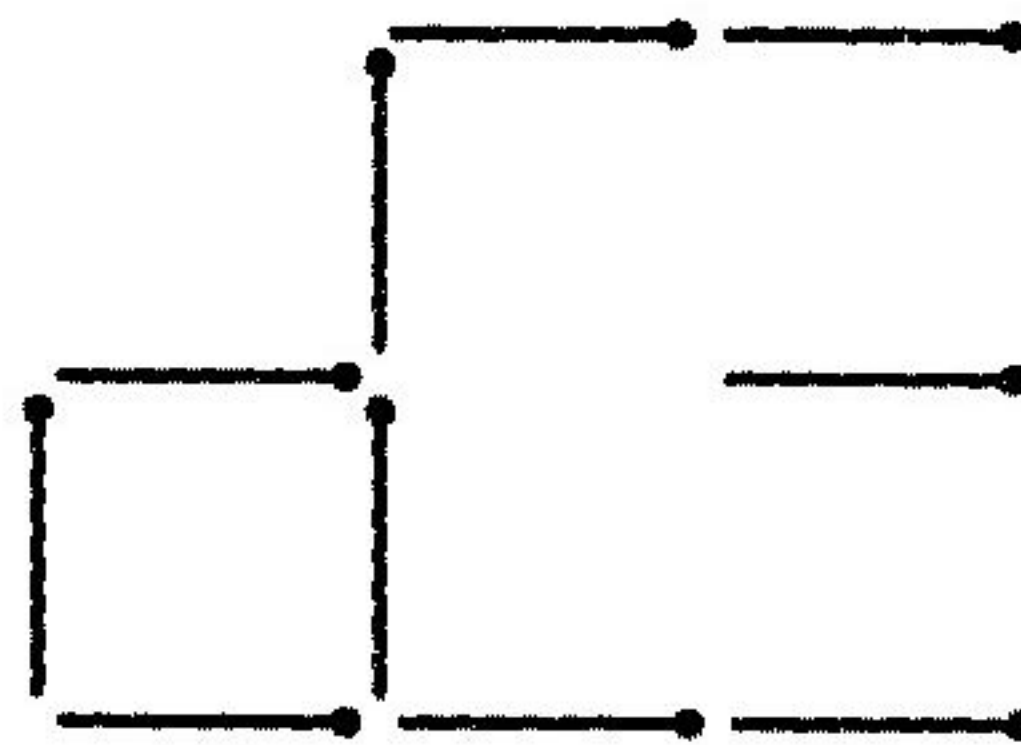
47. Turning the Donkey

Move 1 matchstick to turn the donkey.



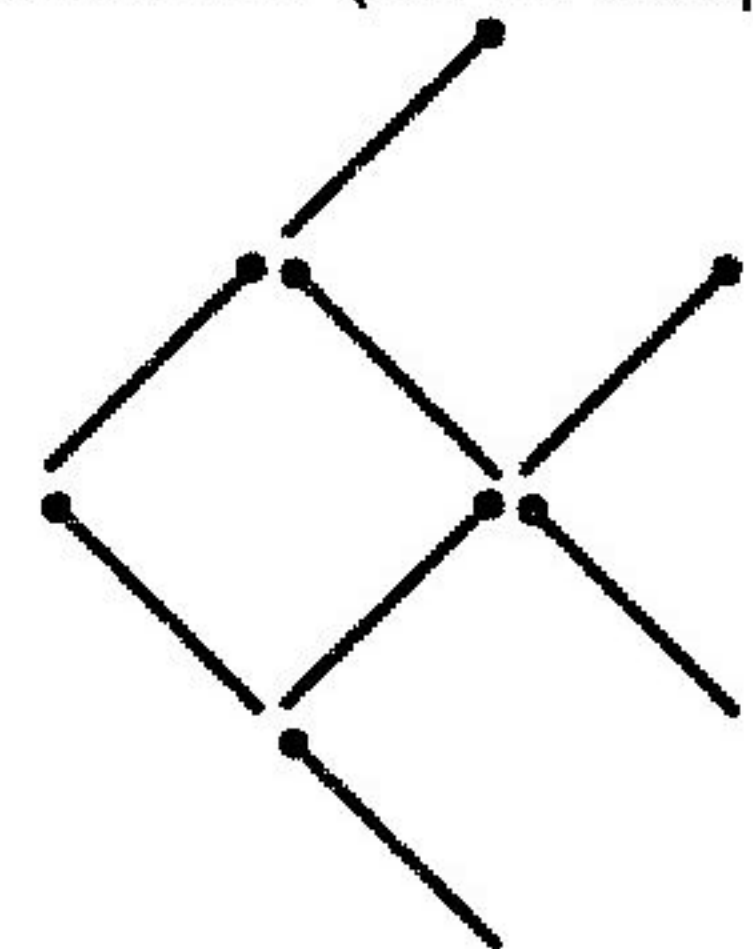
49. 10 squares to 2

Move 3 matchsticks to make 2 squares.



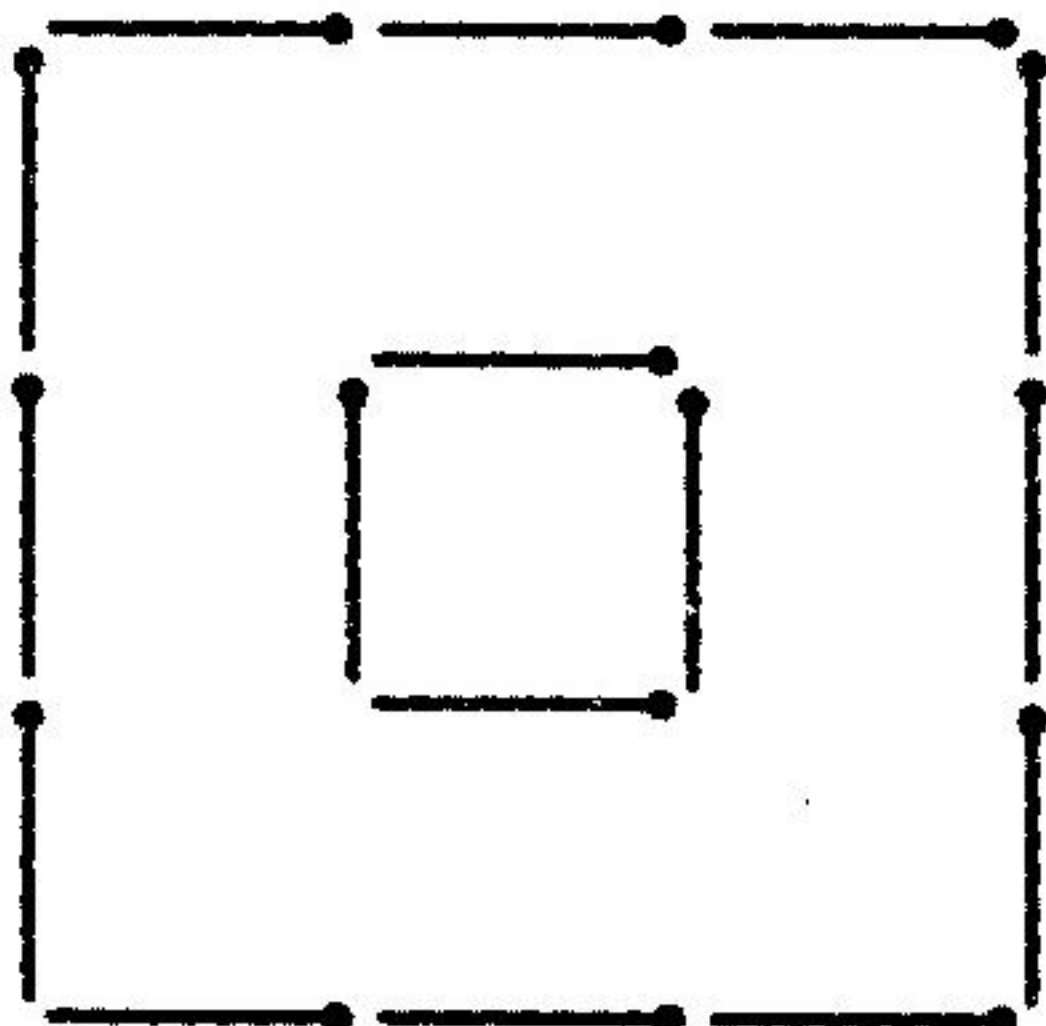
51. Swimming Fish

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



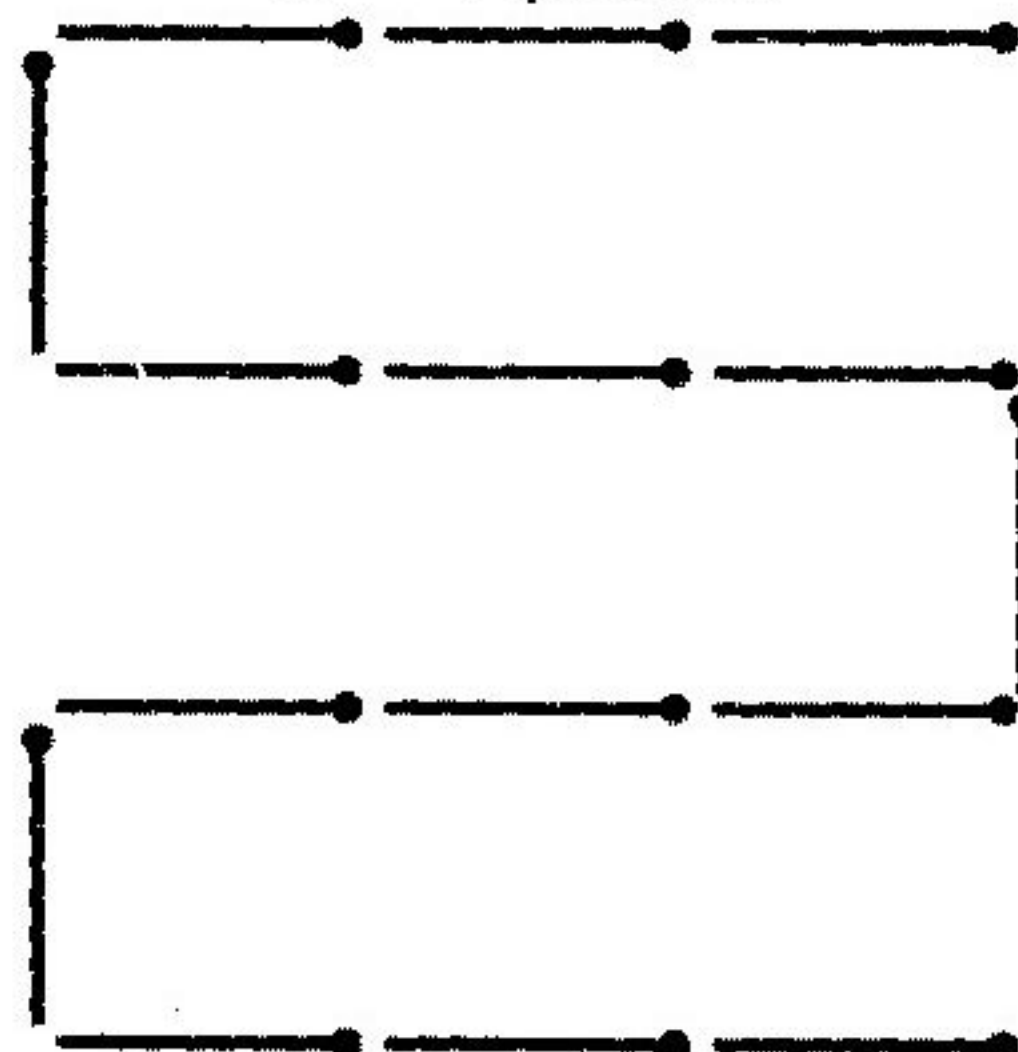
48. 2 Squares to 3

Move 4 matchsticks to make 3 squares.



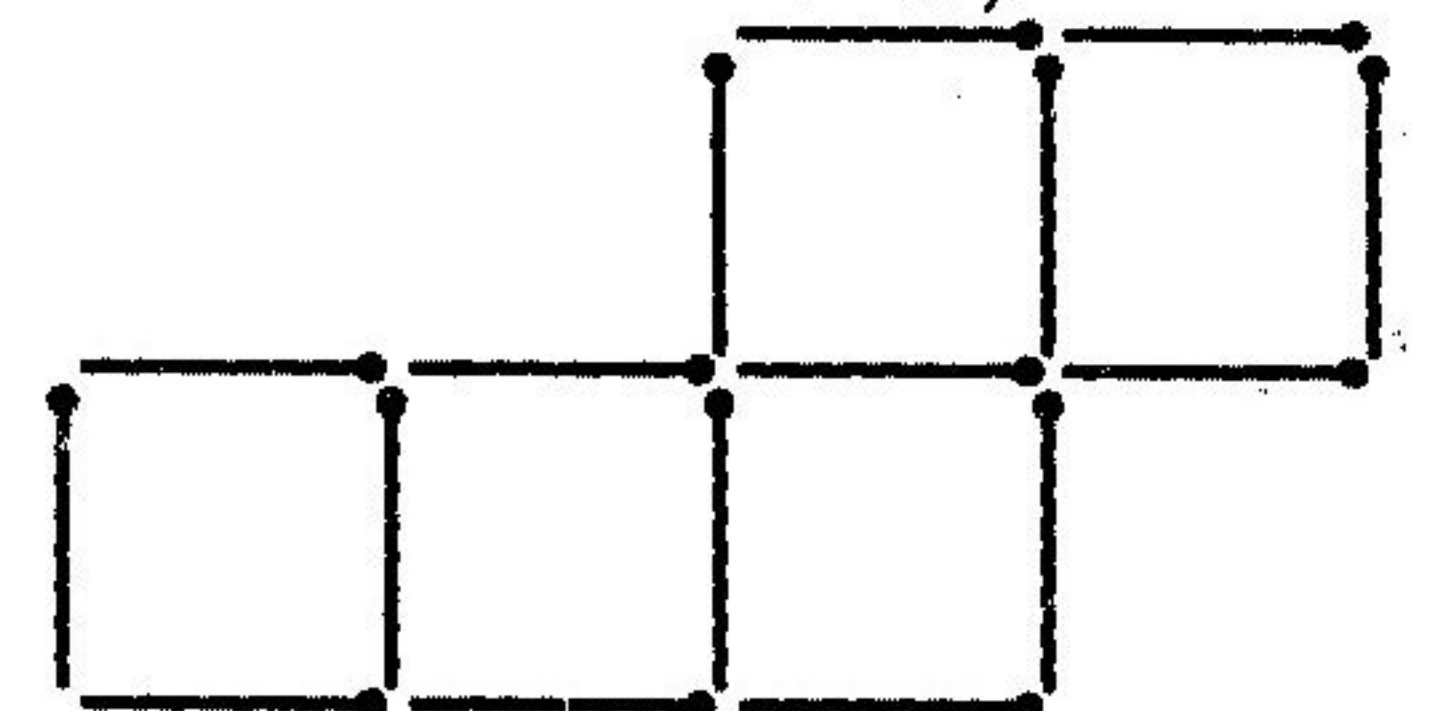
50. Snake to Squares

Move 4 matchsticks changing the snake to 2 squares.



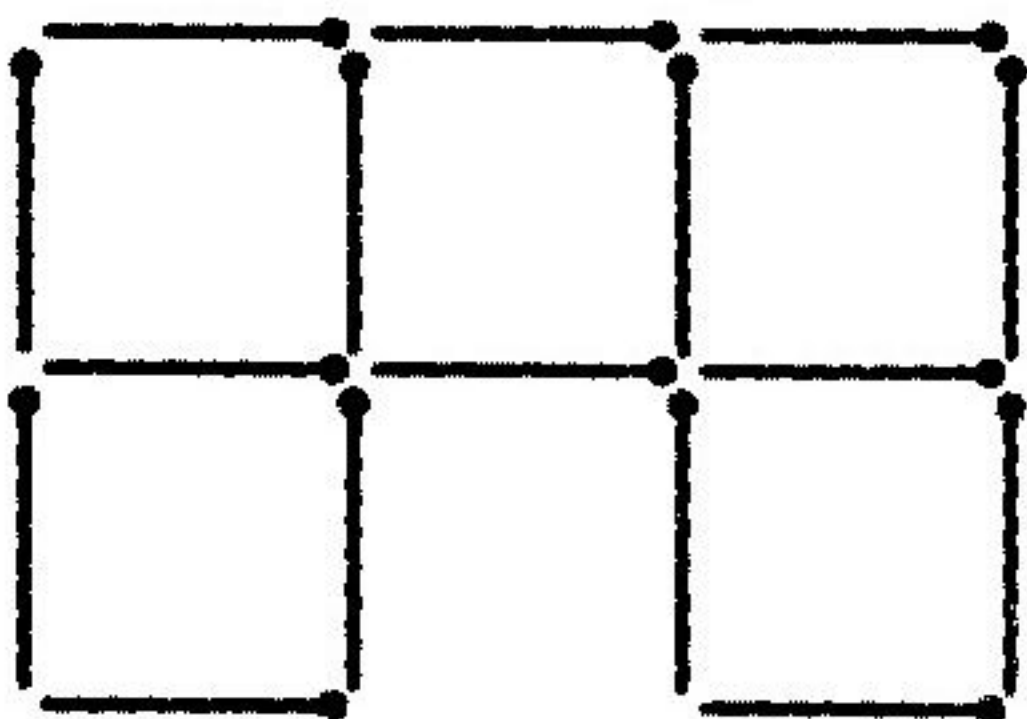
52. Removing a square (A)

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



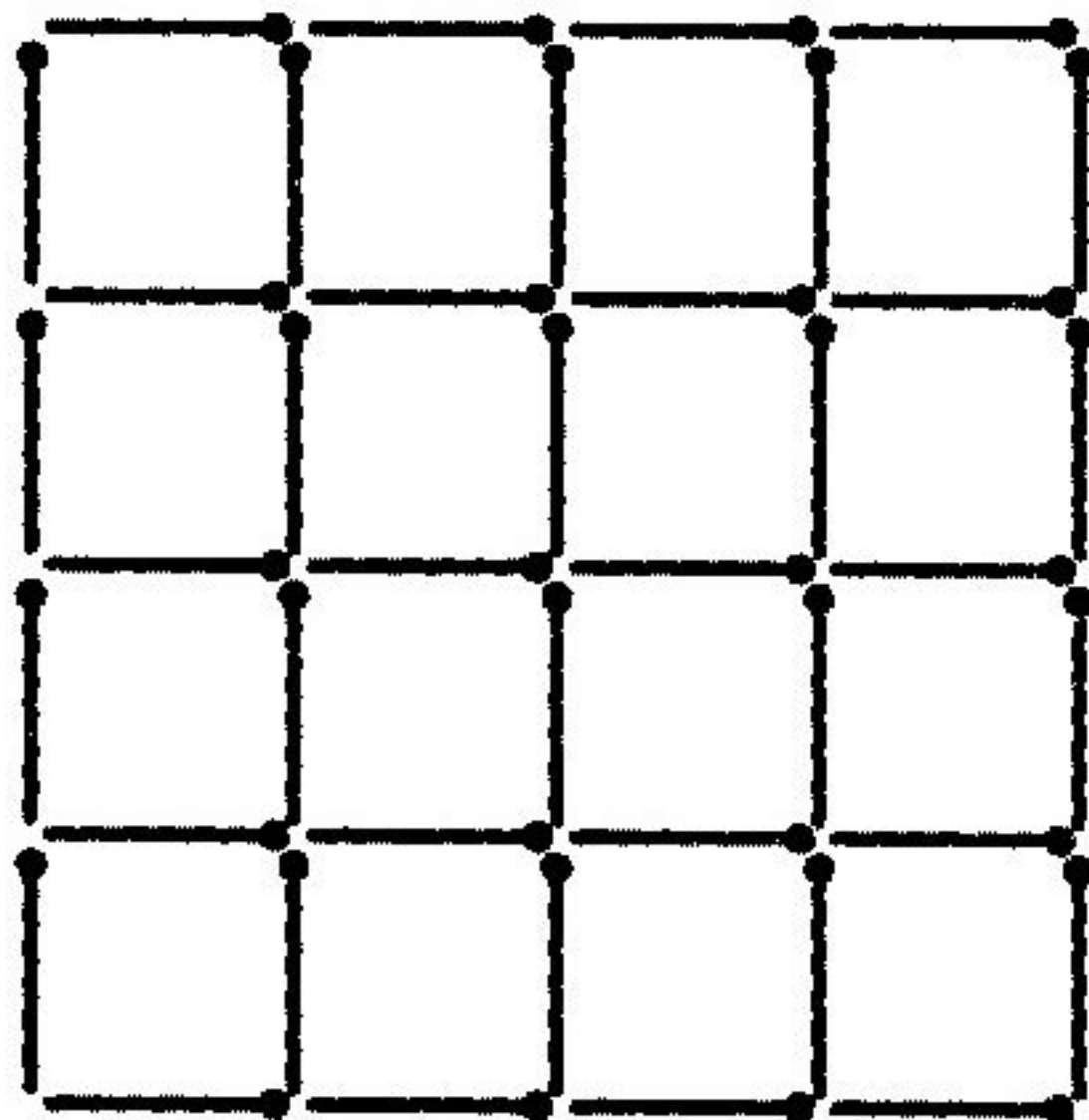
53. Removing a square (B)

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



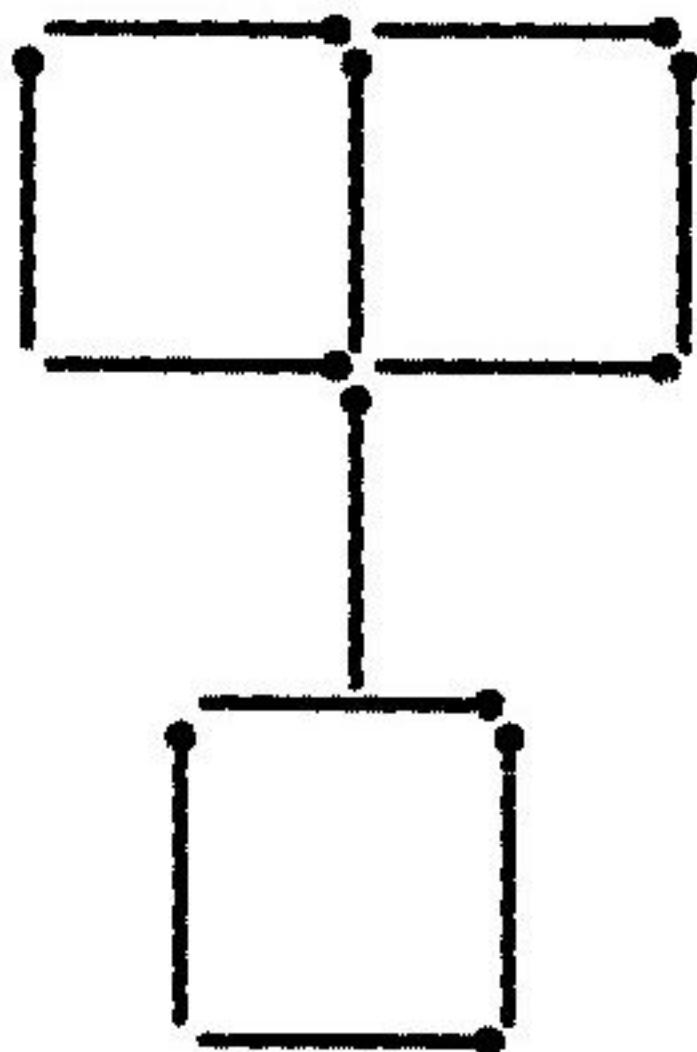
54. 16 squares to none

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



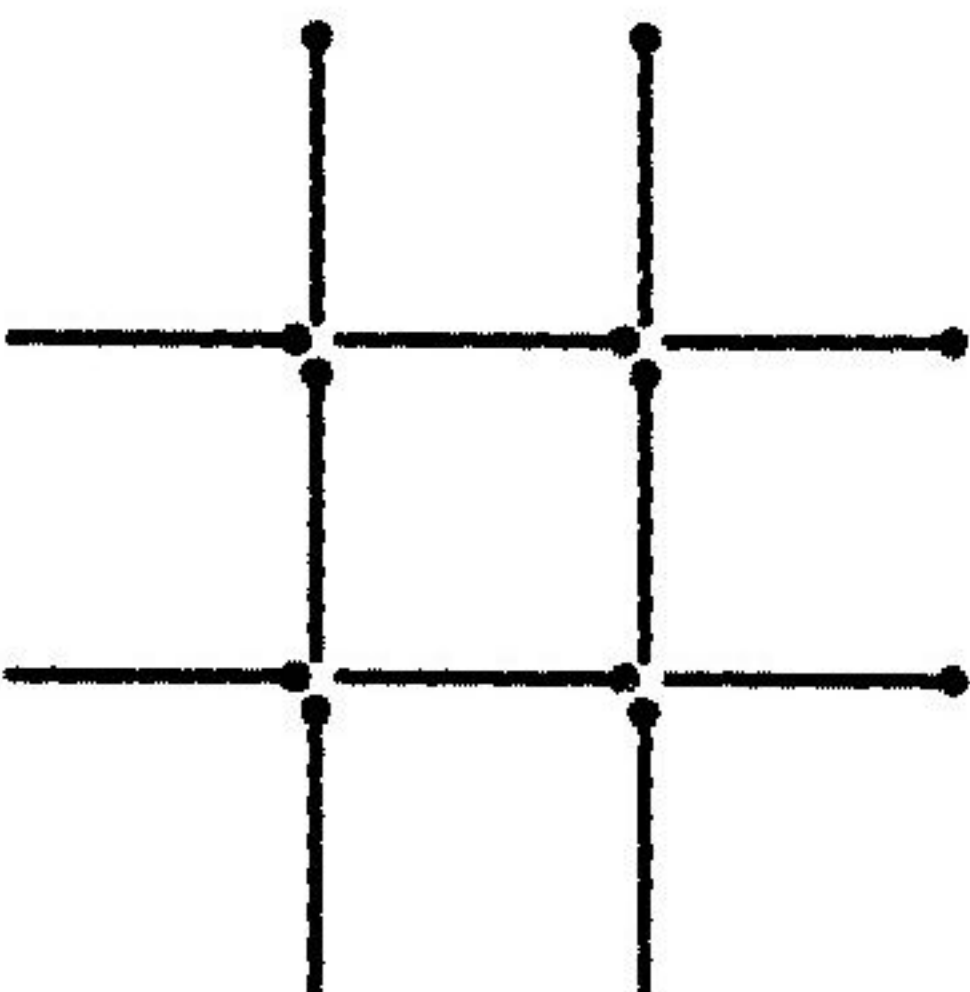
55. 3 squares to 5

Move 6 matchsticks so that 5 squares are formed.



