# TABLE OF CONTENTS

- **ALL FIVES** ................................................. 1
- **ALL SEVENS** ............................................ 1
- **ANIMALS** .................................................. 1
- **BACKGAMMON** ........................................... 2
- **BEGGAR MY NEIGHBOR** .................... 3
- **BERGEN** .................................................... 3
- **BLACK JACK** .............................................. 4
- **BLIND DOMINOS** ........................................ 4
- **BLOCK AND DRAW DOMINOS** (Traditional Dominos) 4
- **BOX THE FOX** ............................................ 5
- **CHECKERS** ............................................... 5
- **CHESS** ..................................................... 5
- **CHINESE CHECKERS** .................................. 6
- **CRAPS** ..................................................... 6
- **CRAZY EIGHTS** .......................................... 7
- **ELIMINATION** ............................................ 7
- **EUCHRE** ................................................... 7
- **FARKLE** .................................................... 8
- **FIVE-UP** .................................................. 8
- **FOX AND GEES** .......................................... 9
- **GIVEAWAY CHECKERS** ................................. 9
- **GO BOOM** .................................................. 9
- **GO FISH** ................................................... 10
- **GOLF DICE** ............................................... 10
- **HEARTS** ................................................... 10
- **HORSE RACE** ............................................. 11
- **I DOUBT IT** ............................................... 11
- **KITTEN IN THE CORNER** ......................... 11
- **LIARS DICE** ............................................... 11
- **MEMORY** .................................................. 12
- **MICHIGAN RUMMY** ..................................... 12
- **MILL** ....................................................... 12
- **MY SHIP SAILS** .......................................... 13
- **PACHES** ................................................... 13
- **PEG OUT** .................................................. 13
- **PICTURE STICKS** ....................................... 13
- **PIG** ......................................................... 14
- **POKER DICE** ............................................. 14
- **REVERS** ................................................... 14
- **ROLLING STONE** ....................................... 14
- **ROUND THE CORNER** .................................. 15
- **RUMMY** .................................................... 15
- **SEVENS** ................................................... 15
- **SLAP JACK** ............................................... 16
- **SNAKES & LADDERS** ................................. 16
- **SNAP** ..................................................... 16
- **SOLITAIRE** ............................................... 16
- **STRAIGHT SHOOTER** .................................. 17
- **TIC TAC TOE** ............................................ 17
- **TRICKY TRIANGLE** ..................................... 17
- **WAR** ....................................................... 17
- **YACHT** .................................................... 18
ALL FIVES

No. of Players: 2-4

Equipment: 1 Set of Dominos, Paper to Keep Score

This variation of Block and Draw Dominos only scores if the ends add up to a multiple of five. Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.).

To begin play, shuffle the dominos and each player draws dominos (7 dominos if 2 players, 5 if 3 or 4 players). The player with the highest double domino goes first, then play continues to the left. Each player plays a domino by matching the ends of the same suit (1's, 2's, 3's, etc.) and trying to make the open ends add up to a multiple of five.

Double Dominos are laid crosswise and count as the total value (double three is six points). When a player cannot follow suit, the player draws from the pile of remaining dominos until they can make a play.

The first player to get rid of all their dominos ends the hand.

Players keep track of the points that are scored during the hand and the player that goes out of dominos first also gets the points from the dominos left in the other players hands. Count the total number of spots in each hand and round to the nearest five. For example, if total spots equal seven then round to five points, if total spots equal eight then round to ten points. If the total spots equal twenty-one then the first out player receives twenty points. The first player to 100 points wins.

ANIMALS

No. of Players: 2 or More

Equipment: 1 Deck of Cards, Paper to Keep Score

Each player chooses the name of an animal, usually a long twisted name, and writes it on a small piece of paper. Place all of the pieces of paper in a hat or bag and each player then draws the name of the animal they will be for the game.
Deal out all of the cards face down, one at a time. The player to the left of the dealer starts by turning the top card from his pile up, then the next player turns his top card over. If the two cards match, for example, two fours, then the player must say the other player's animal name three times. The player that says the names first takes the other players cards turned up and places them face down on the bottom of their pile. If the player calls out the wrong name, they must give up all their cards that are face up to the other player. The player that takes all the cards wins.

**BACKGAMMON**

**No. of Players:** 2

**Equipment:** 15 Red Poker Chips, 15 Yellow Poker Chips, 2 Dice, "Backgammon" Gameboard

Two players, using the fifteen playing pieces, set up playing pieces as in drawing shown. Each player rolls a single die to decide who has the first move, high roll moves first, and ties throw again. Points of two dies cast are used as first move. Count begins on the point next to one which man rests. Errors in setting up men must be corrected before moving a man.

Moving Men: A man is played when moved to the correct number of points and quitied. Errors must be corrected before next player throws. Numbers on both dice must be played if possible. The same men may be moved for both numbers, but the two numbers cannot be added and played as one move. Two different men may be jumped. There is no limit to the number of men of the same player on one point. A point with two or more men is blocked against an opponent, although it may be jumped. When a player cannot move because of blocked points he loses the move. Doubles may be moved by four men, two men or one man, four times.