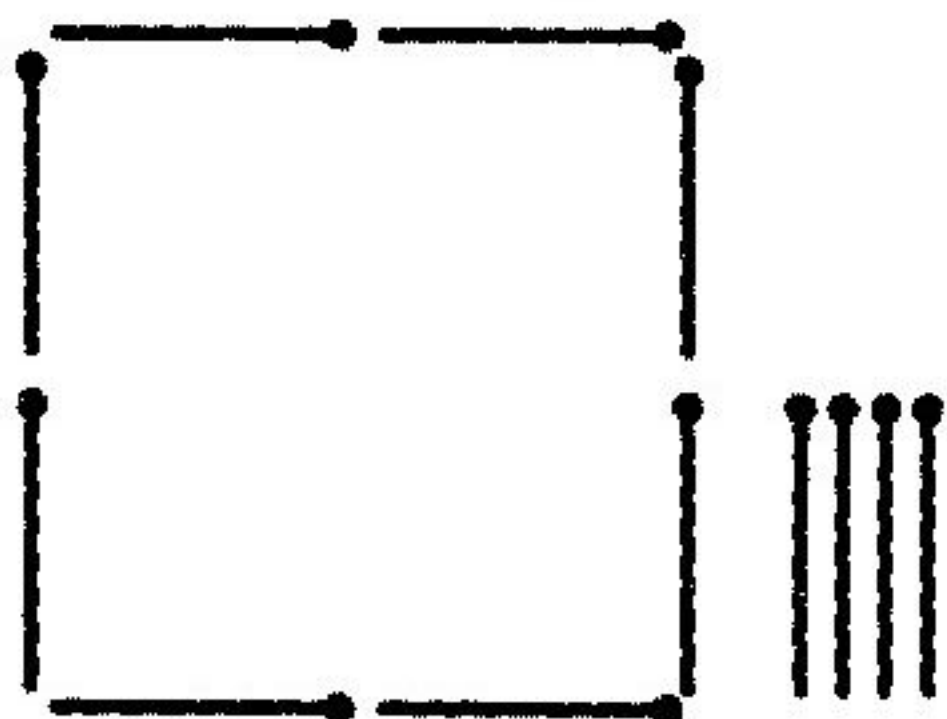
56. Make 3 squares

Move 3 matchsticks to get 3 perfect squares.



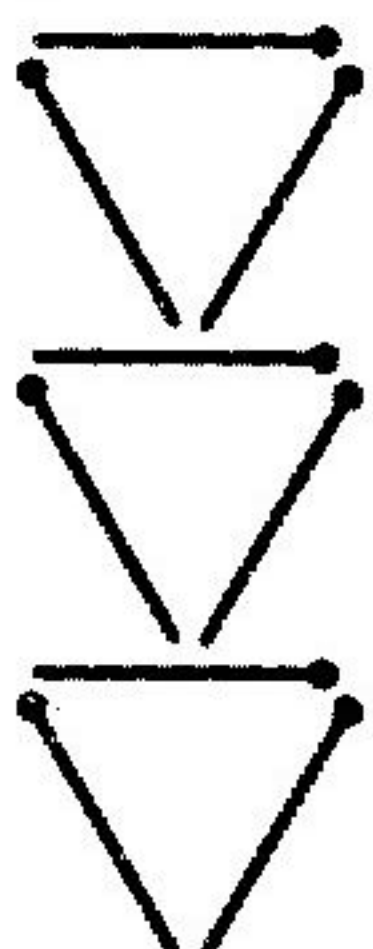
57. Divide by 2

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



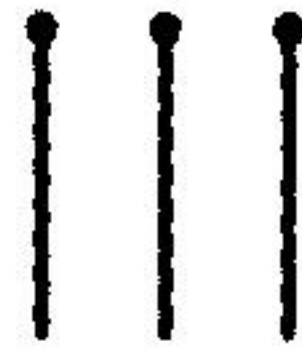
58. 3 triangles to 4

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



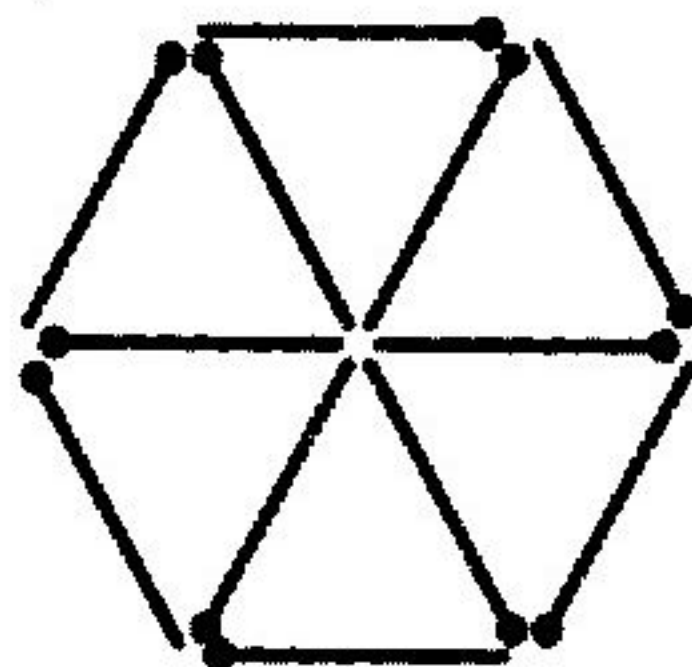
59. 3 to 6

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



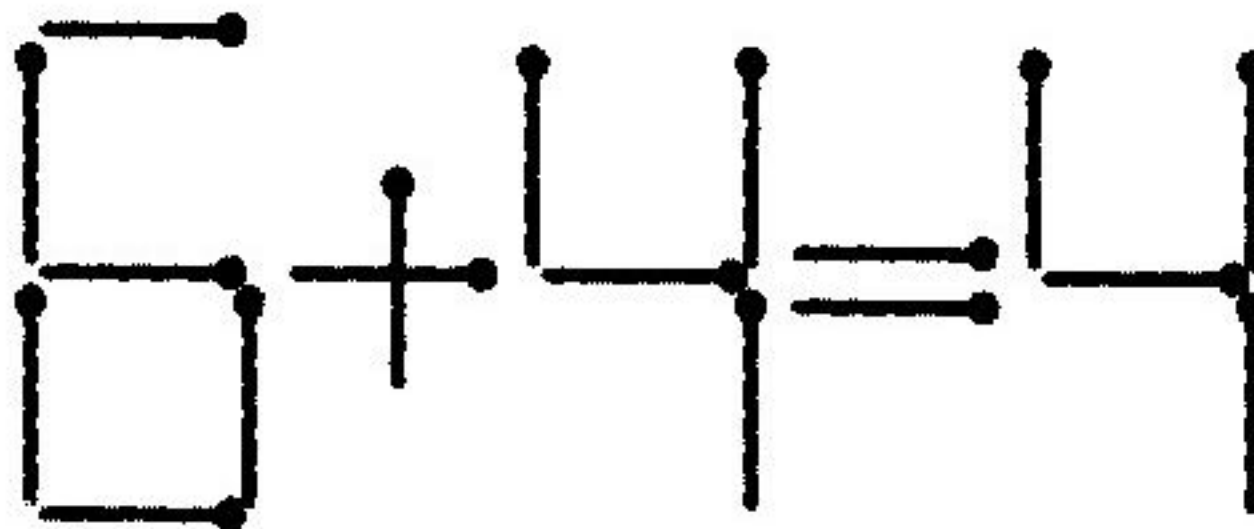
60. Wheel to 3 Triangles

Move 4 matchsticks to form 3 equilateral triangles.



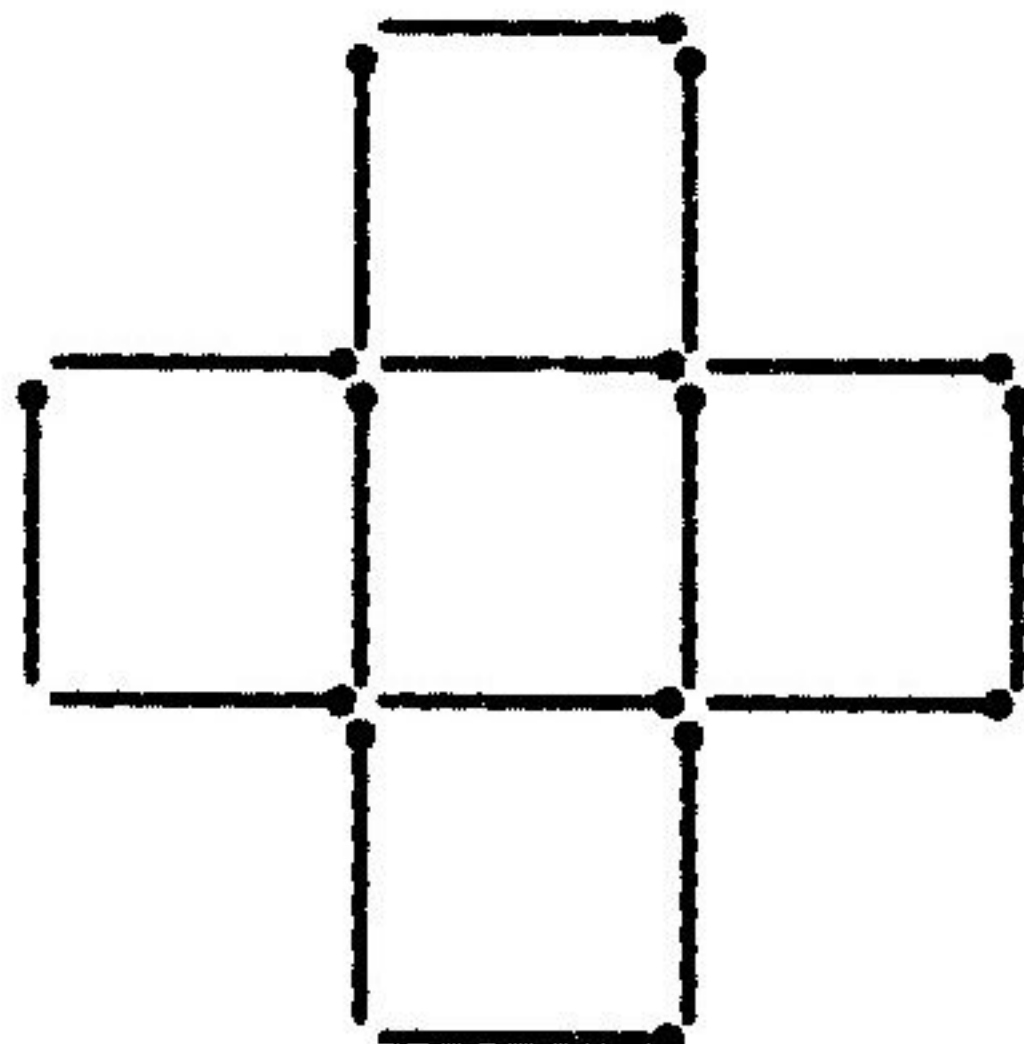
61. 6 + 4 = 4

Can anyone solve this puzzle, moving only 1 matchstick?



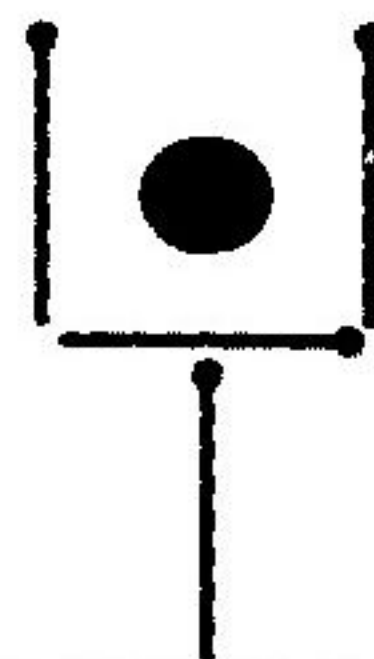
62. Cross to 6 Squares

Move 3 matchsticks to make 6 identically sized squares.



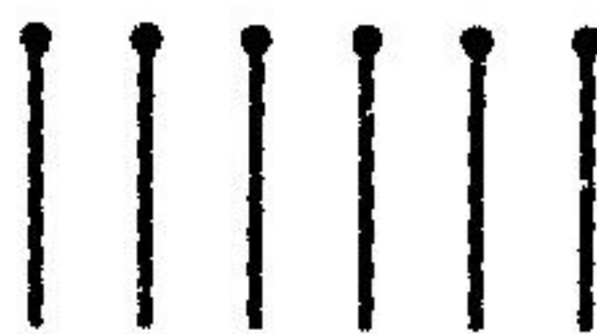
63. Ice in the Glass

Move 2 matchsticks and re-form the glass in the same shape so the ice (button - not included) is now outside of it.



64. 4 triangles

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



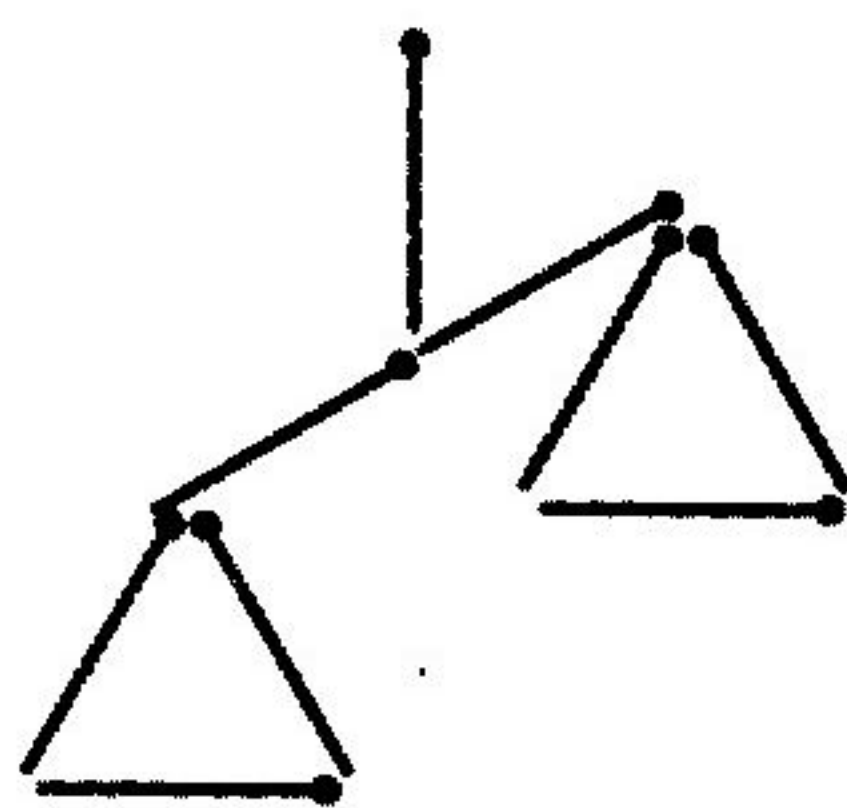
65. 2 triangles to 4

Move 1 matchstick to make 4 triangles.



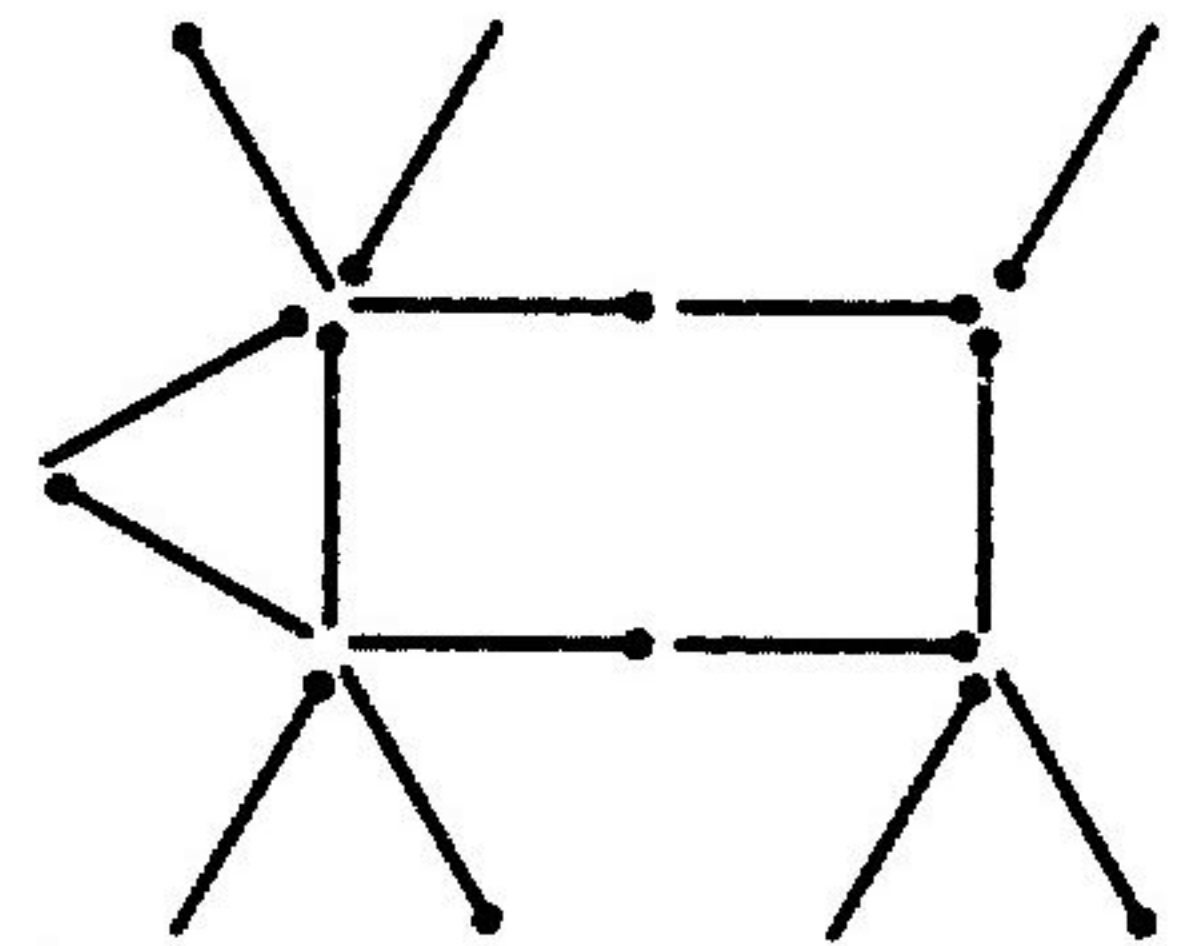
66. Scales

Move 5 matchsticks to make the scales balanced.



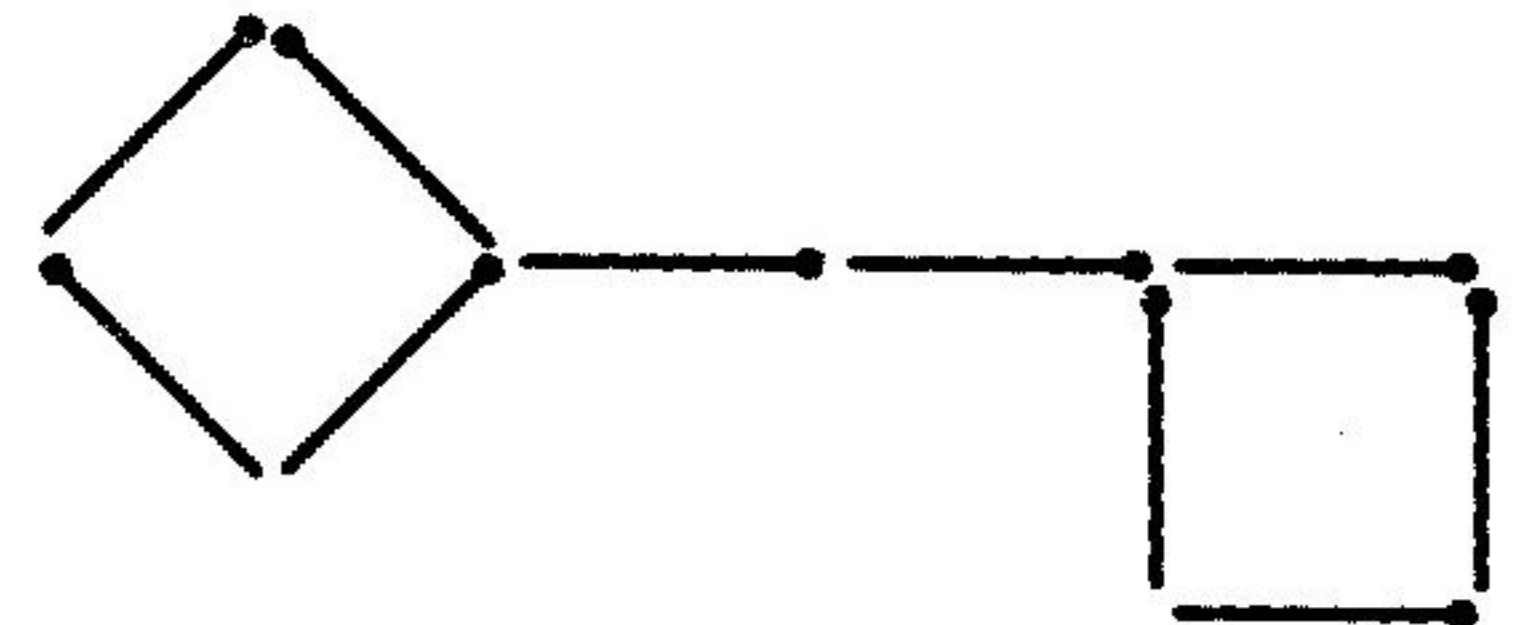
67. Cow

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.



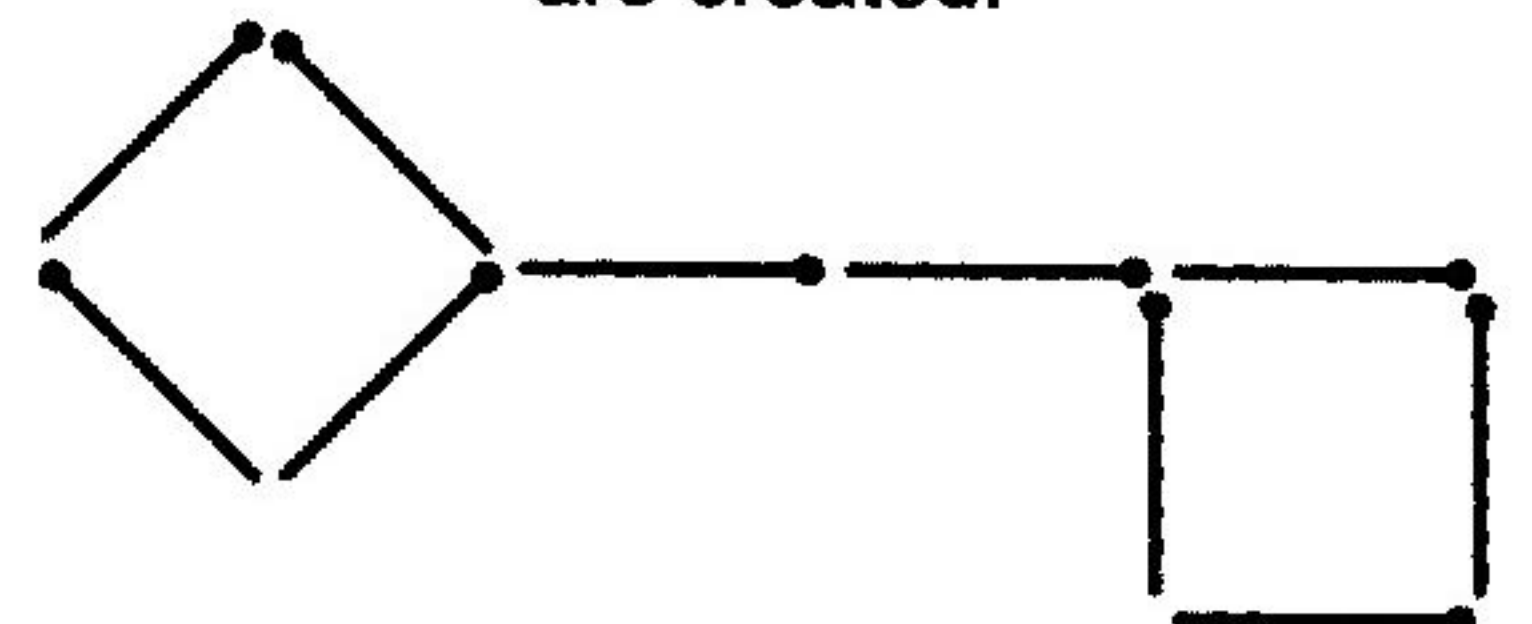
68. Key (A)

Move 4 matchsticks so that 3 squares are created.



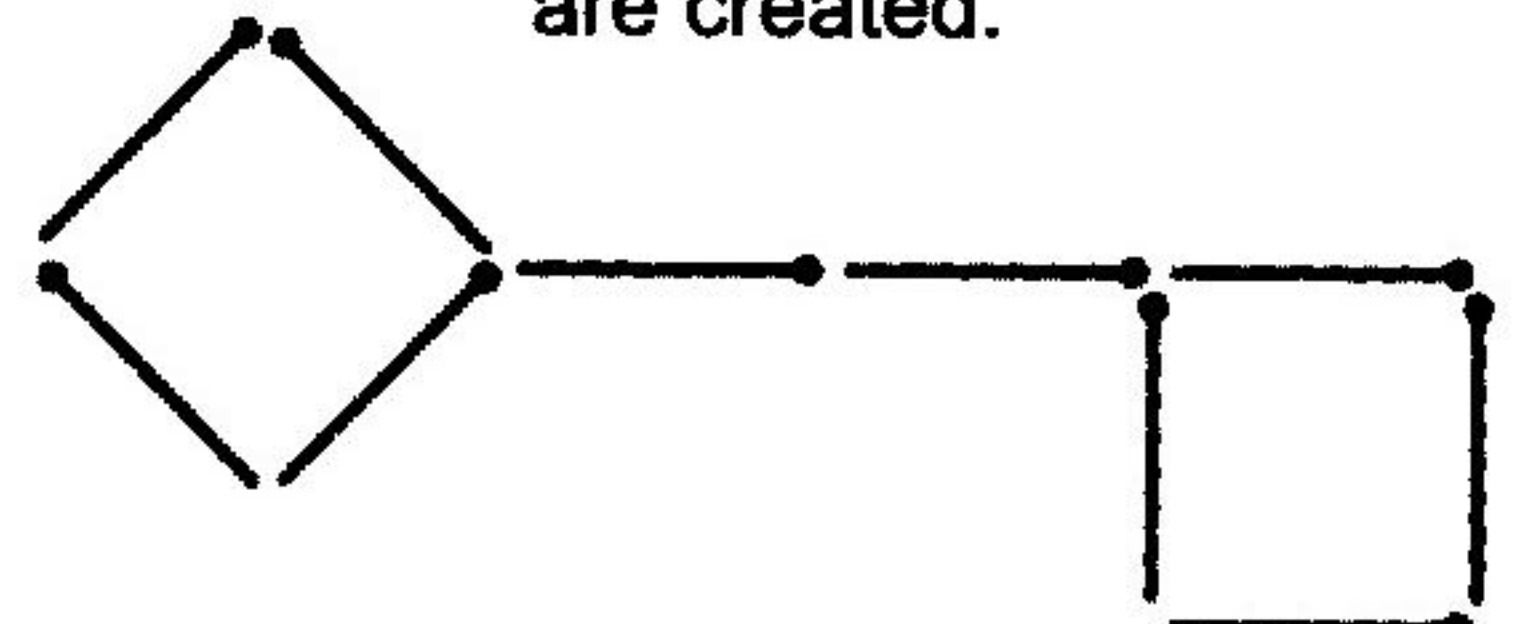
69. Key (B)

Move 3 matchsticks so that 2 rectangles are created.



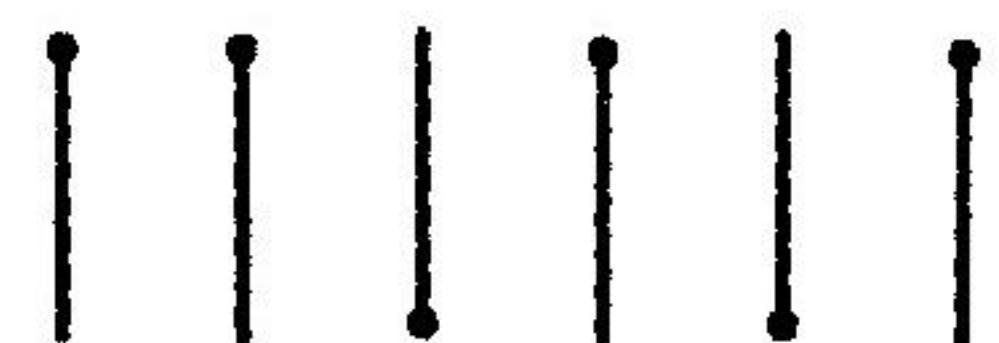
70. Key (C)

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.



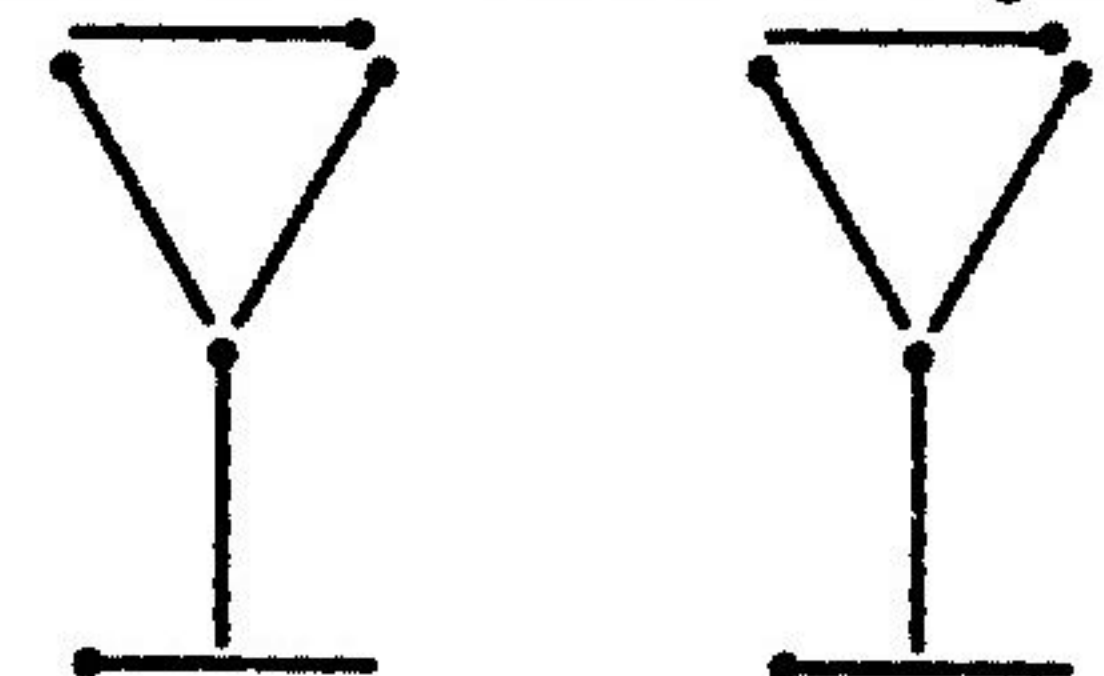
72. Christmas Tree

Move 3 matchsticks so that to get 4 equilateral triangles.



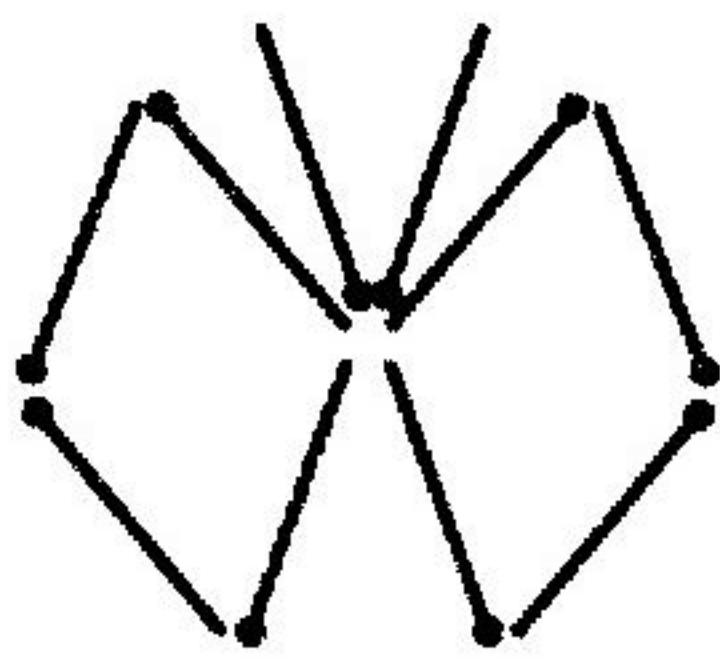
73. The Wine Glasses Puzzle

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



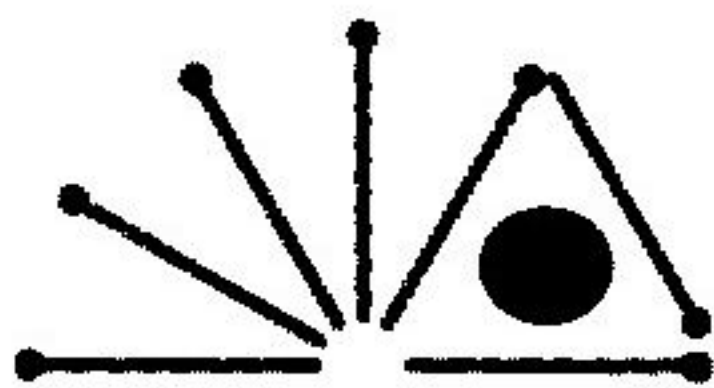
74. The Bat

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



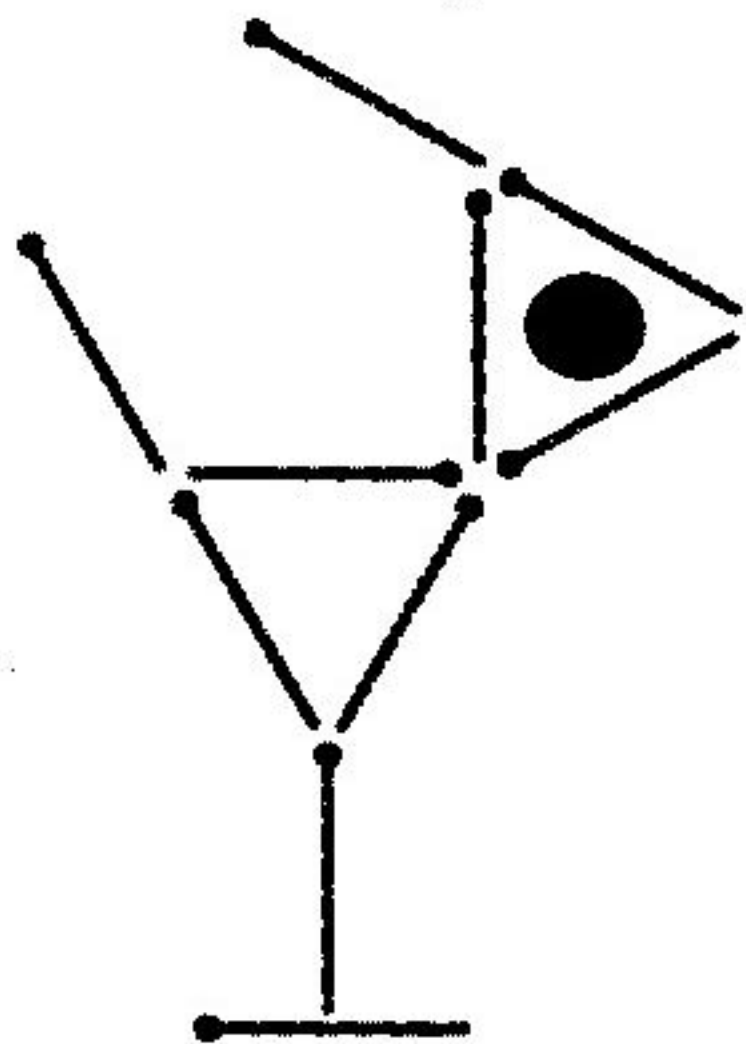
75. The Hedgehog

Make the hedgehog run in another direction by moving 2 matchsticks and button (not included).



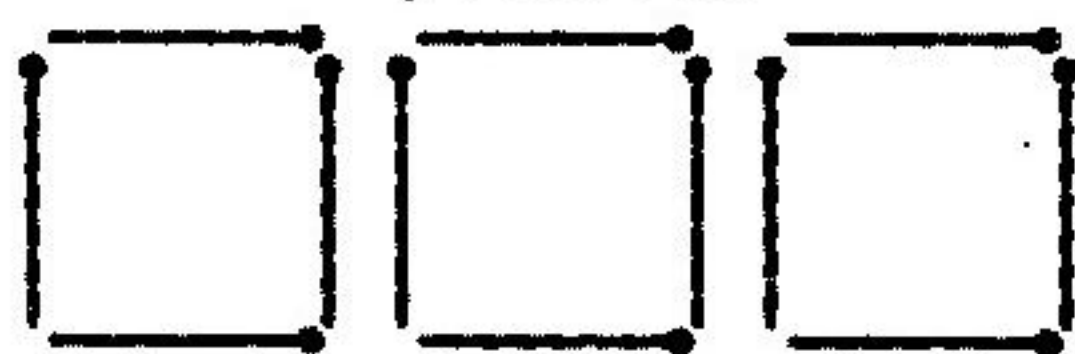
76. The Bird

Move 2 matchsticks and a button (not included) to make the bird looking in another direction.



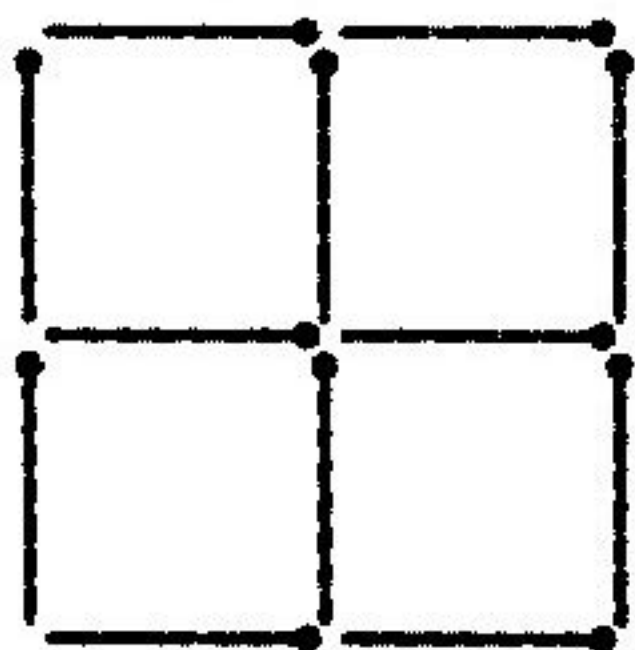
77. Puzzling Time

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



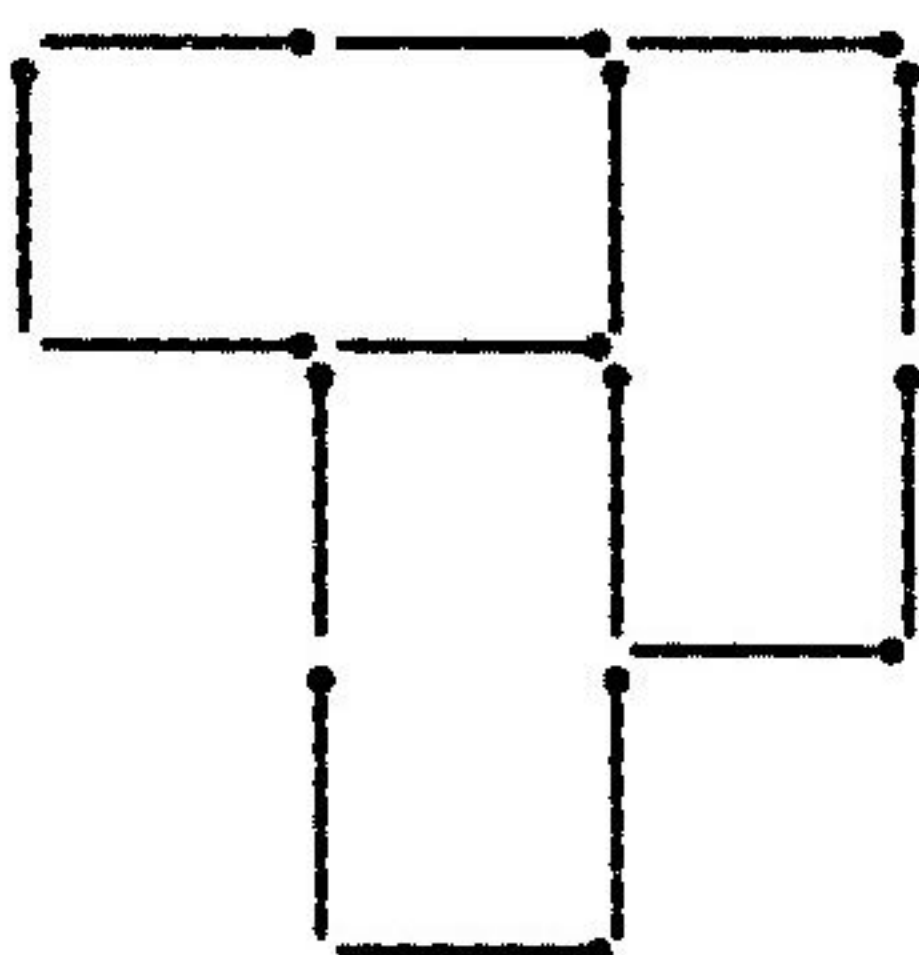
78. 4-to-3 squares

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



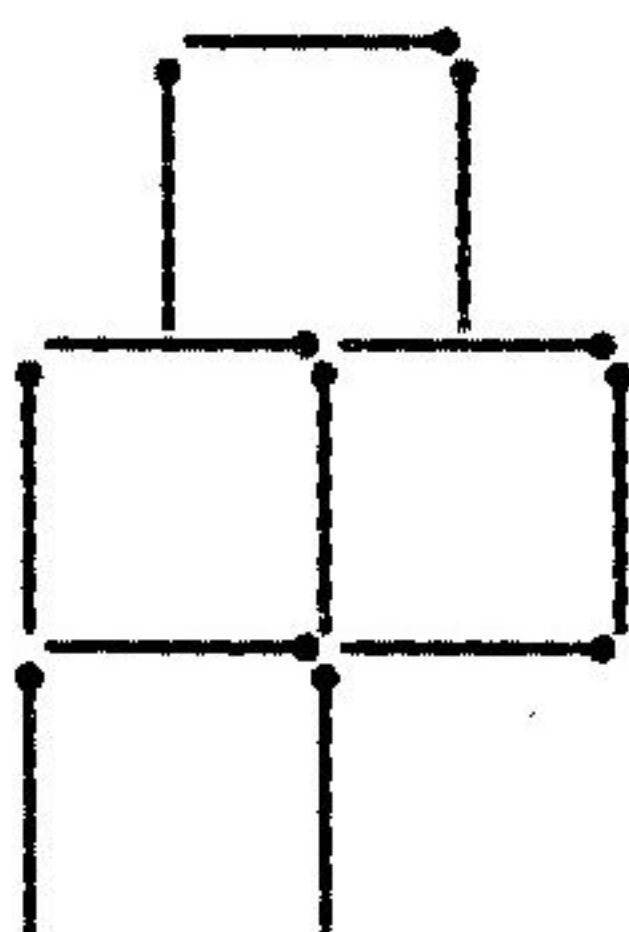
79. 3 rectangles to 6 squares

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.



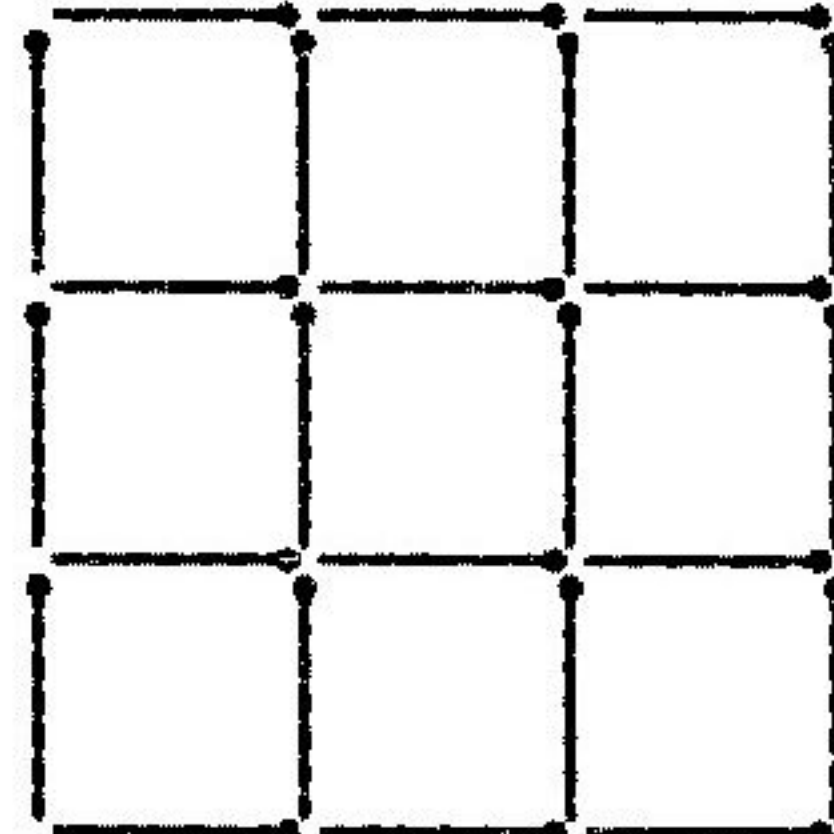
81. Hexagon & 8 Triangles

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.



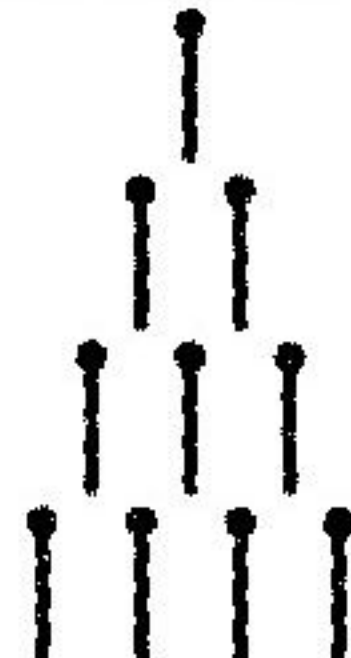
83. Pentagon & 5 Triangles

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.



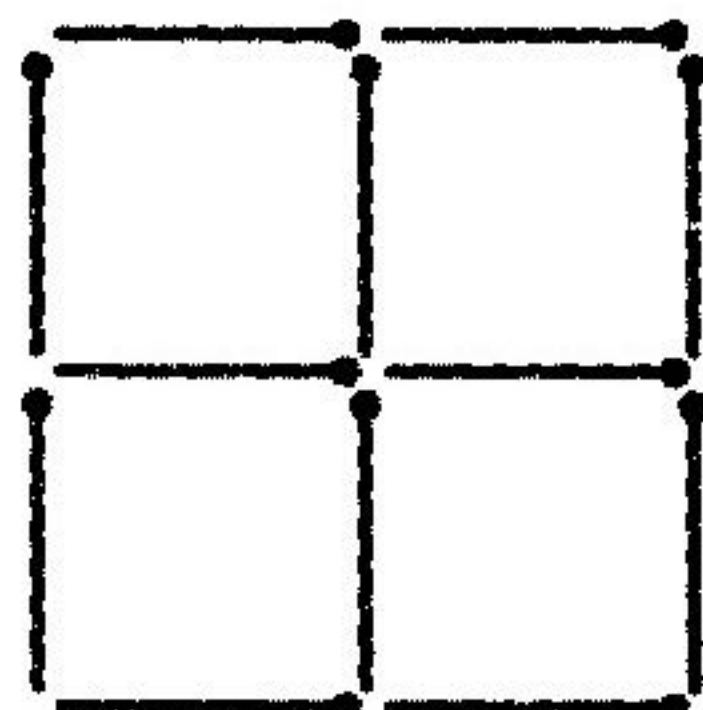
84. Tower Upside Down

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



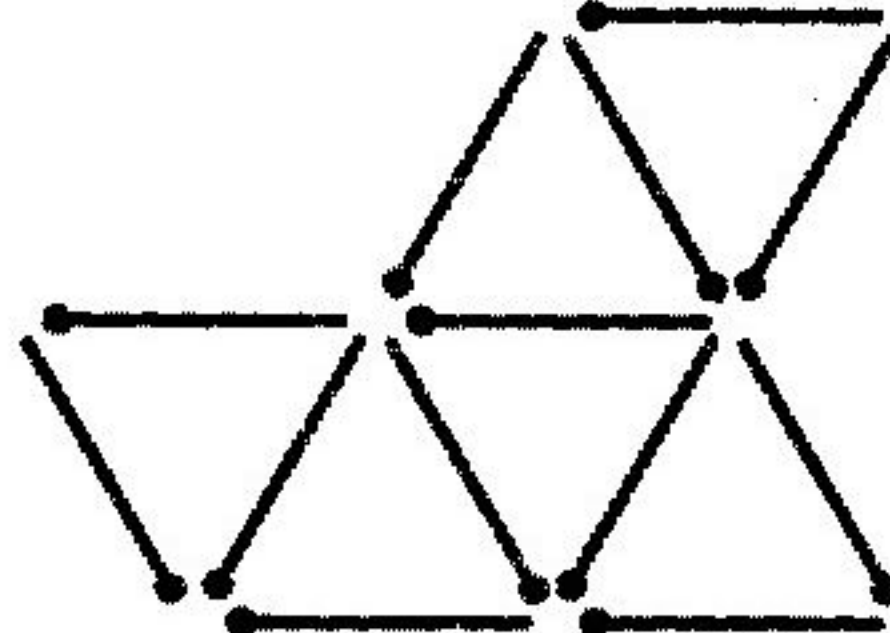
85. Square 2 x 2

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.



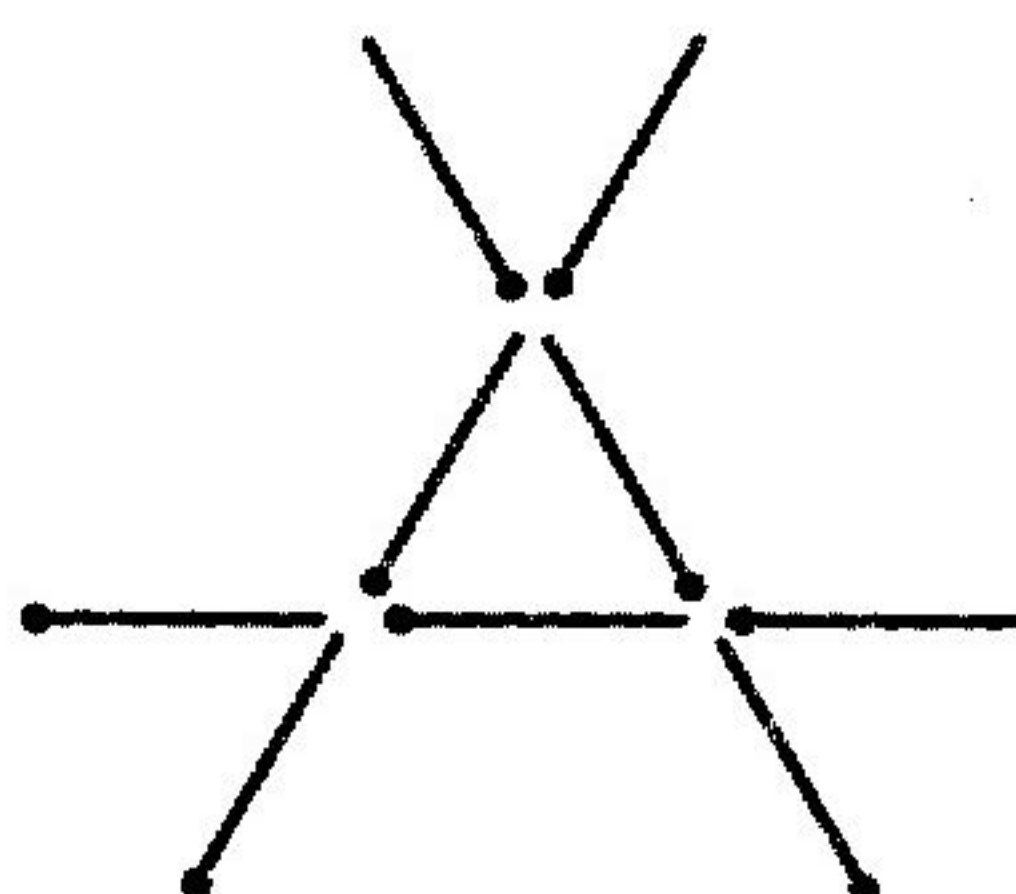
86. 6 to 3 Triangles

Remove 3 matchsticks and leave 3 triangles.



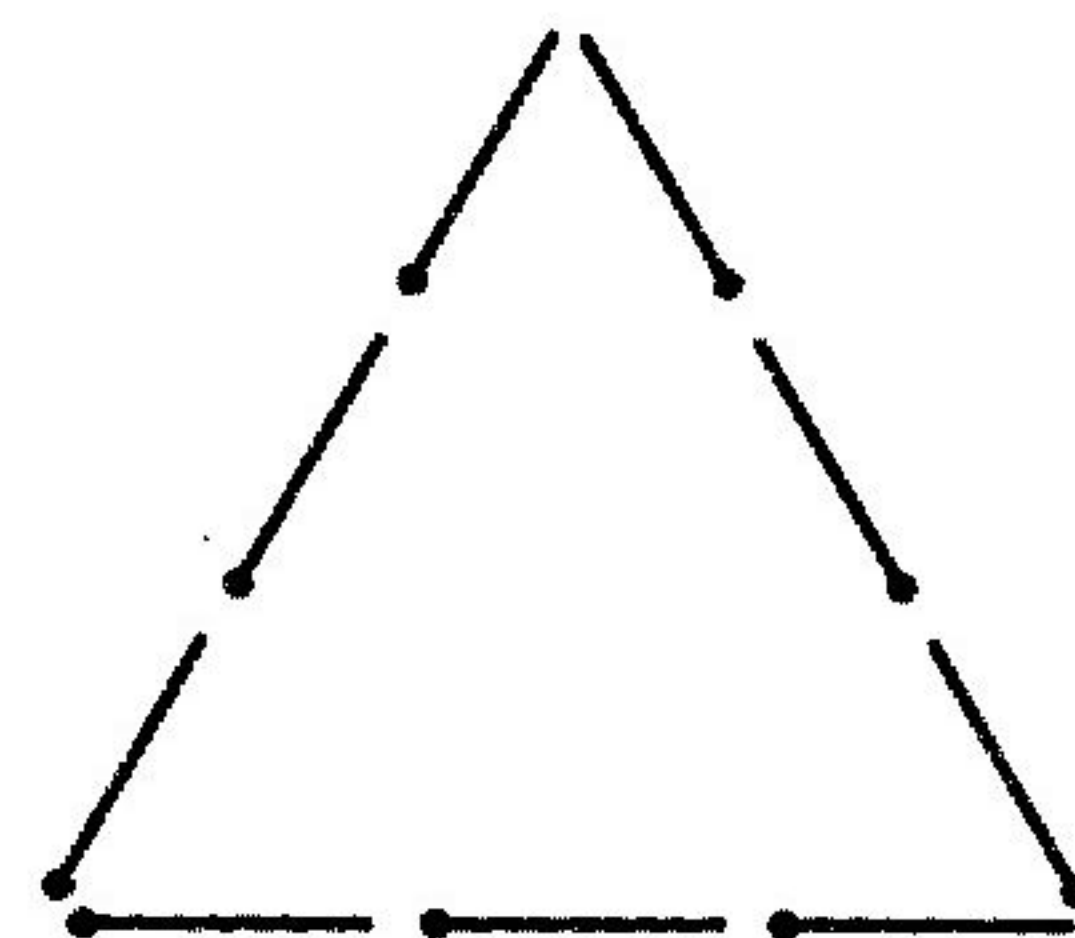
87. Make 4 triangles

Move 4 matchsticks to form 4 equal triangles.



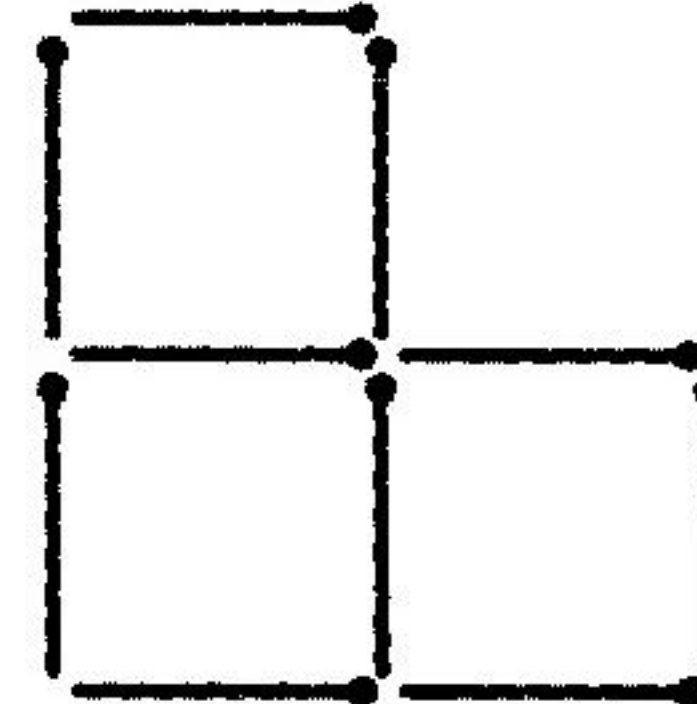
88. 1 Big to 4 small

Reposition 5 matchsticks to get 4 same size triangles.



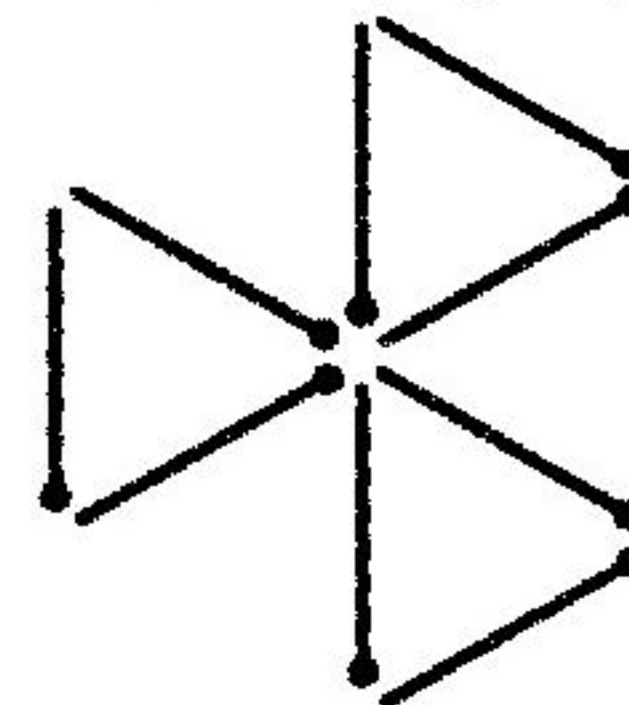
89. Cube (A)

Remove 1 and move 4 matchsticks to make a cube.



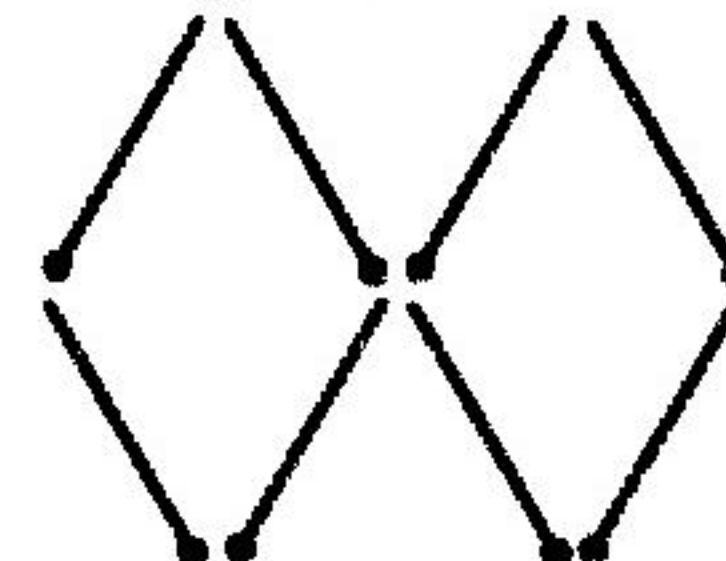
90. Cube (B)

Move 3 matchsticks to make a cube.



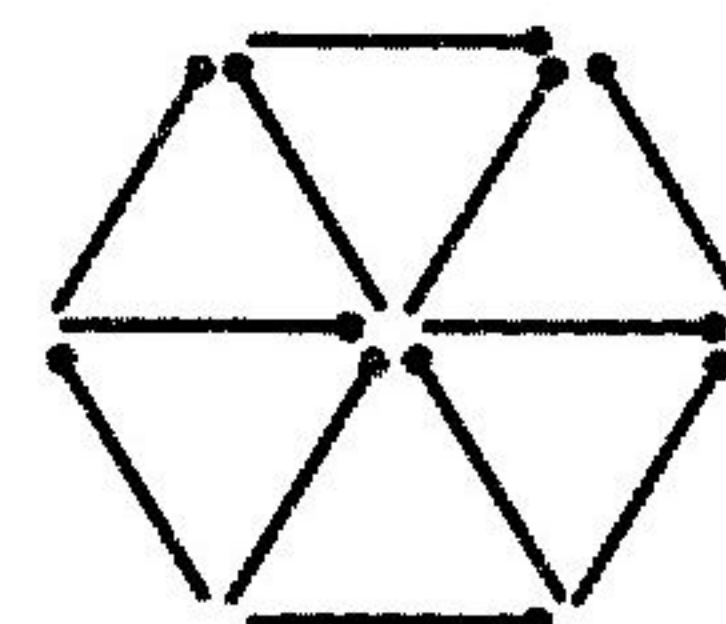
91. Combine Rhombuses

Combine 2 rhombuses into one by moving 4 matchsticks.



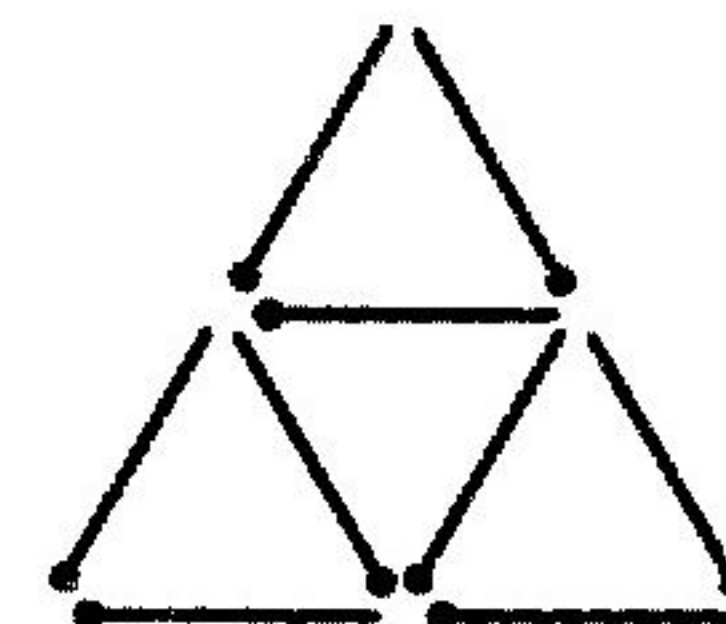
92. 3 Equilateral triangles

Move 4 matchsticks to form 3 equilateral triangles.



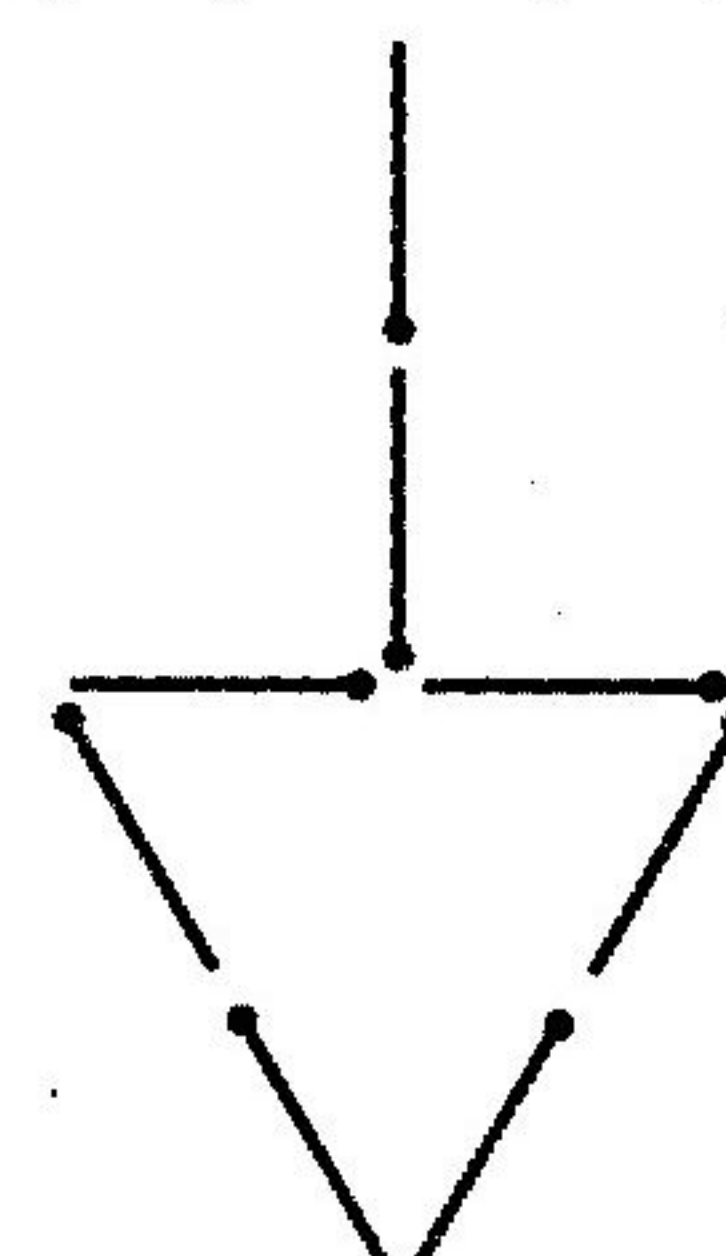
93. 4 to 2

Remove 2 matchsticks to form 2 equilateral triangles.



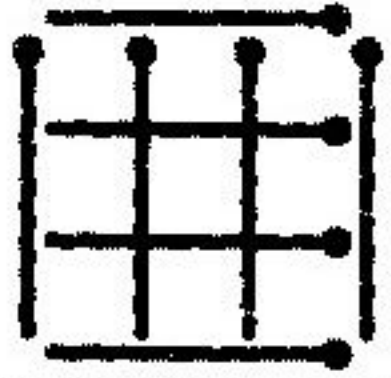
94. Separate an arrow into 2

Get two tops by moving 4 matchsticks.

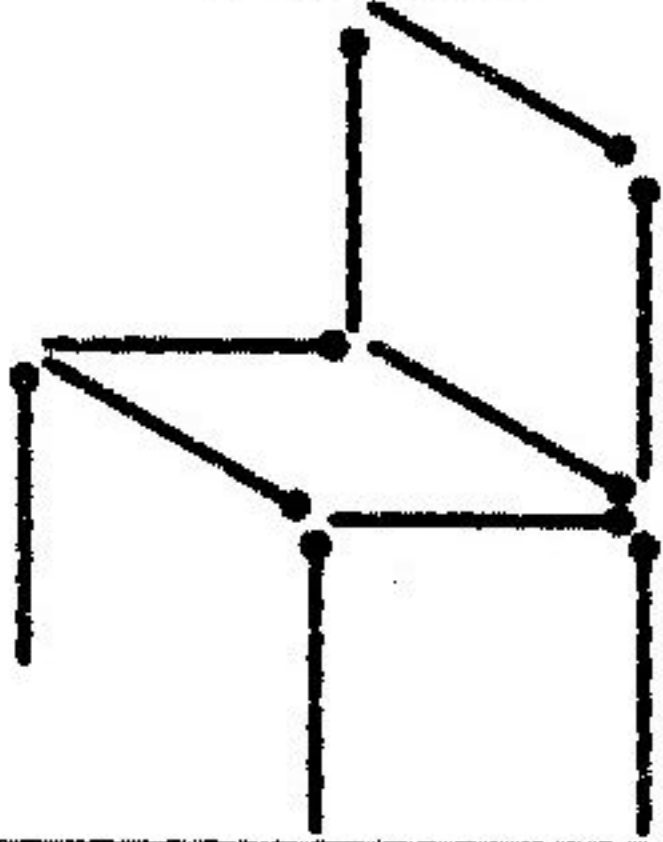


95. 3 squares

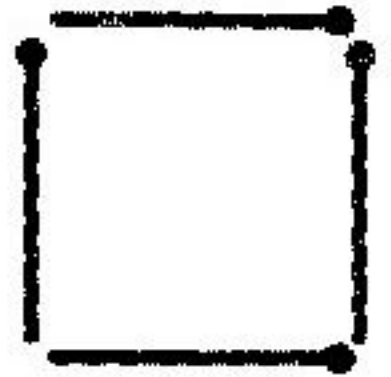
Remove 2 matchsticks to form 3 different size squares.

**96. A Chair**

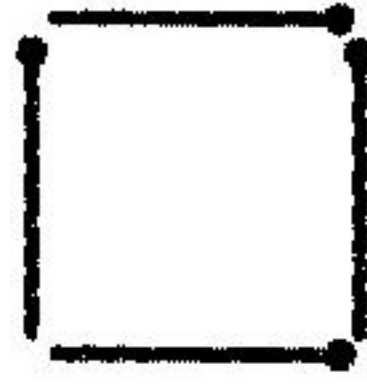
Move 3 matchsticks to make the standing chair fall.

**97. 2 + 8**

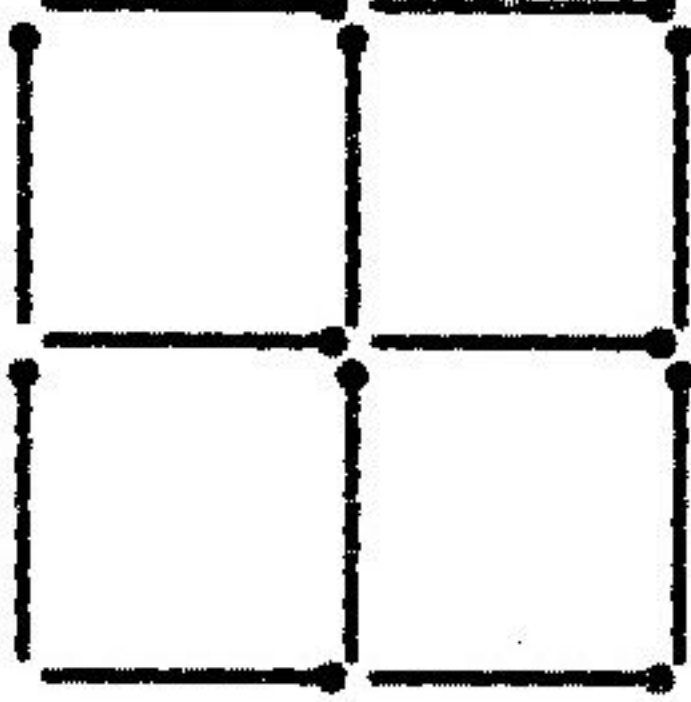
Add 4 matchsticks to form 2 squares and 8 triangles.

**98. Square Rose**

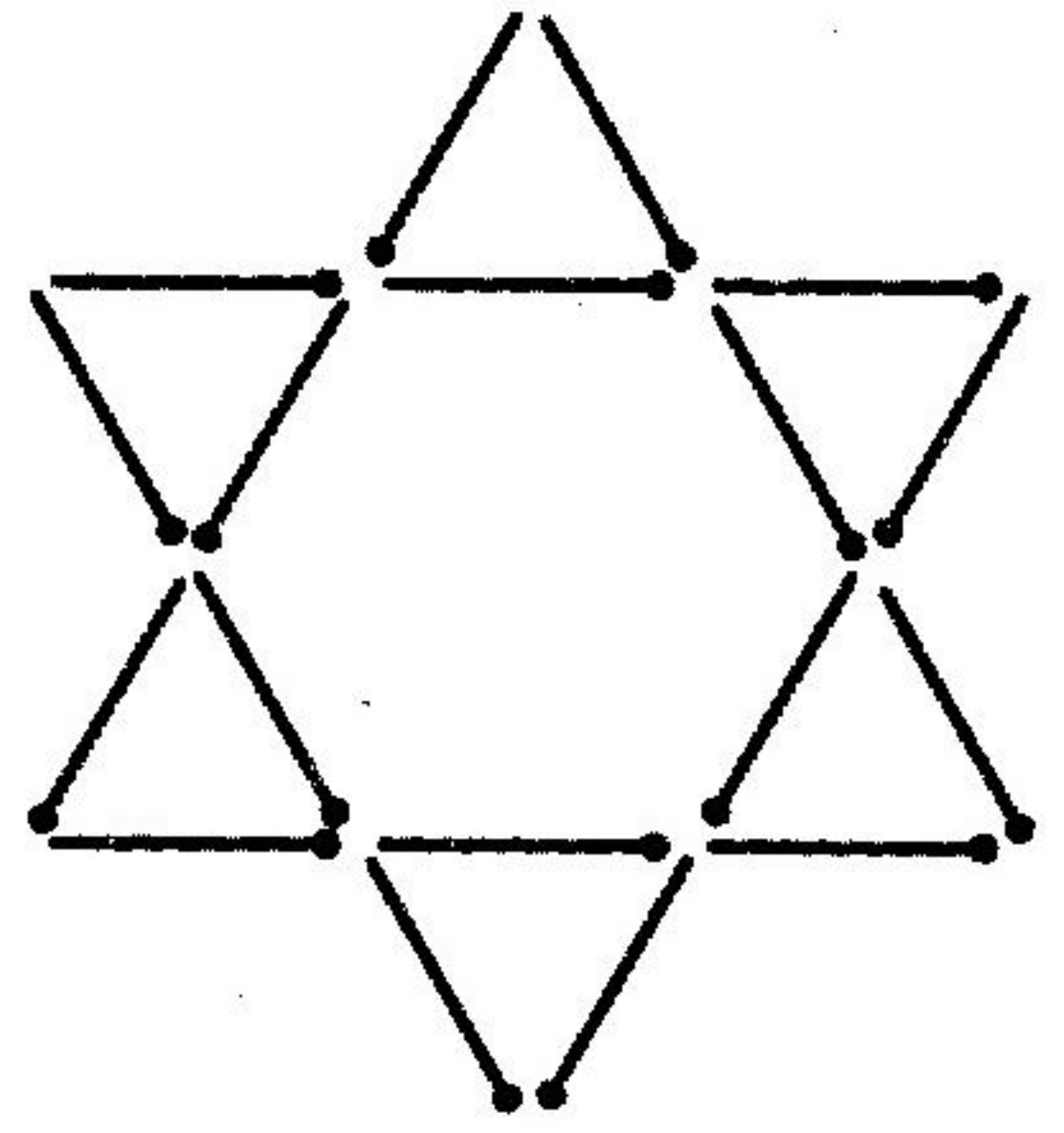
Add 4 matchsticks to create 4 triangles and 2 squares. The squares don't have to be equal in size, but the triangles must be. All the matchsticks don't have to be flat on the surface.

**99. 7 squares**

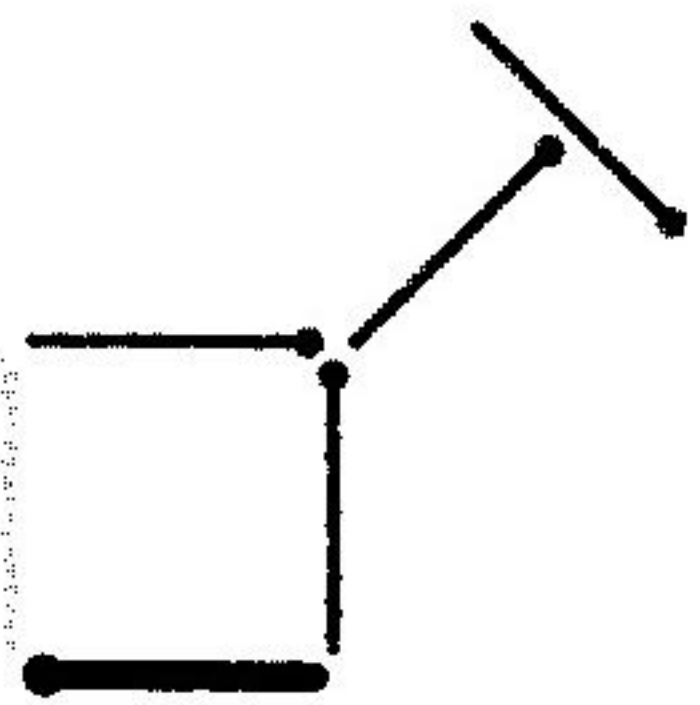
Move 2 matchsticks to create 7 Squares. The squares don't have to be equal in size (no overlapping or loose ends).

**100. Triangles Star**

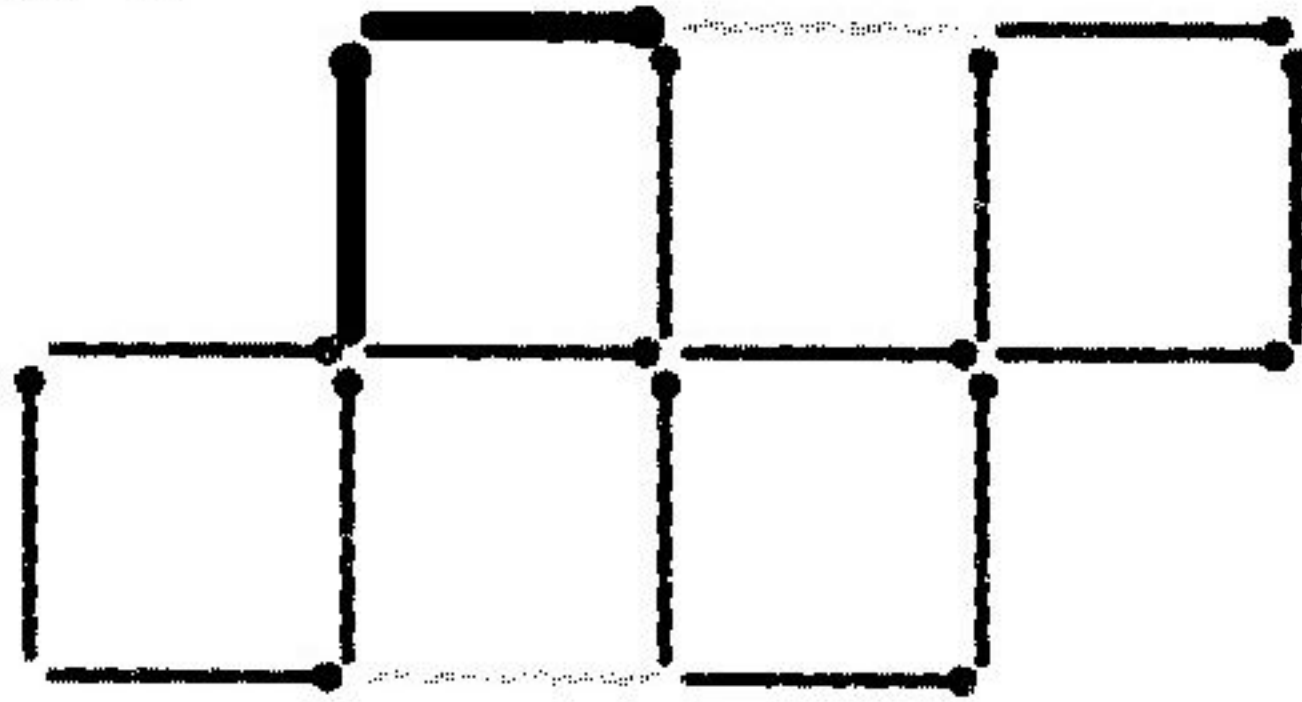
Move 2 matchsticks to form 6 triangles. Triangles don't have to be equal in size and not overlap.

**MATCHSTICK GAMES**

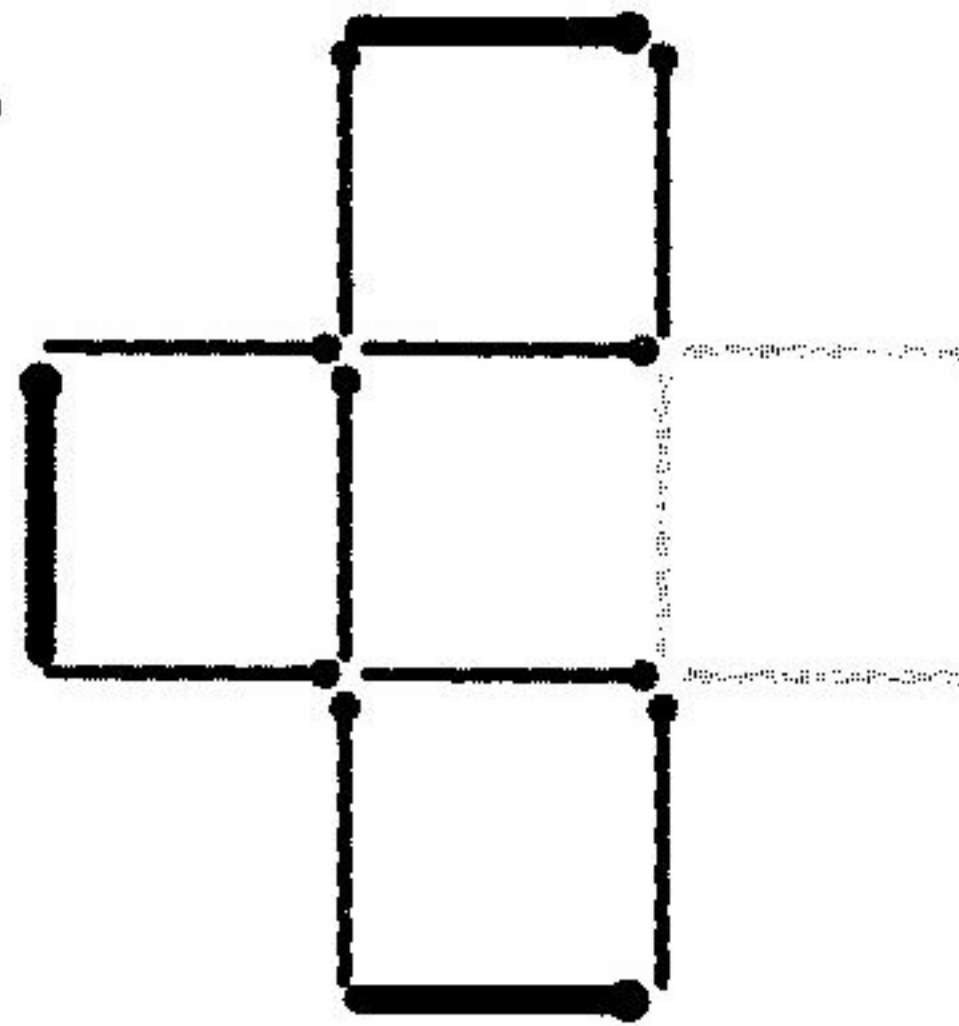
47.



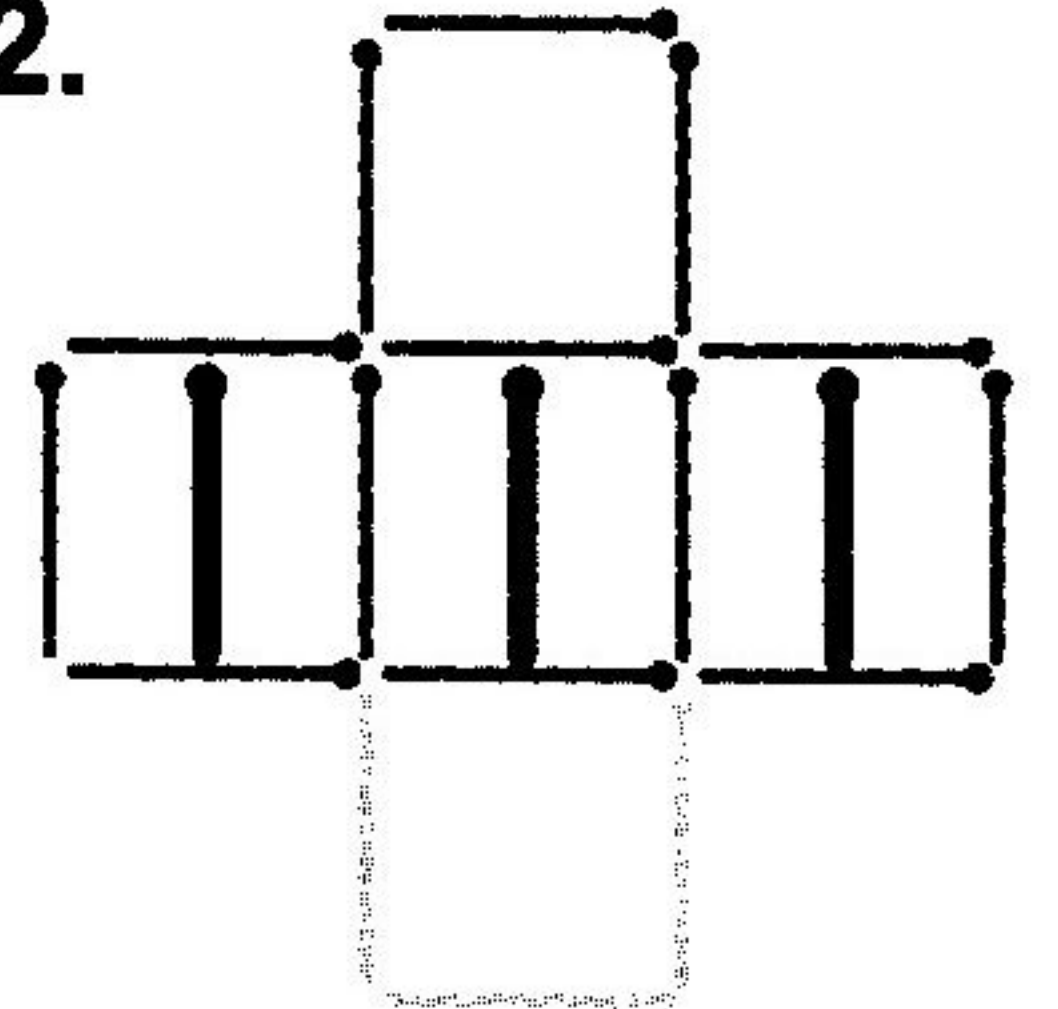
52.



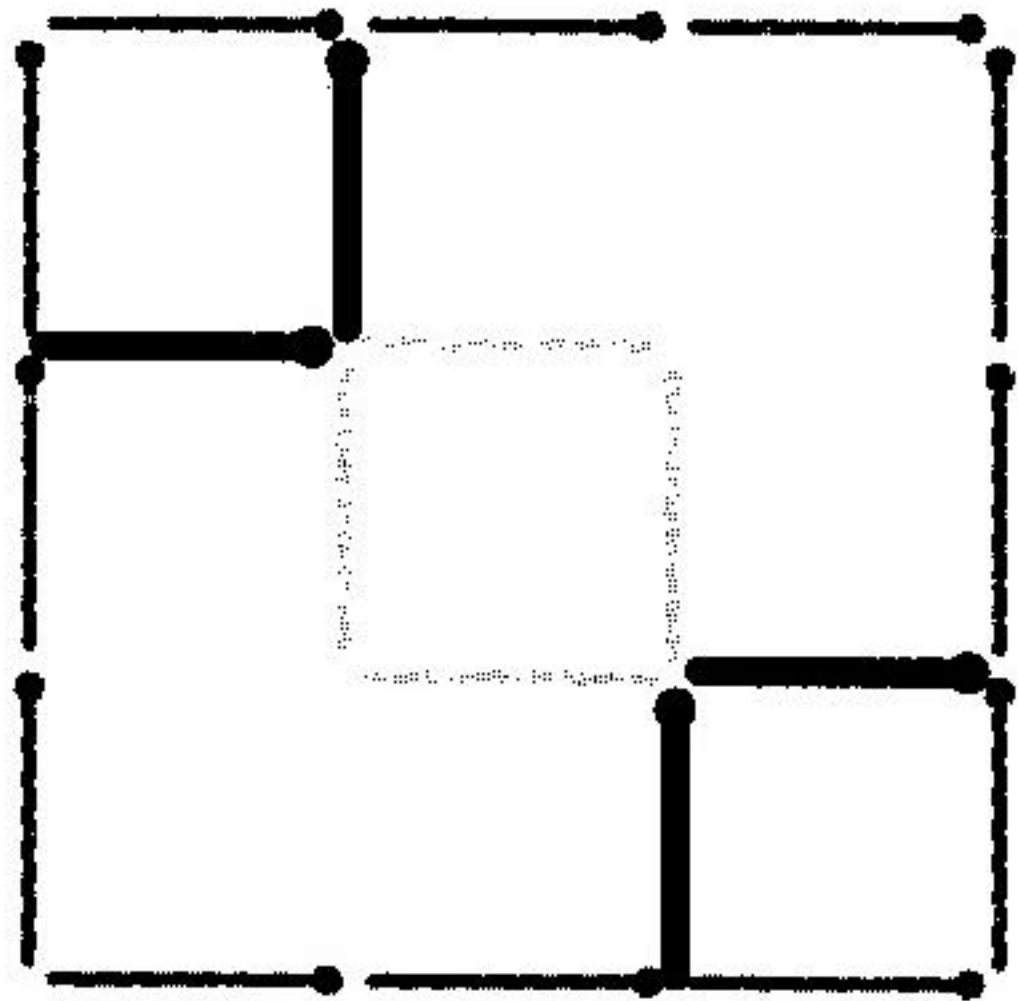
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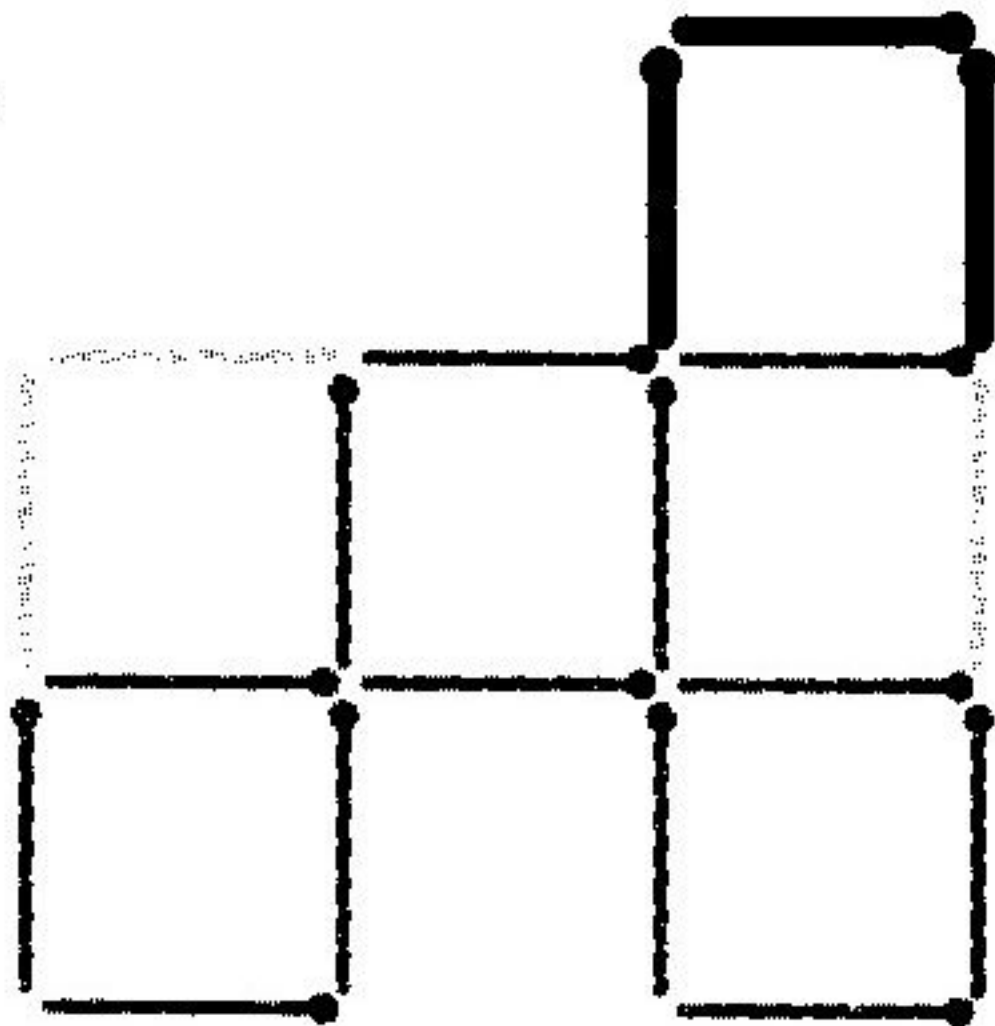
62.



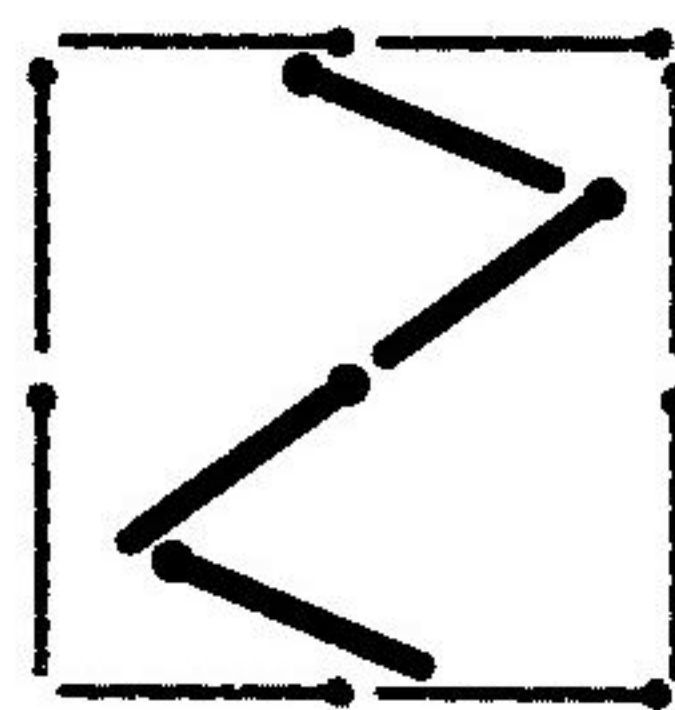
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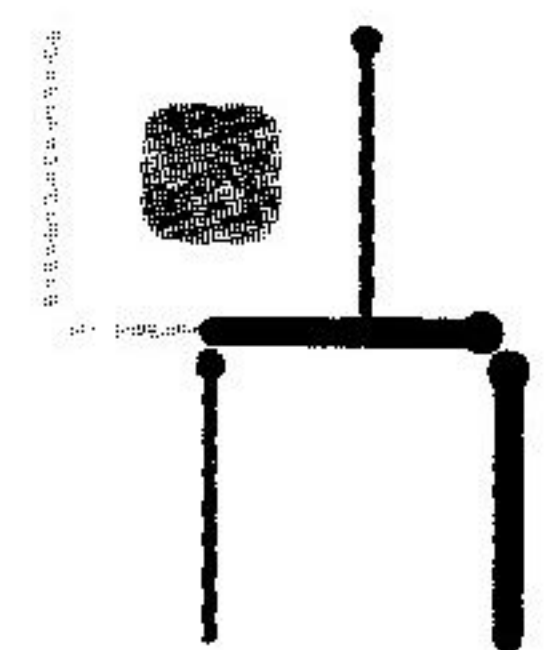
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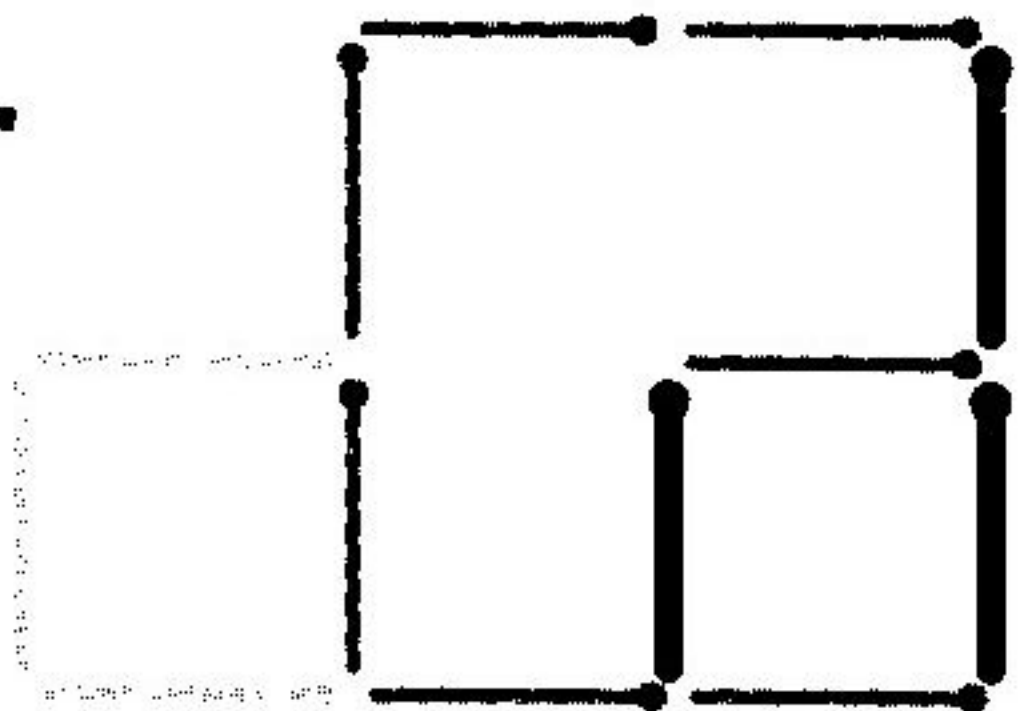
57.



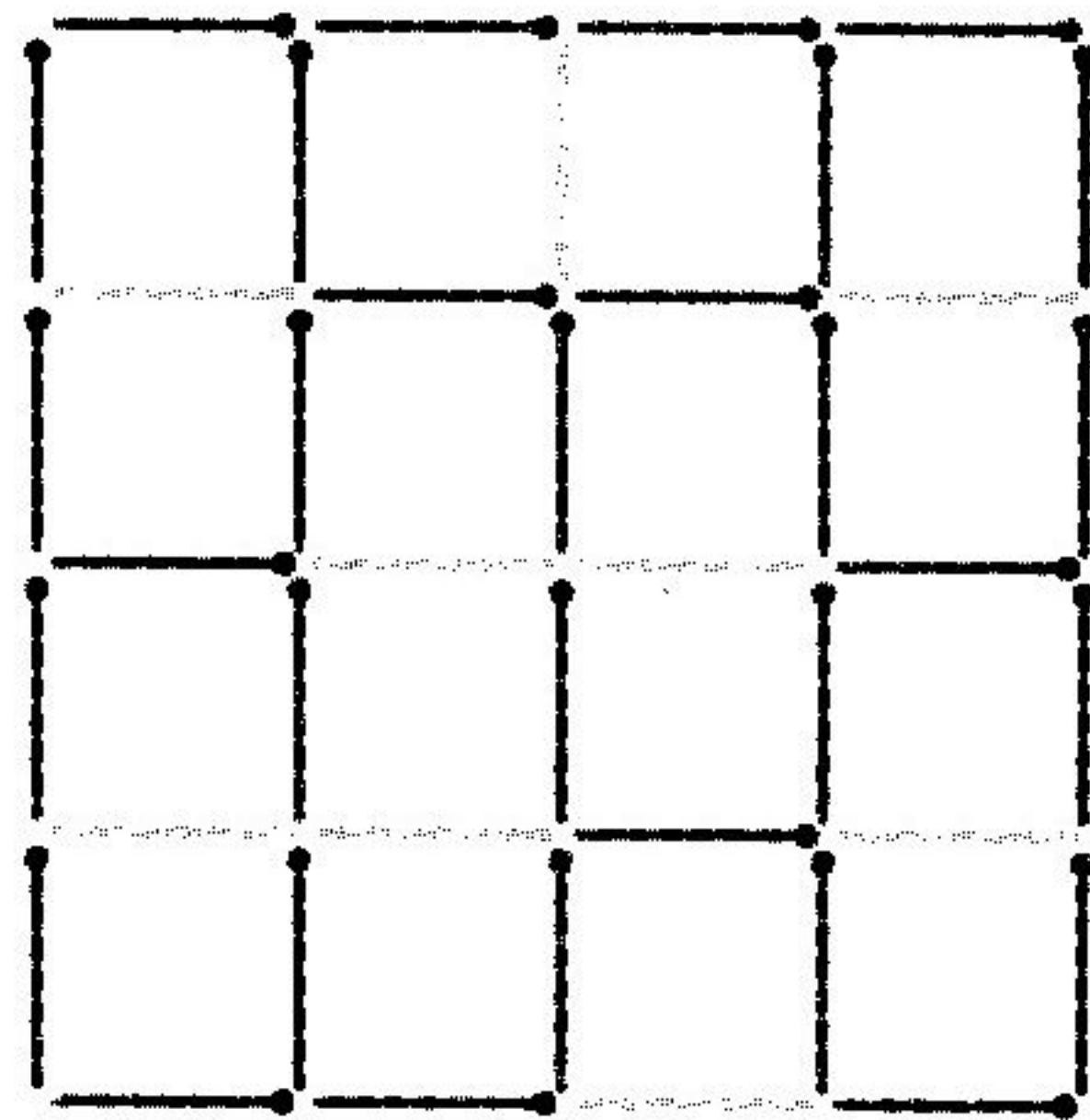
63.



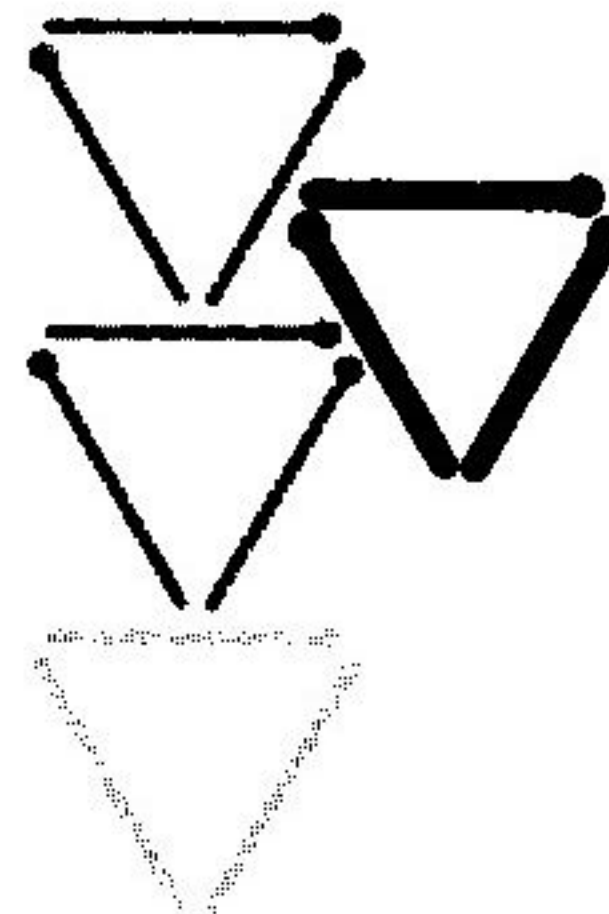
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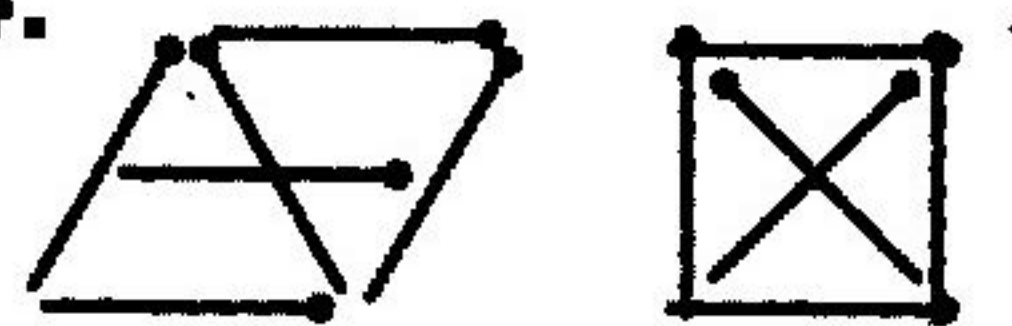
54.



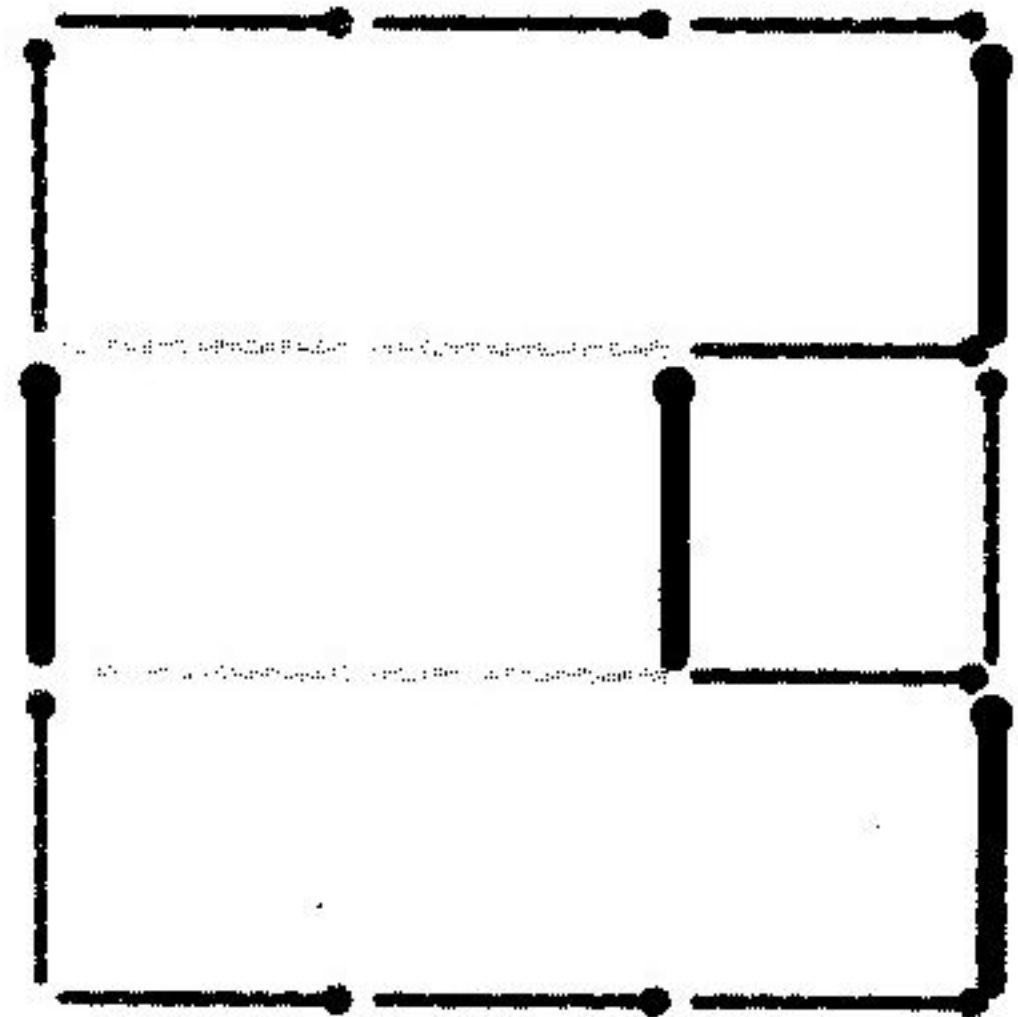
58.



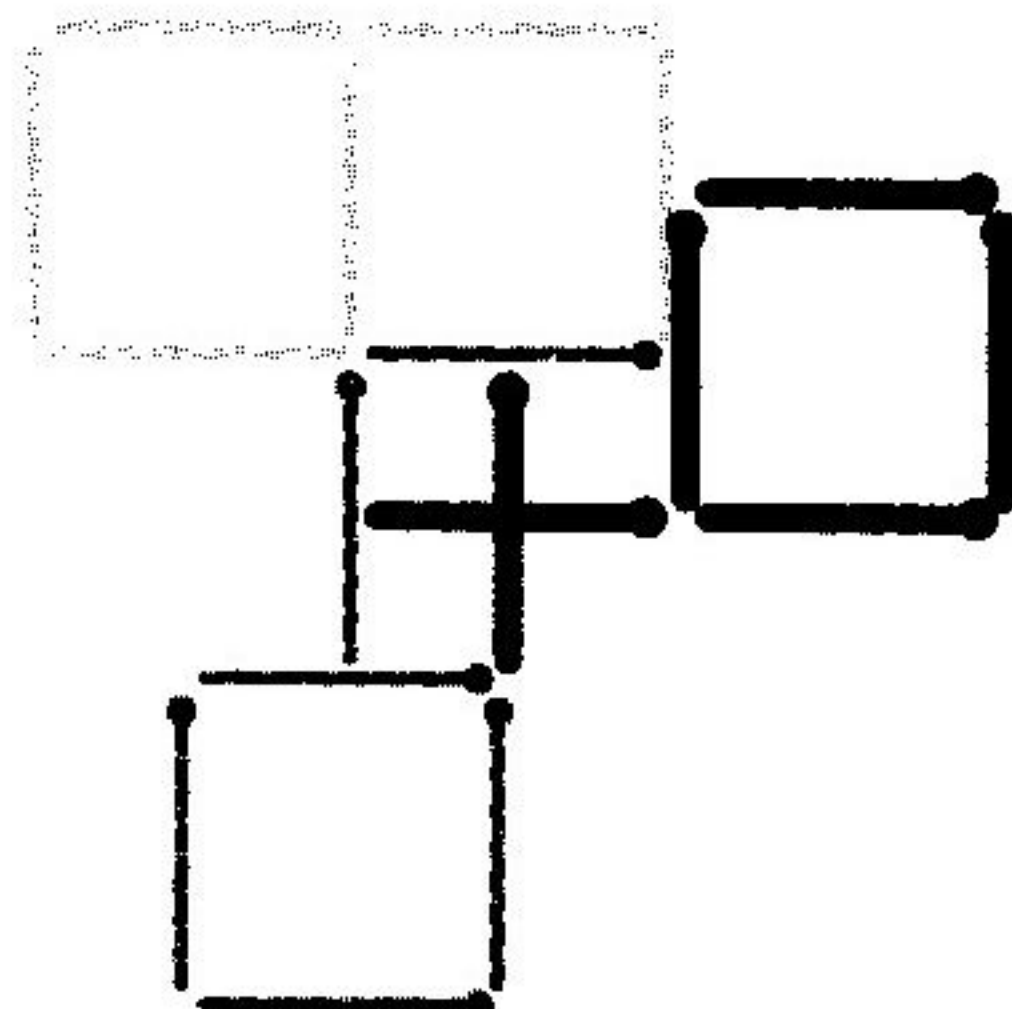
64.



50.



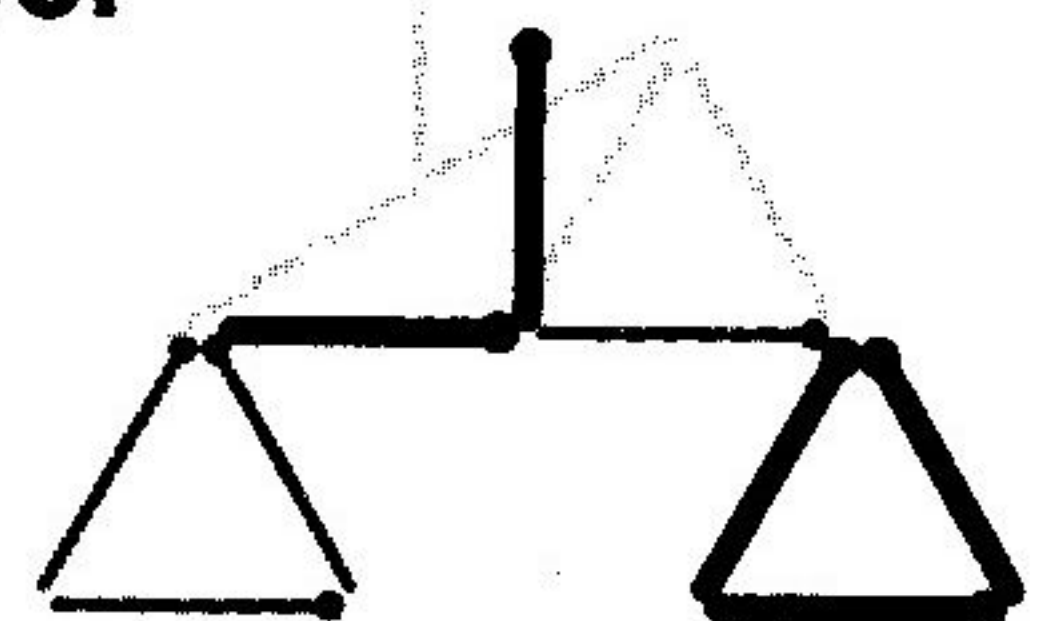
55.



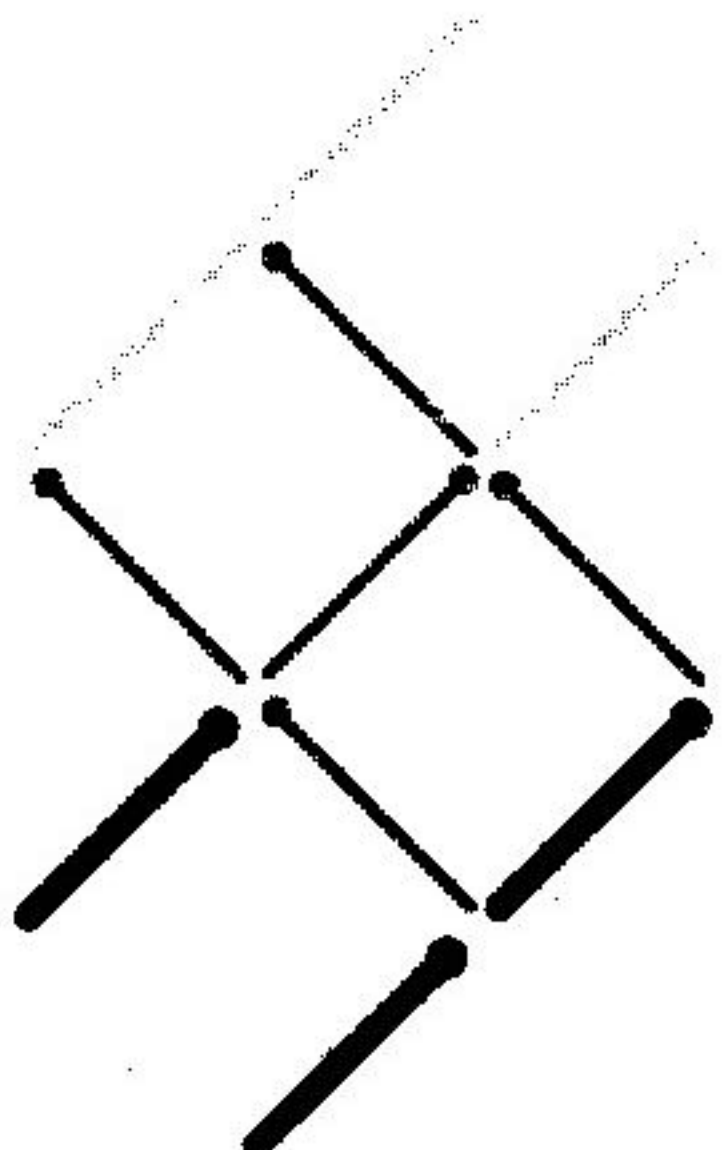
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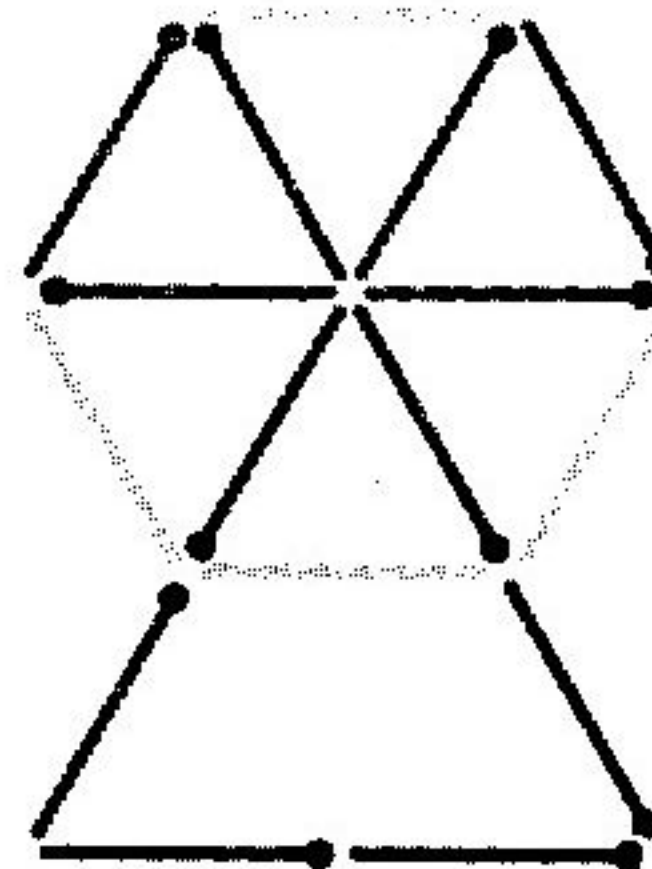
66.



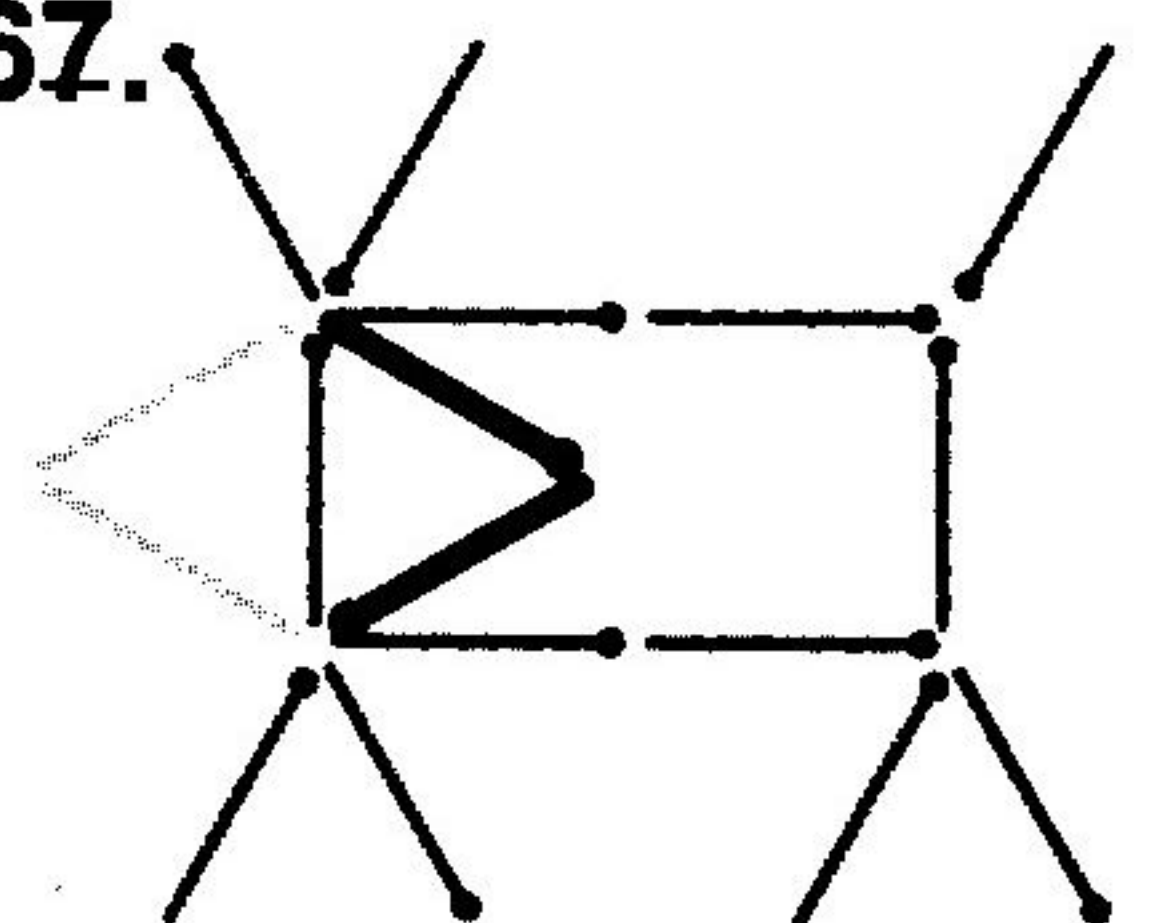
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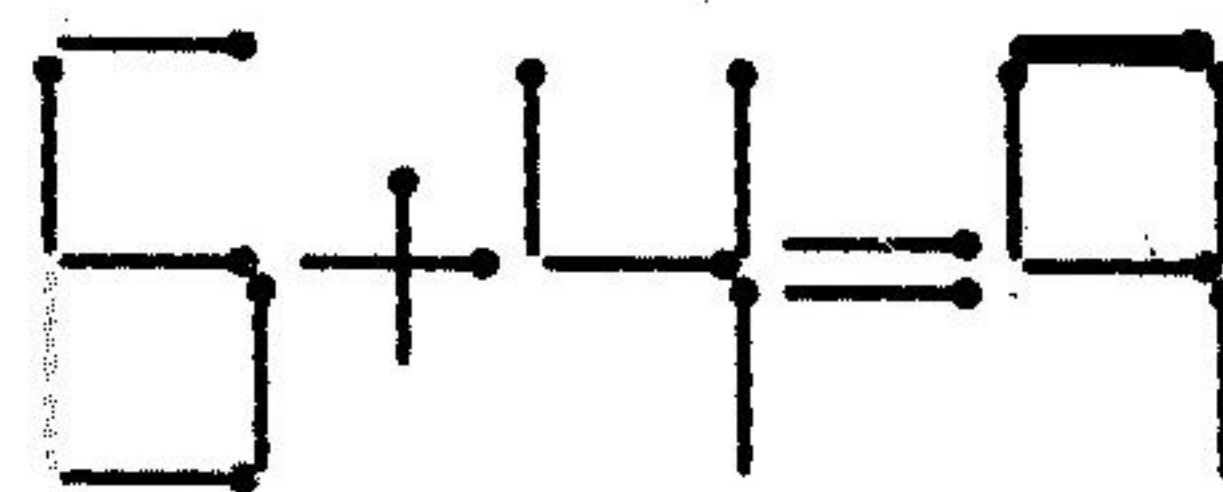
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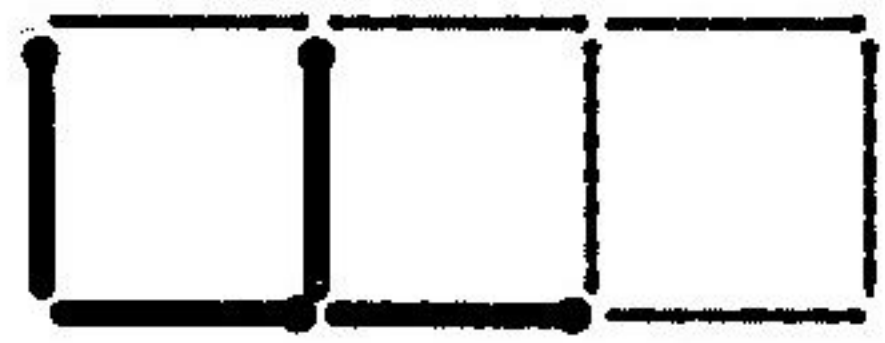
67.



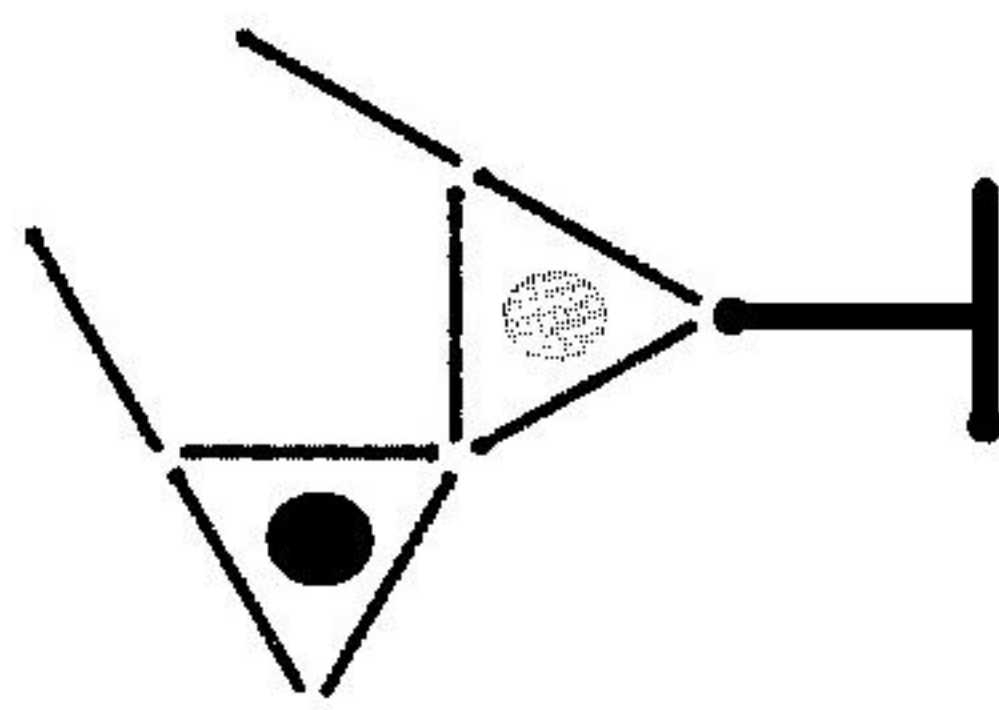
61.



68.



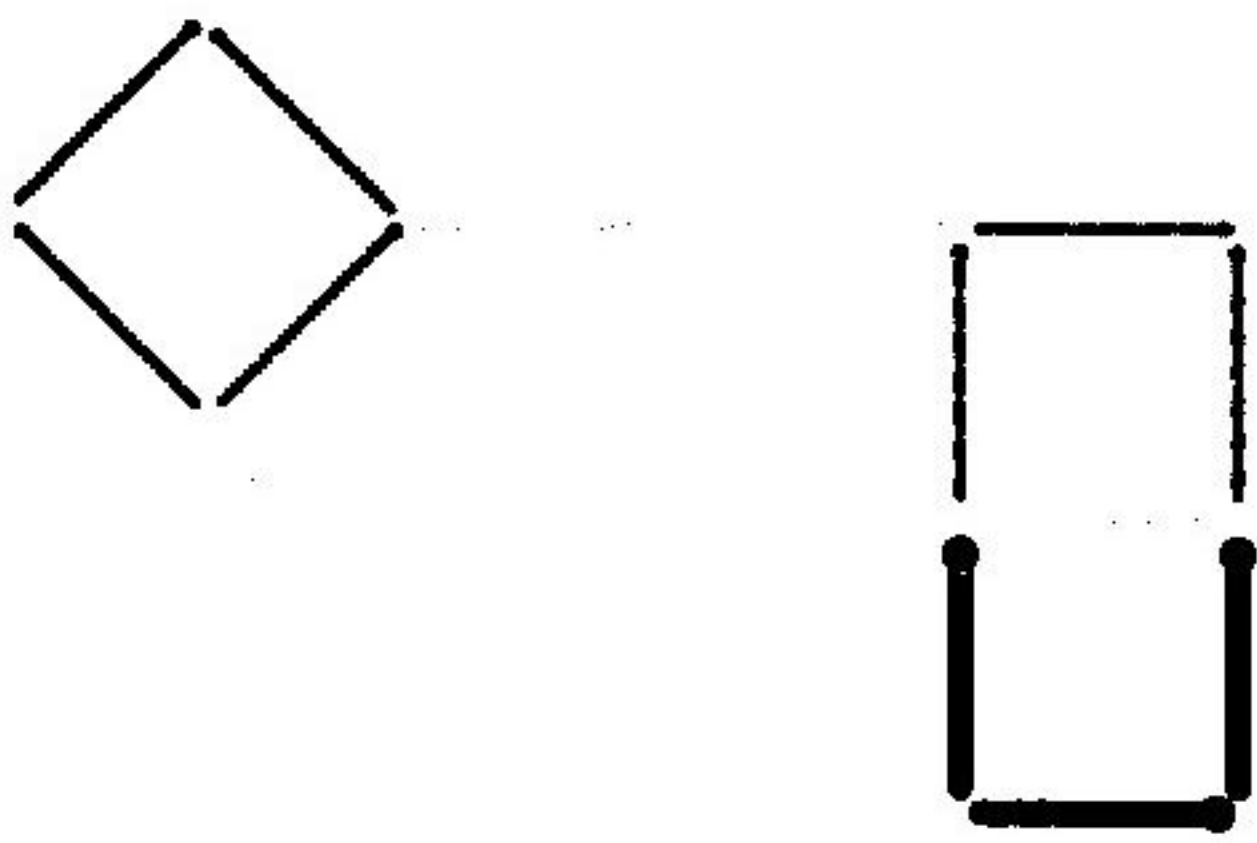
76.



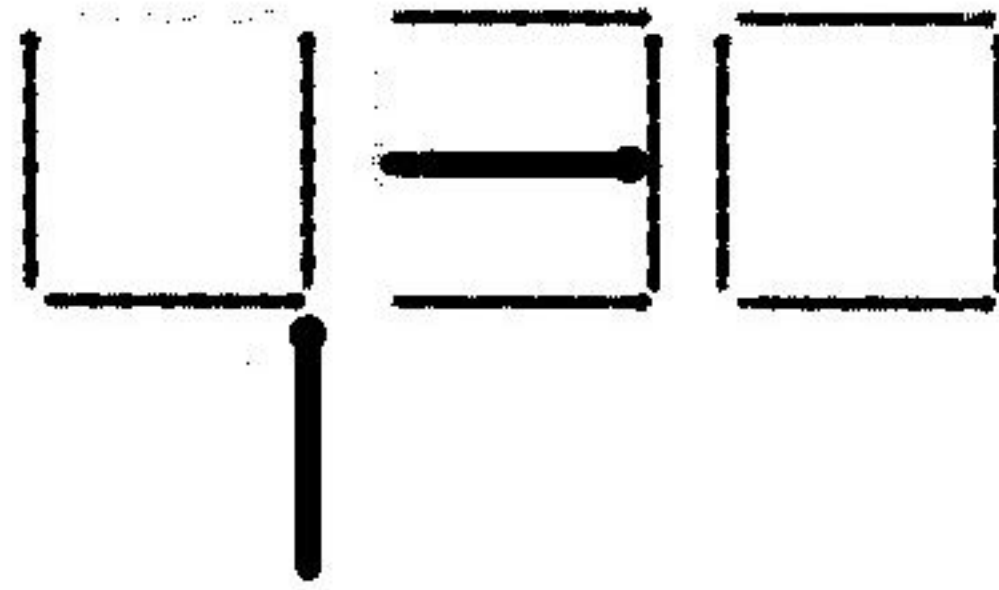
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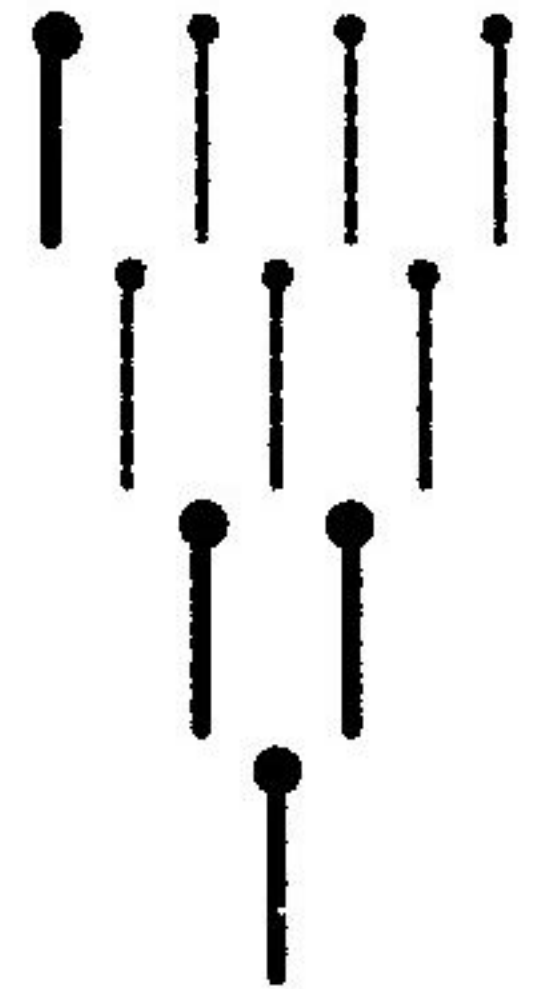
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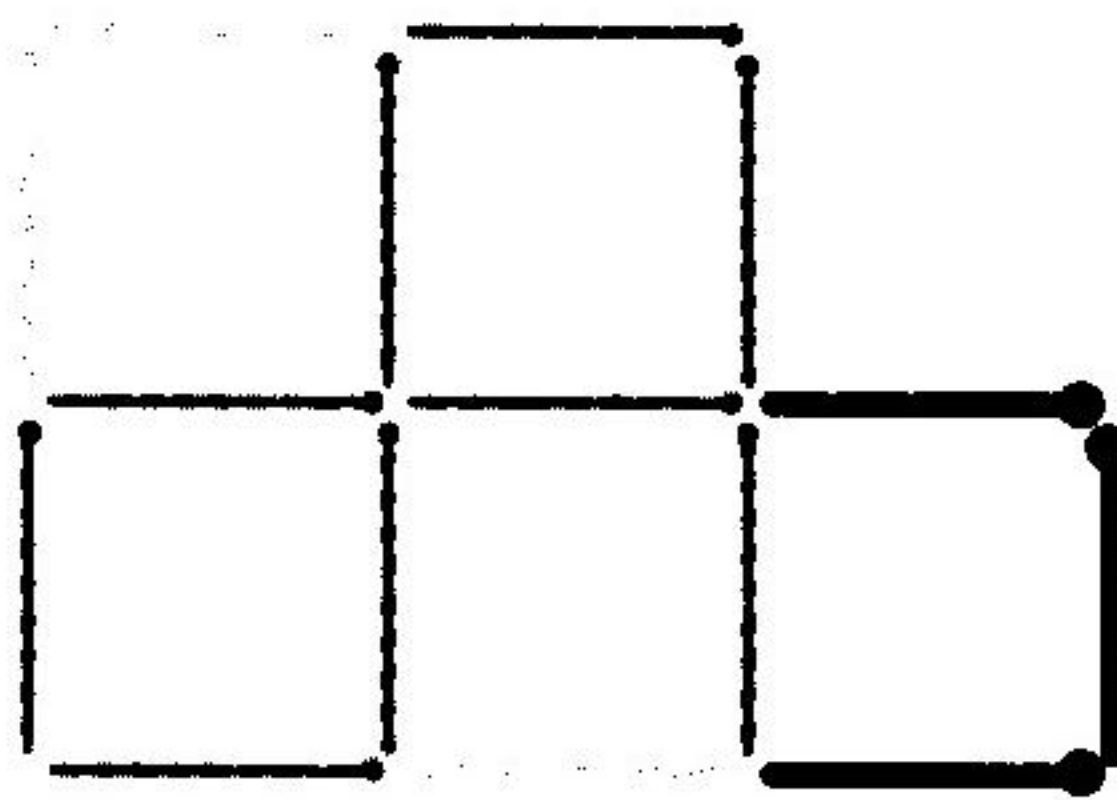
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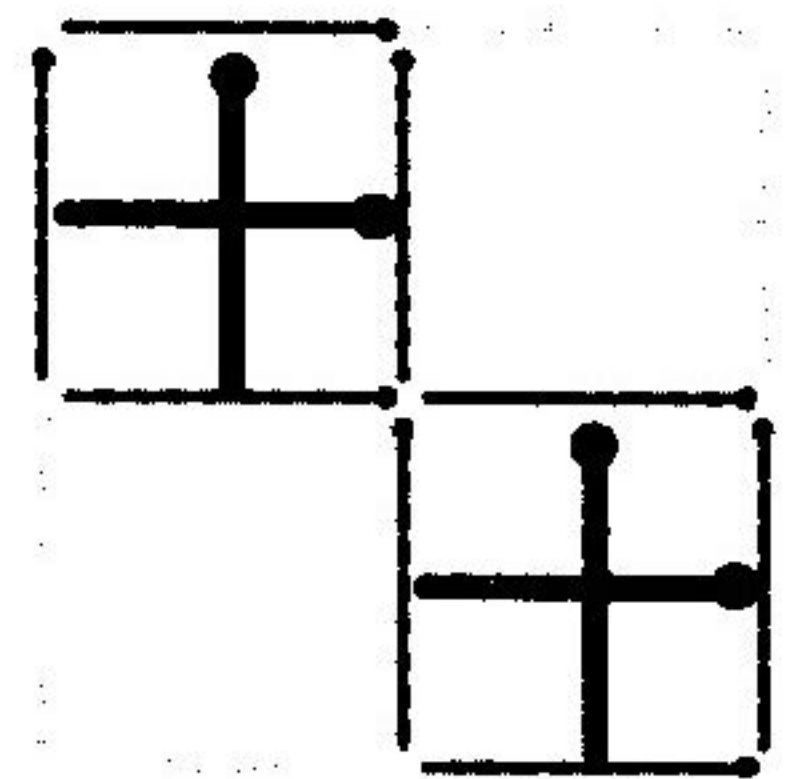
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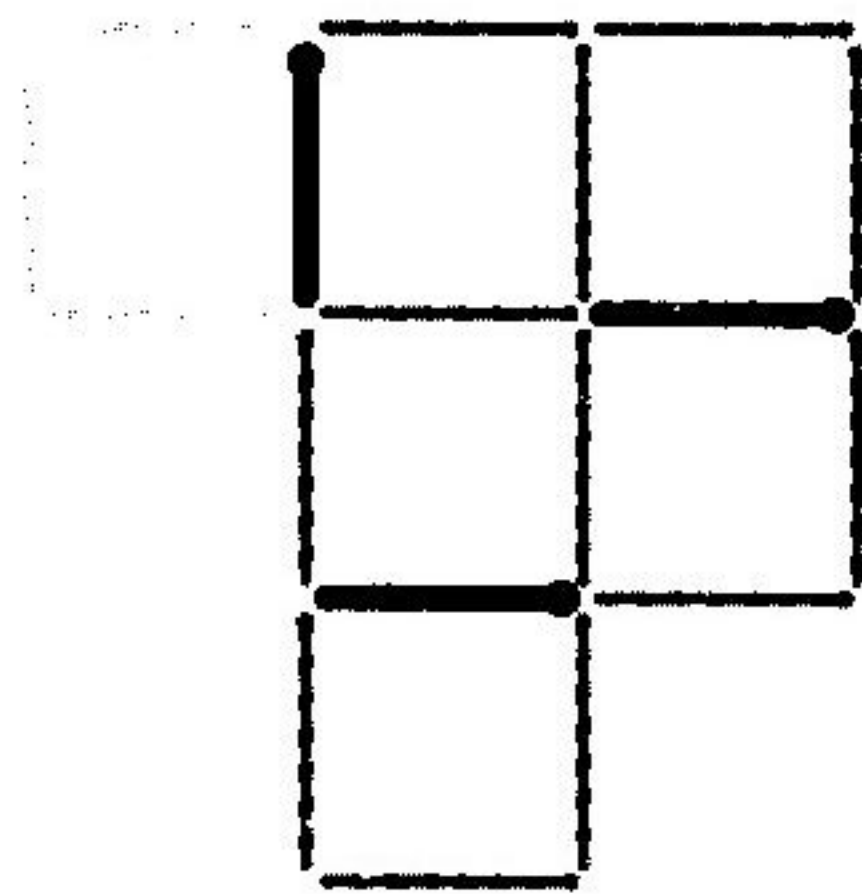
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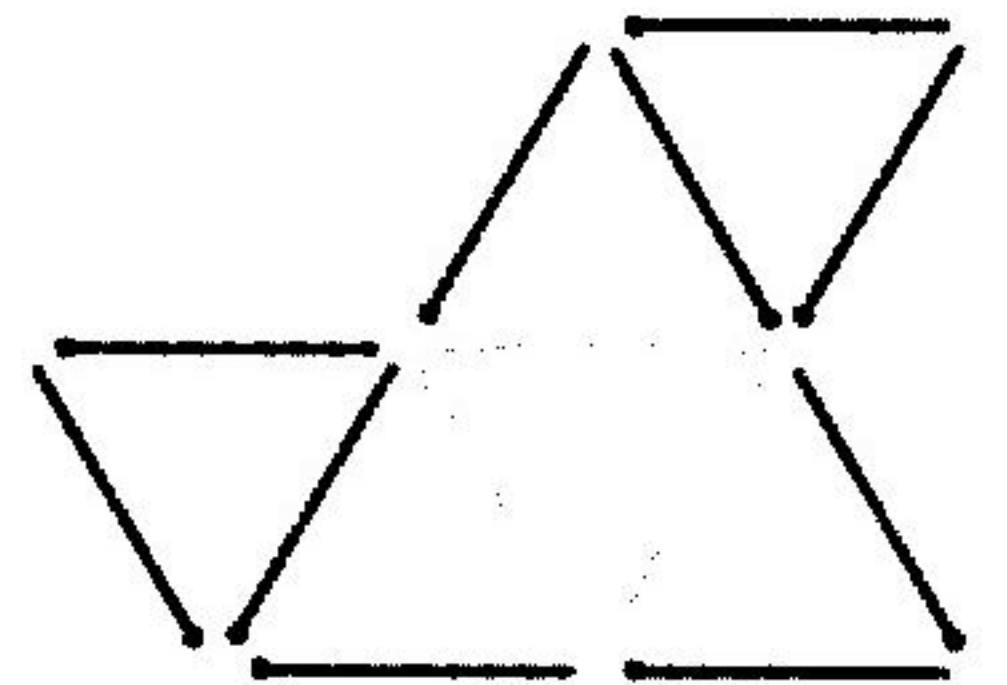
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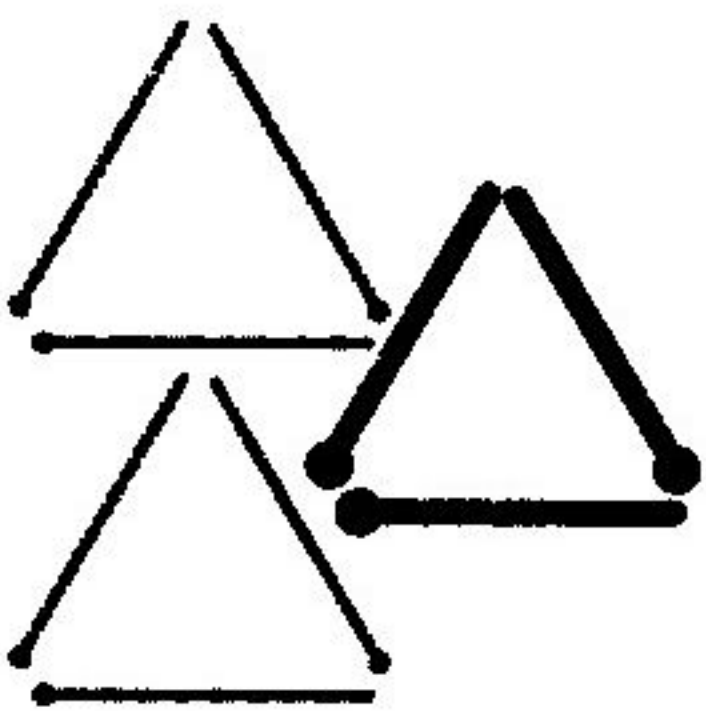
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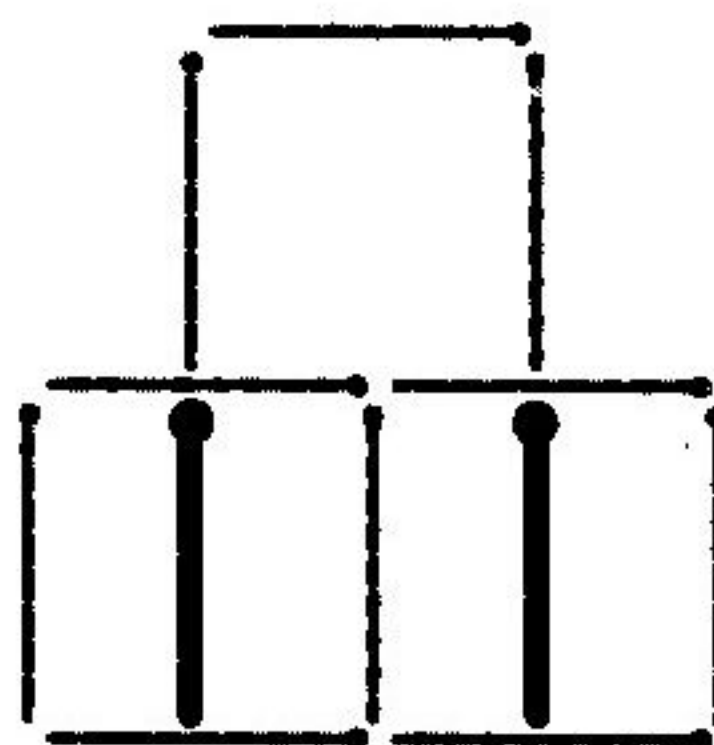
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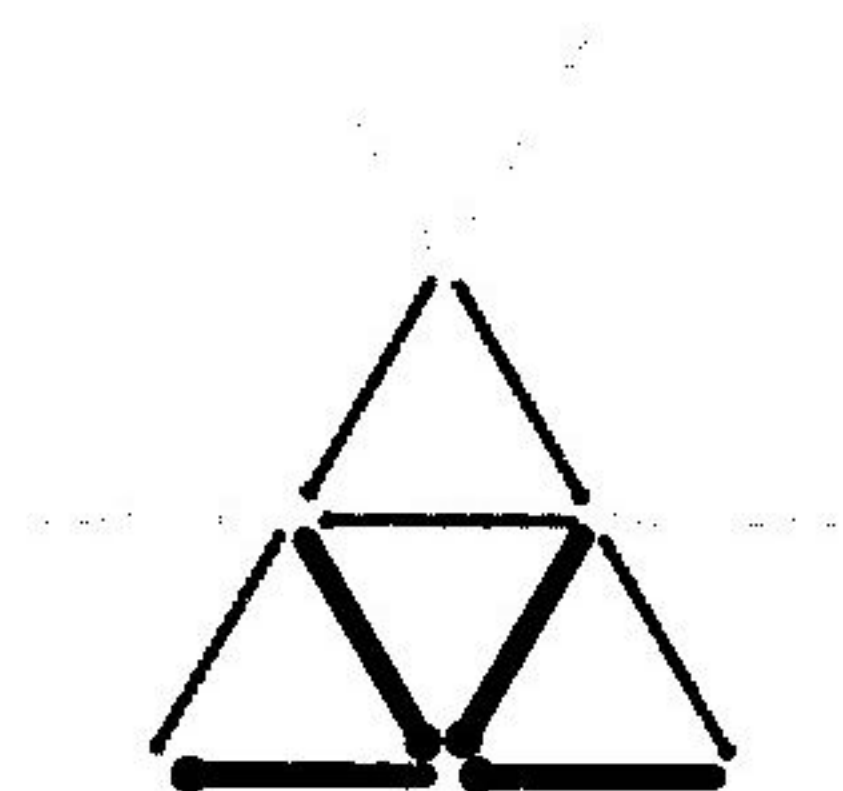
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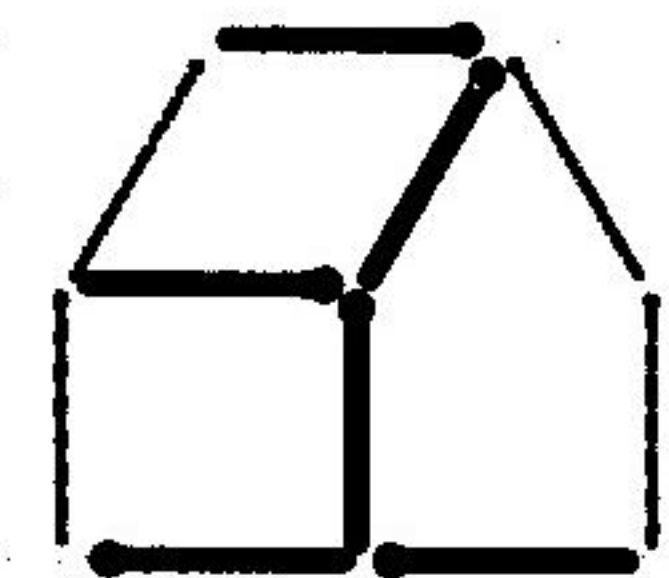
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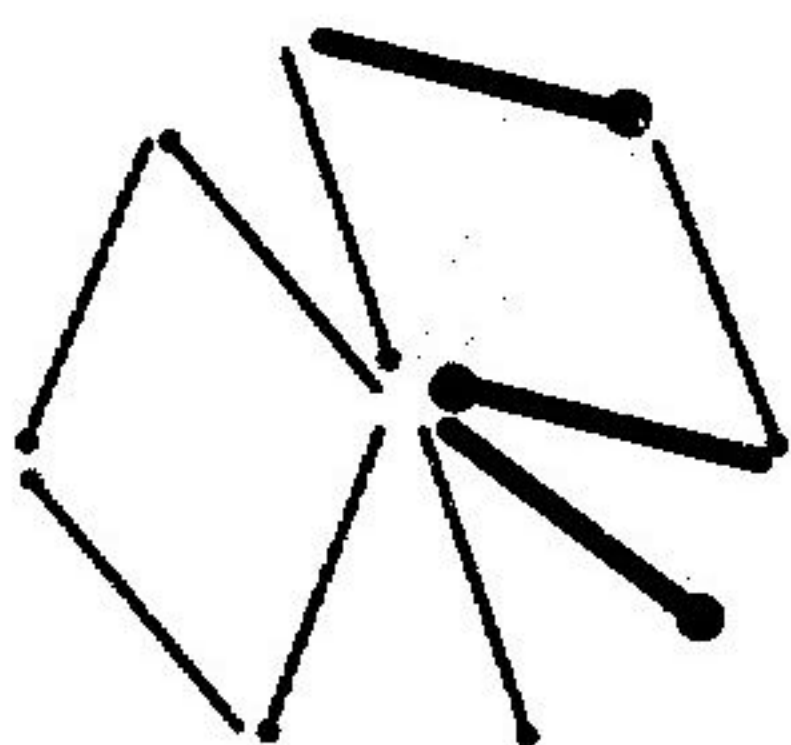
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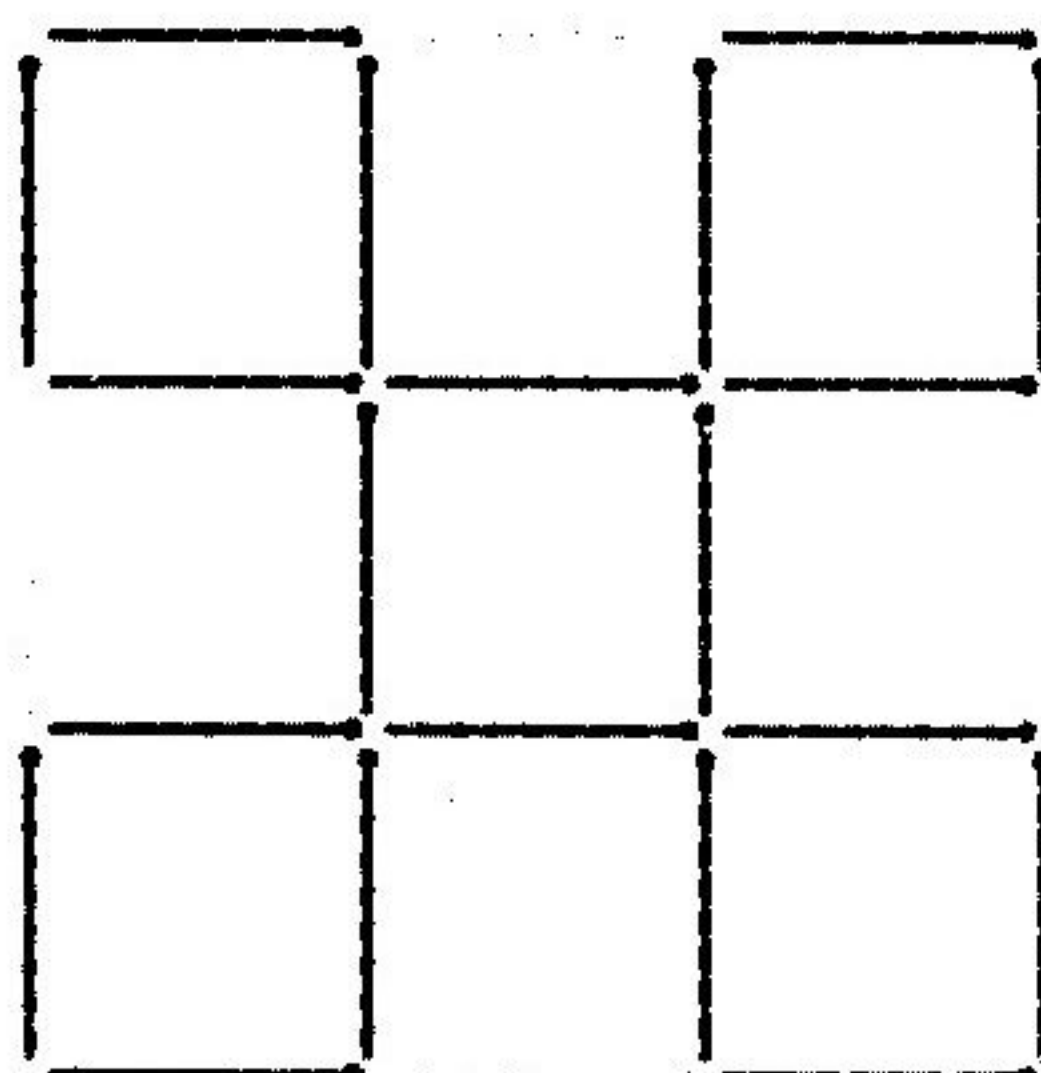
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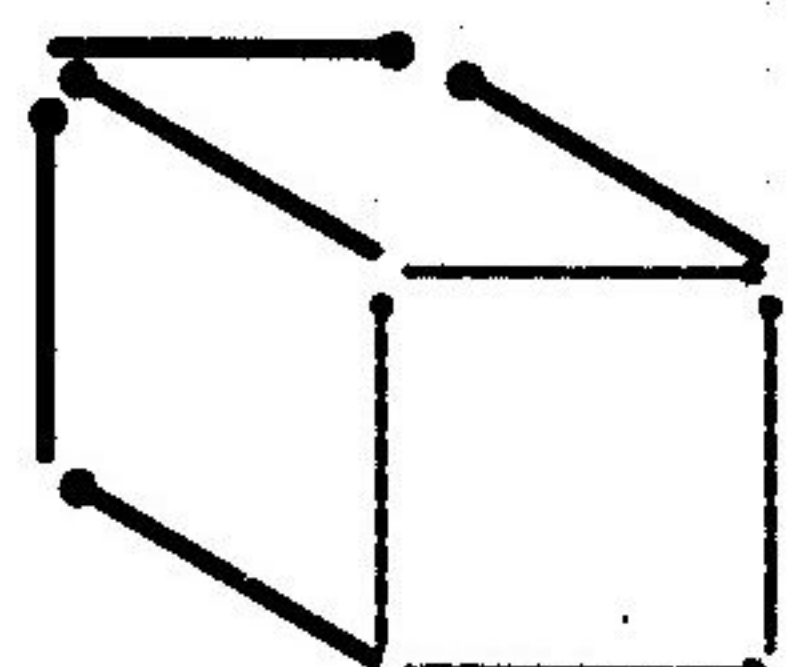
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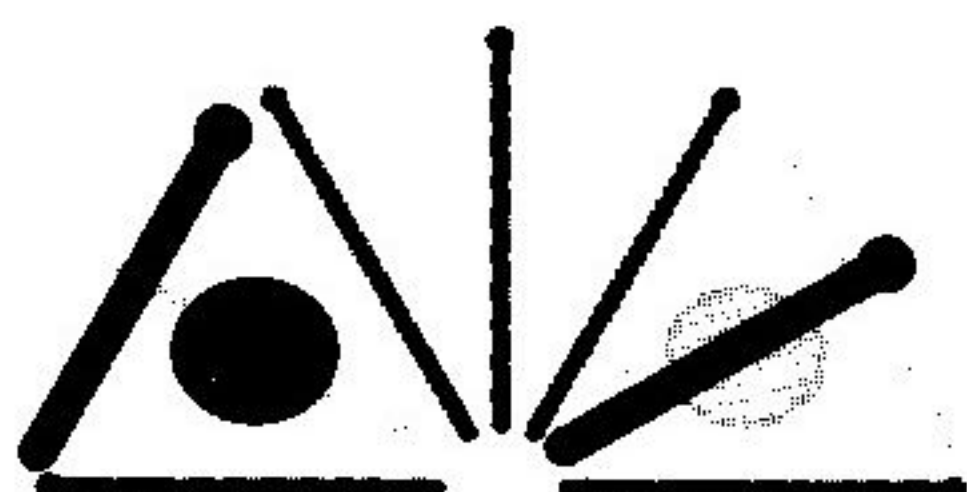
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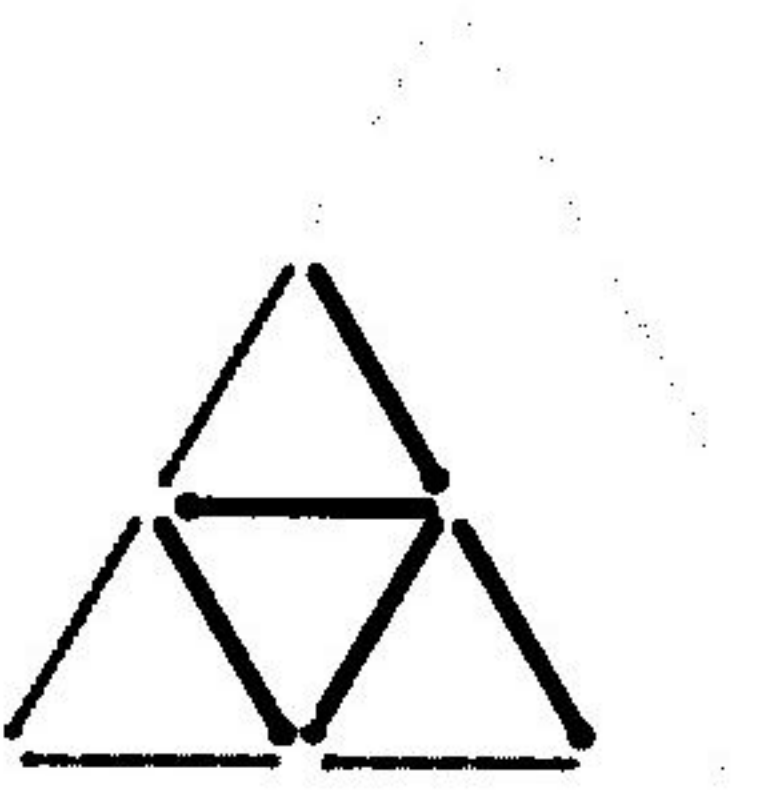
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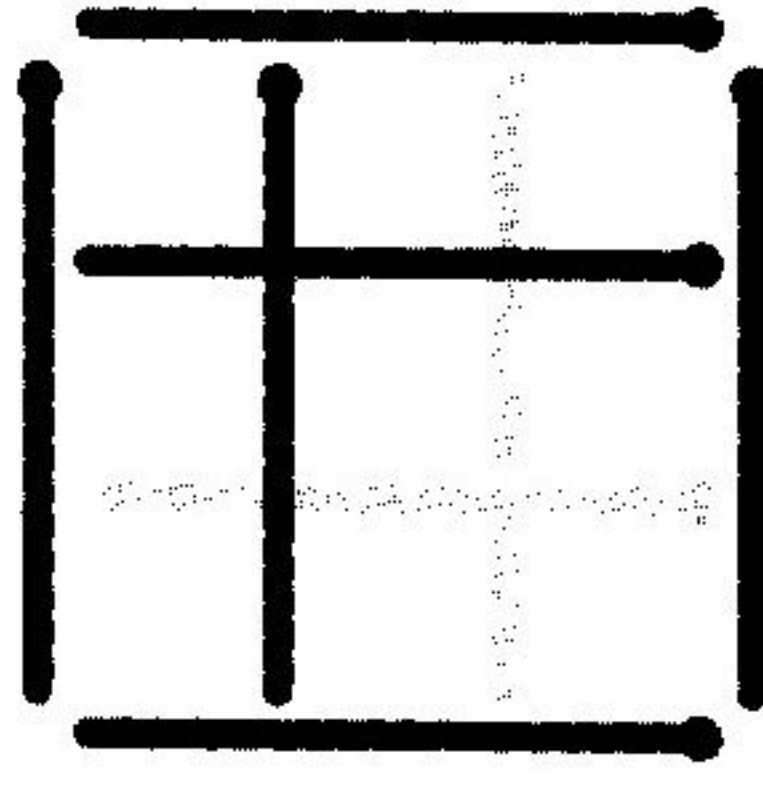
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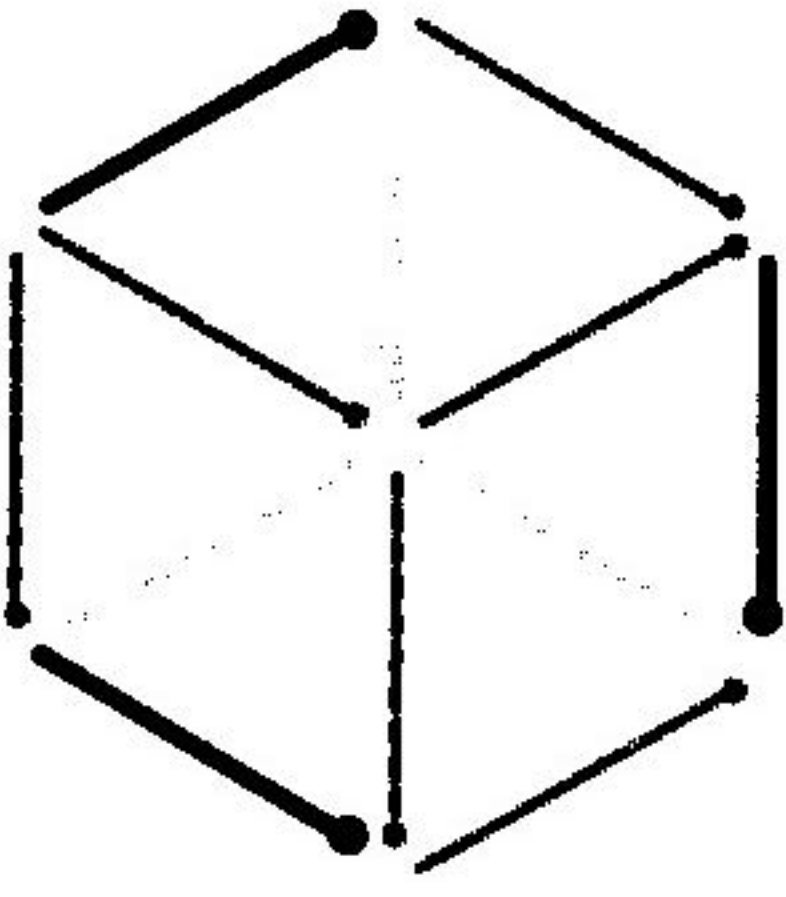
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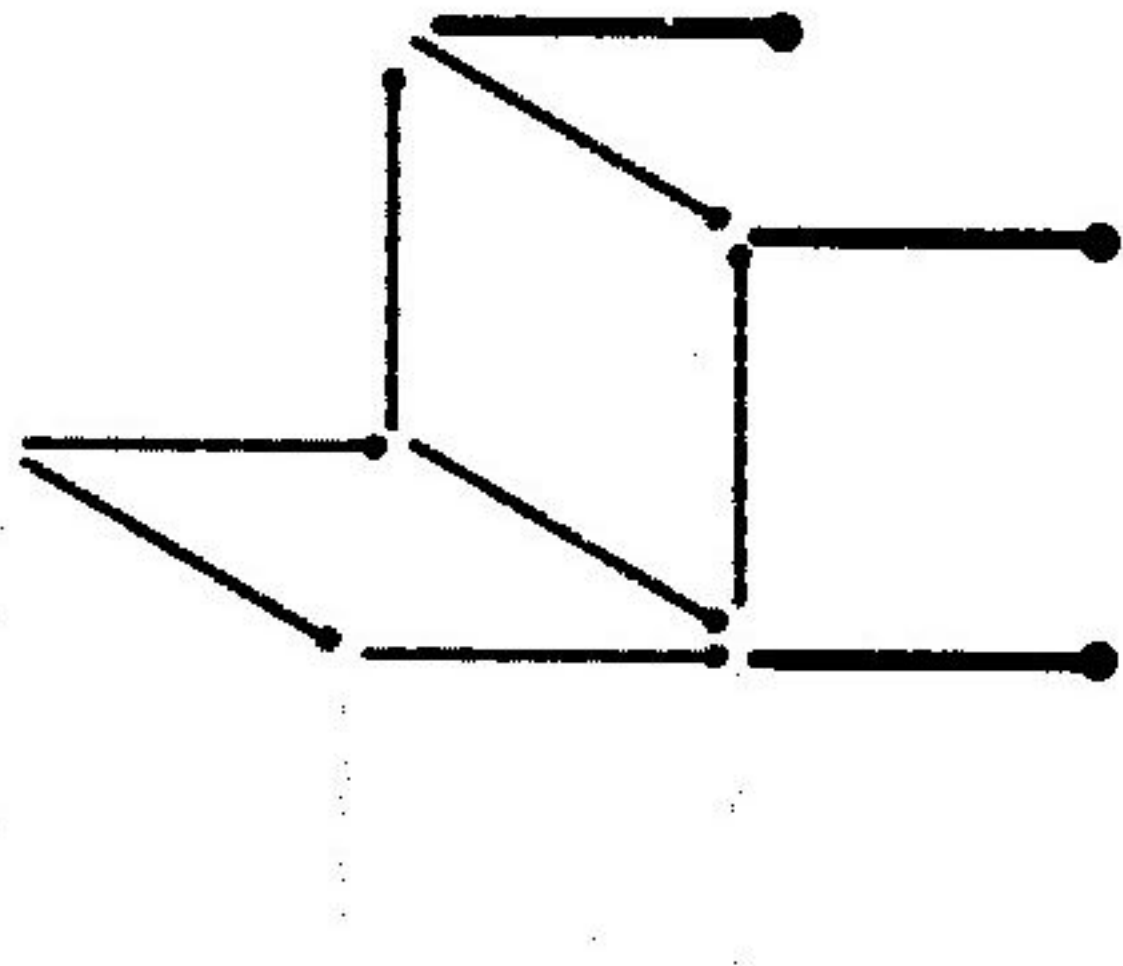
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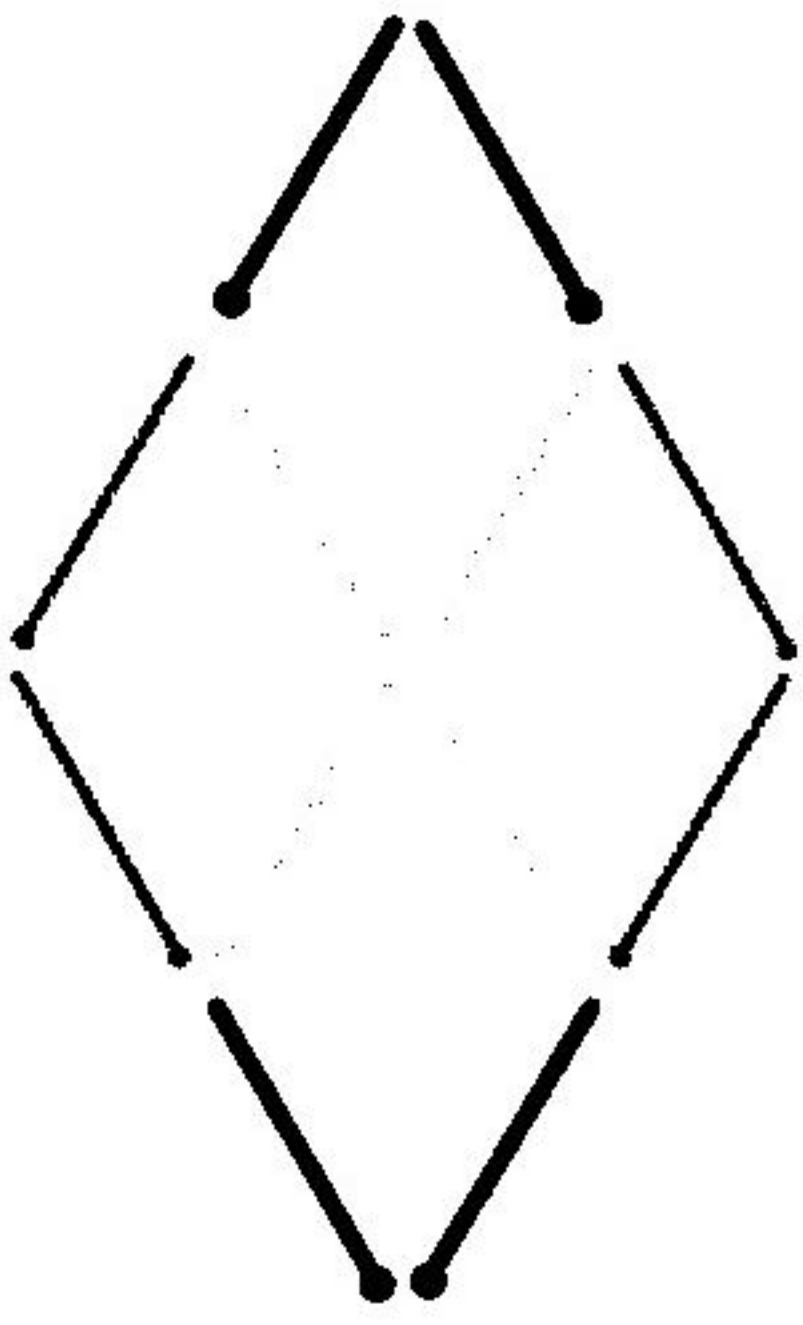
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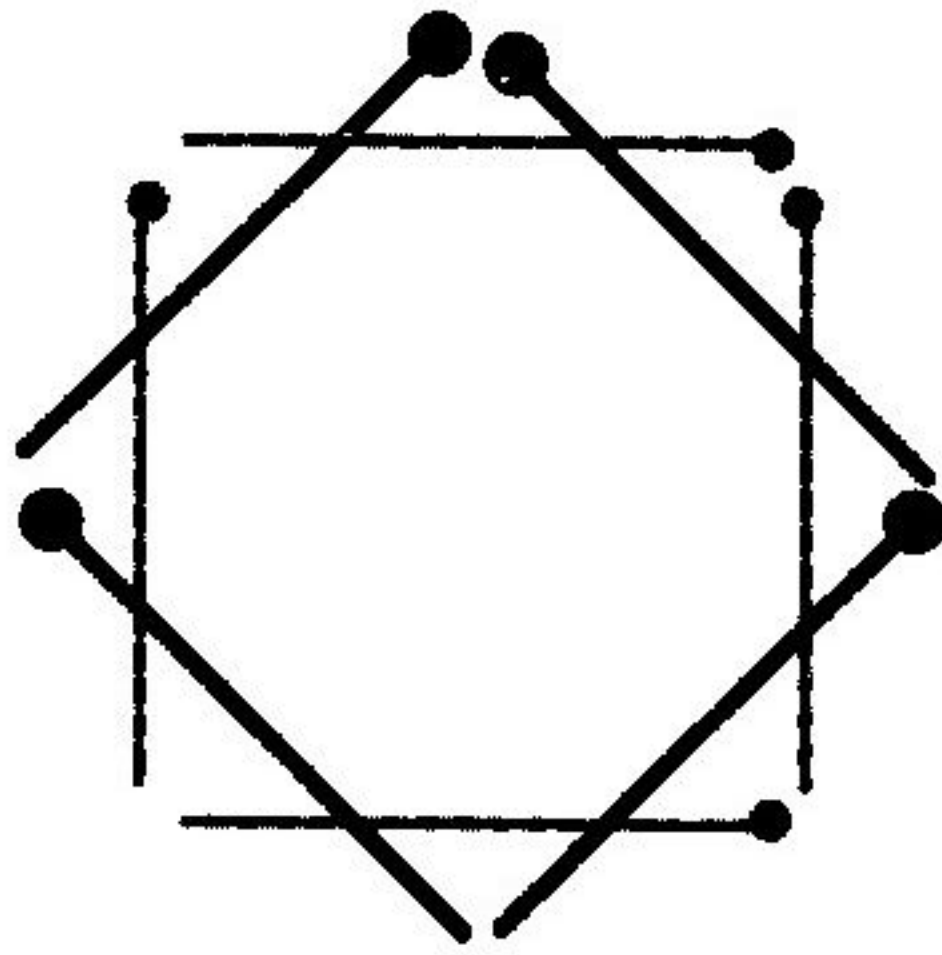
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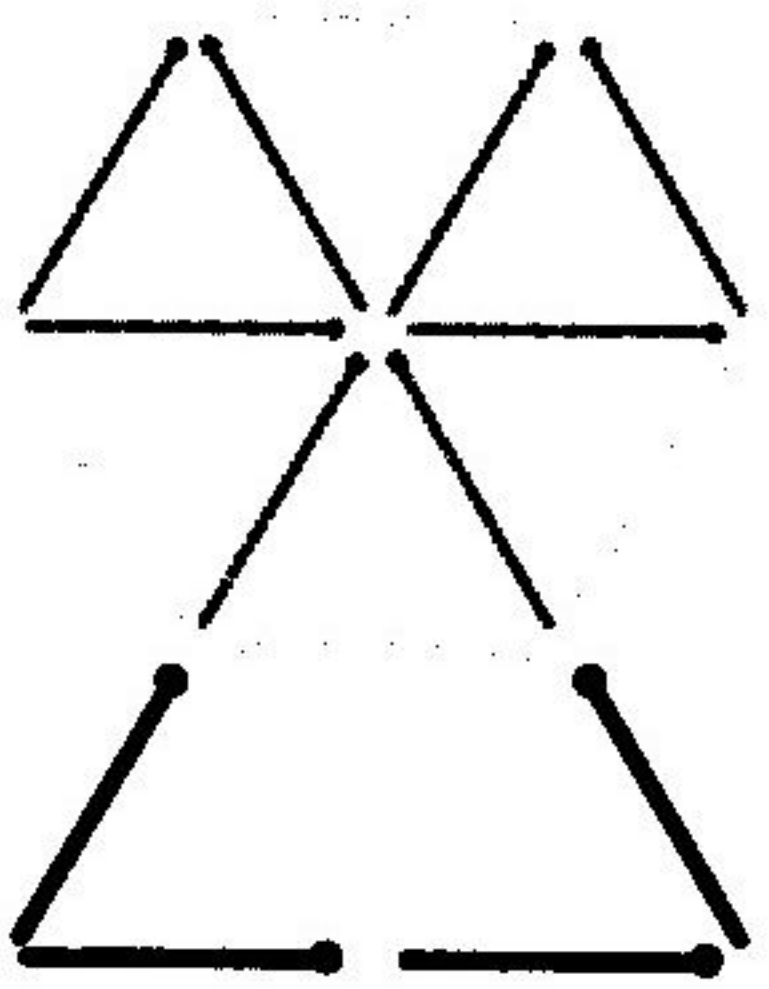
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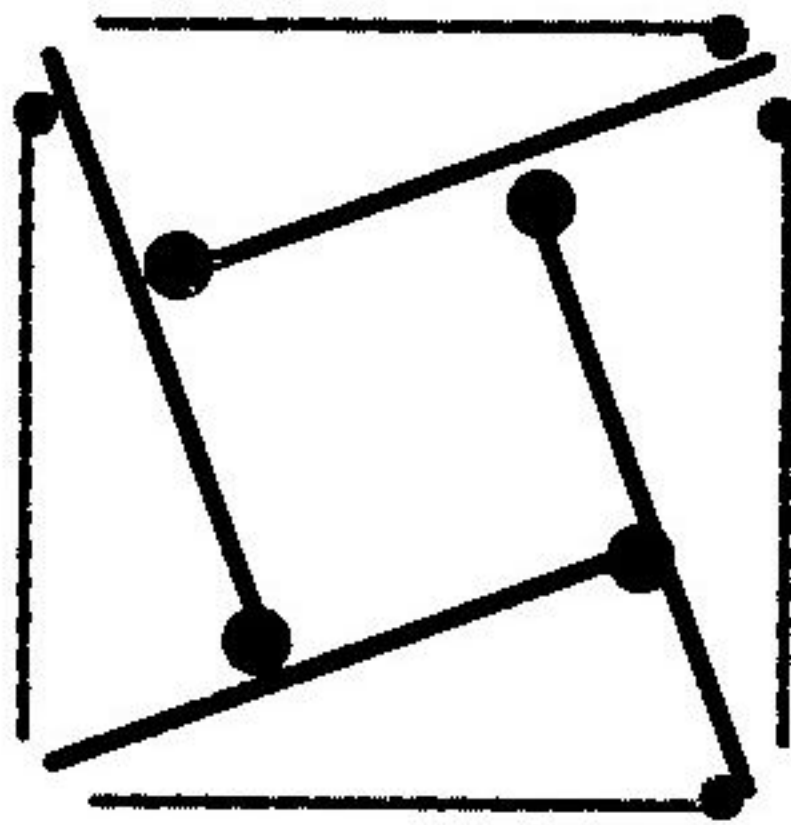
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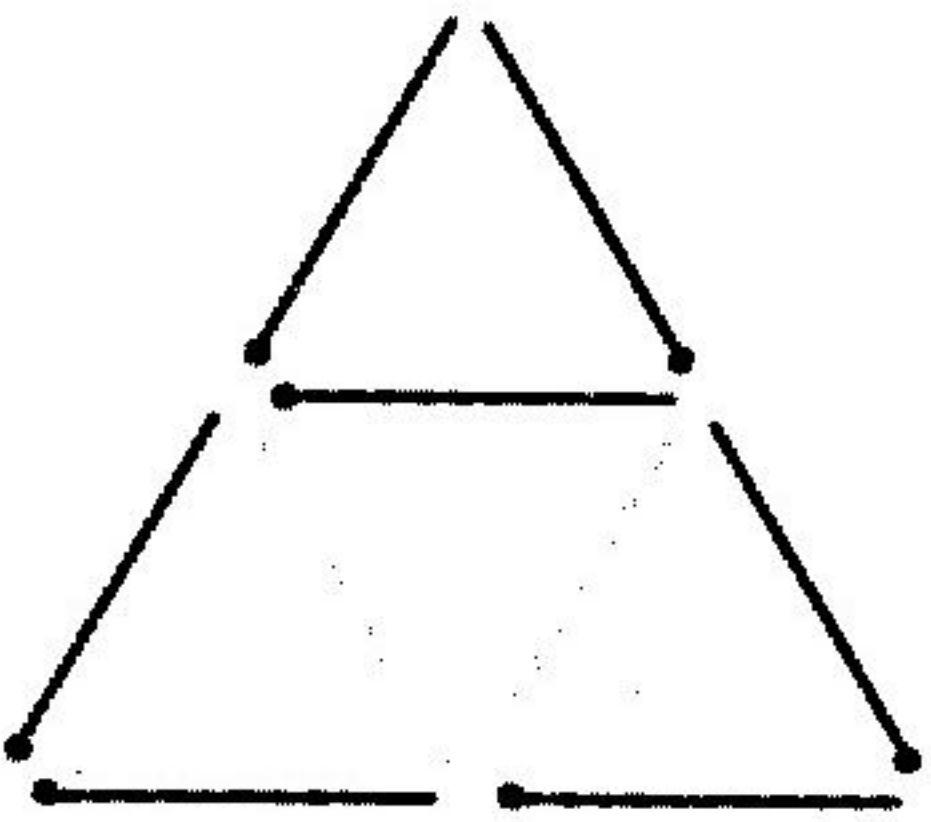
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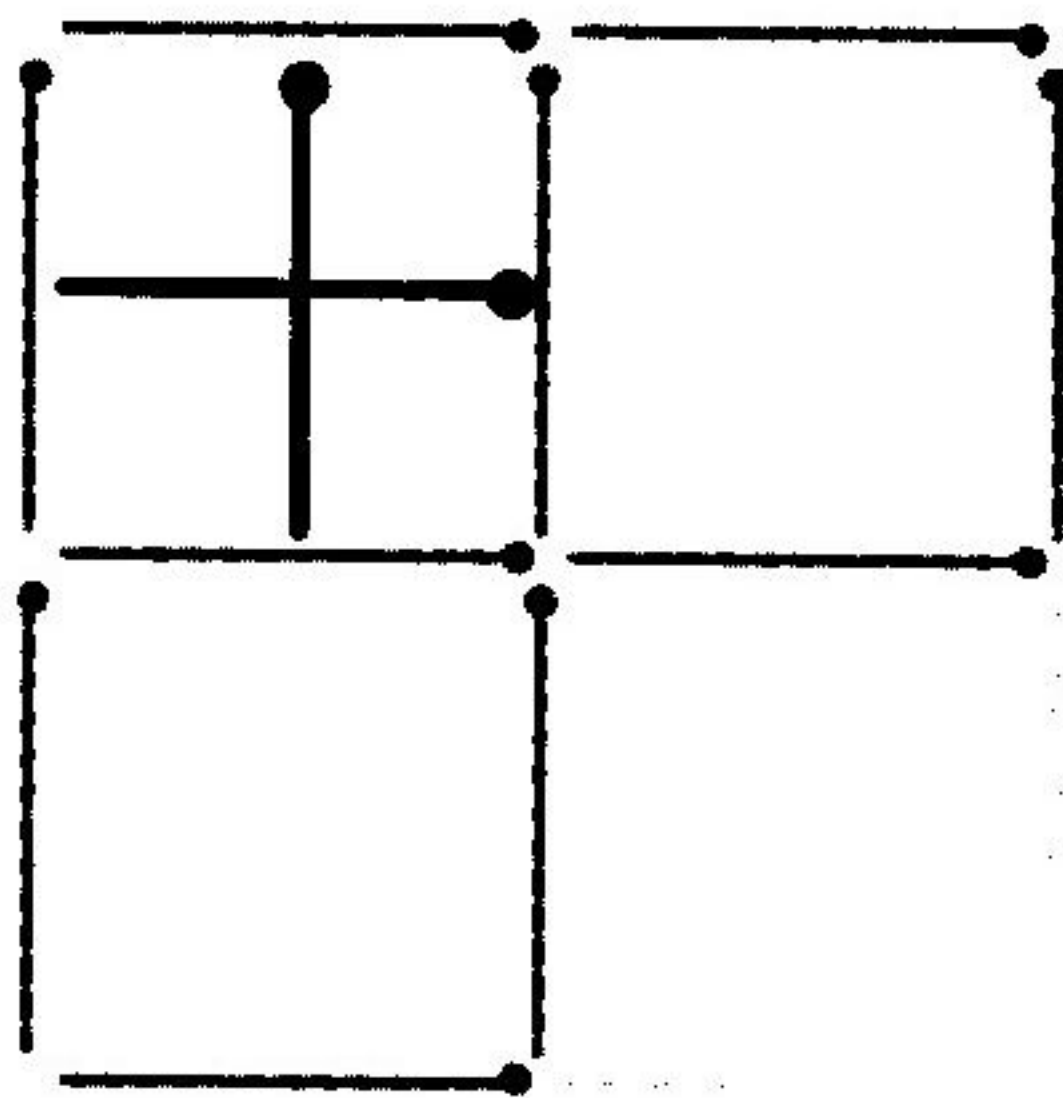
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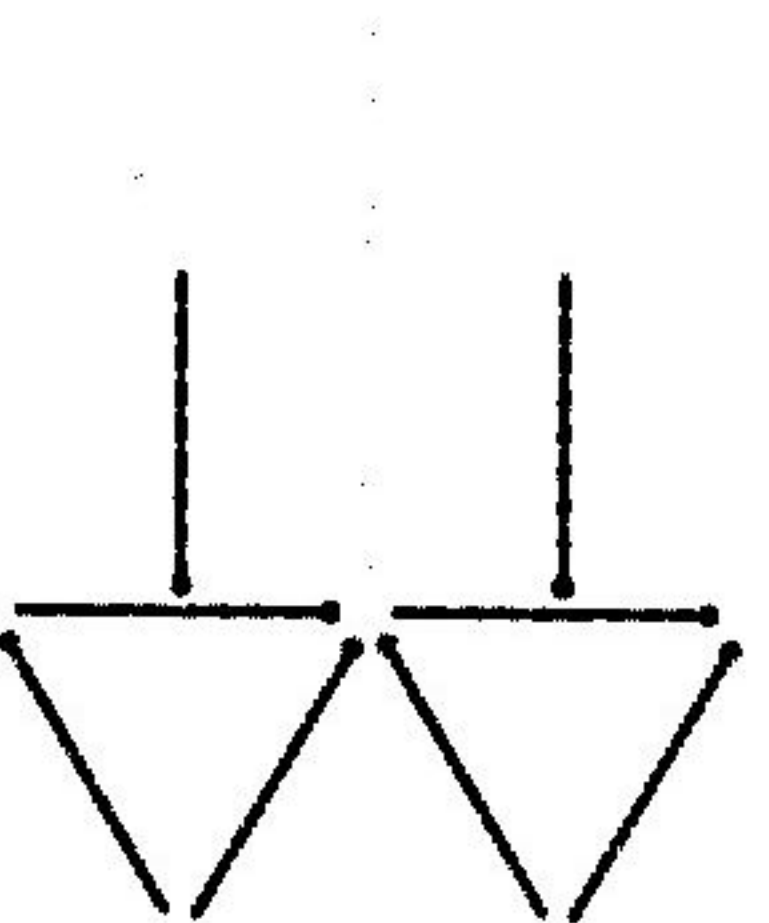
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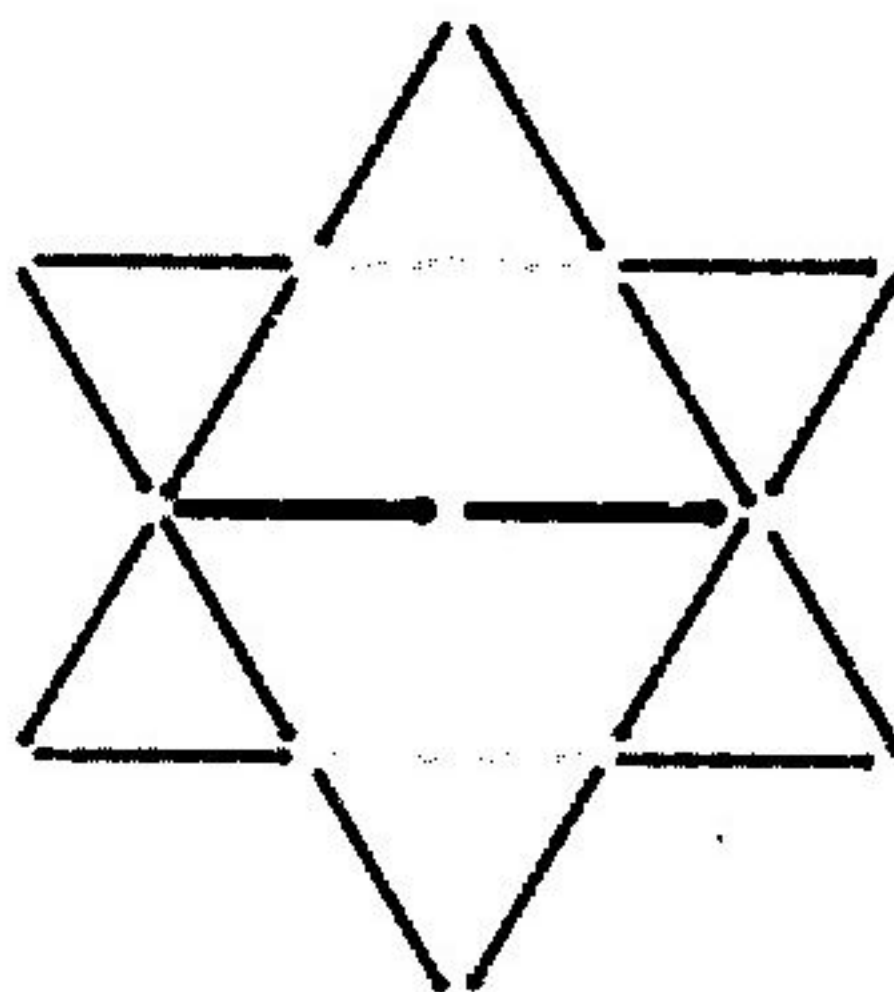
99.



94.



100.





ambassador

Manufactured by:
Merchant Ambassador (Holdings) Ltd.,
Room 601, 6/F, Perfect Industrial Building,
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Kowloon, Hong Kong

MADE IN CHINA

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WARNING:

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

MEETS CPSC SAFETY REQUIREMENTS.

Keep this information.

Color, designs and decorations may vary
from those shown in photographs.

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