Blots: A single man resting on a point is a blot; an opponent with the proper throw may (not compulsory) play a man to the Blot, and the man hit goes to the Bar and starts over. Two or more Blots may be hit in one play. A man on the Bar must re-enter his opponent's inner table before making another move. He cannot enter on a blocked point. From the Bar the piece can re-enter the game by moving to a point on the opponent's inner table. The number of the two re-entry points are dictated by the role of the dice.

Bearing off: When neither player succeeds in playing all of his men in his inner table, he starts to throw off men from points corresponding to the die thrown. Play can either move a man or throw off. When casting a number higher than any point covered, a man from the highest point may be thrown off, but he cannot throw off a man if the point indicated is vacant and there is any man on a higher counting point. If, while bearing off, a man is hit, he goes to the Bar and must re-enter in the usual way, travel all around the board to his inner table before more men can be moved or taken off.

Doubling: After the original stake has been agreed upon, it is doubled as follows: When casting for the first move, each double doubles the stakes. When the loser has not borne a single man from the board, he loses a Gammon and the score is doubled. After the game start, either player, before throwing, may offer double which the opponent must accept or surrender and lose the game as it is. To accept, doubles the stake. The accepting player now has the sole right to offer another double. Doubles may continue indefinitely but there are usually not more than four or five in any game. They increase as follows: 2, 4, 8, 16, 32, 64, etc.

Gammon/Backgammon: The winner is the first player to remove all their pieces from the board. If the loser has not borne off any of their pieces, a gammon is won and stakes are doubled. Using doubling when the game is ended, the original stake is increased as many times as the total of the doubles.

**BEGGAR MY NEIGHBOR**

**No. of Players:** 2

**Equipment:** 1 Deck of Cards (Ace high)

Play: Remove Jokers from the Deck. Players decide on the first dealer. The dealer shuffles, then deals out the entire deck of cards face down. The non-dealer goes first by placing his top card face-up on a common discard pile. Players alternate turns until a face card (A,K,Q or J) is played. His opponent must give up one to four cards depending on the rank of the card played (1 for an Ace, 3 for a King, 2 for a Queen, and 1 for a Jack). The "pay" cards are drawn from the players stock pile and placed onto a pay pile. If all of the pay cards are numbered, the player that laid the face card down, puts them face down on the bottom of his stock pile. If a face card is used to pay, the debt is cancelled and the other player must pay cards (equivalent to the face card) back. The player who wins the pay pile wins the entire pile of pay cards. Play continues until one player has none left.

**BERGEN**

**No. of Players:** 2-4

**Equipment:** Double Six Dominos, Paper to Keep Score

This is a variation of Block and Draw Dominos in which players try to have the open end suit the same. Shuffle the dominos and draw six dominos each. Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.). The player with the lowest double domino starts and also scores, since both open ends are the same suit. Play continues to the left with each player matching suit to one of the ends. A Double Domino may be played crosswise. A domino may only be played if one of its ends has the same number of spots as the open end of the domino being played against. Example: One played against a two played against a two, etc. Players, if possible, should try to play dominos that will make at least two of the open ends have the same number of spots. If the player does not have a domino that matches suit then they draw one domino from the pile of remaining dominos. A player scores two points for making two ends match and three points for making three ends match. Play continues until one player goes out. The first player to 15 points is the winner.
BLACK JACK
No. of Players: 1-6
Equipment: 1 Deck of Cards, Poker Chips
Card Values:
Ace = 1 or 11
All Face Cards = 10
Numbered Cards = Face Value

The player who reaches a higher point count than the dealer without going over twenty-one wins the hand.

Play: Players place bets against the dealer's hand only. The dealer shuffles, then deals two cards to each player and himself or herself, one up and one down. In turn, each player may request more cards to increase his point total. If a player goes over twenty-one, he immediately loses. If the player has a greater total than the dealer, he wins the bet. If the total is less than the dealer's, the dealer wins the bet.

A two card hand that has a value of twenty-one (Ace and a Face card or 10) is a "Natural" or "Black Jack." All ties are won by the dealer.

BLOCK AND DRAW DOMINOS
(Traditional Dominos)
No. of Players: 2-4
Equipment: Double Six Dominos, Paper to Keep Score

Before play begins, all dominos are turned face down and mixed. Each player draws five dominos and stands them on edge before him so that his opponent cannot see his domino face. The remaining dominos become the draw pile. Play moves to the left.

Each domino is divided into two parts, ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.). And the player who draws the highest double domino places it in the center of the table to begin play. If no double was drawn, all dominos are returned to the draw pile, reshuffled, and redrawn.

The second player then tries to match one of his dominos to one end or side of the double. For example, if the first domino played is a double four, the second player may add any one of his dominos containing four-spots to one end. The next player may play to the double four, or he may try to match the end of the second domino played. Blanks match other blanks. Only one domino may be played at each turn; dominos are placed lengthwise rather than at right angles except in the case of a double.

If a player cannot match the spots at any open end of a domino, he must draw from the extra dominos until he is able to do so. Should he draw the last domino and still not be able to play, he passes and then tries again on his next turn. A player must play a domino if he is able to do so. Doubles are always placed crosswise to the end they match, thereby giving two new directions in which to place dominos.

Play continues until one player has used all of his dominos or until no one can play. If no further plays can be made, and all dominos have been drawn, the player with the fewest dominos, or with the least number of points (spots) on his remaining dominos wins the round. He subtracts the total of his points from the total of each of his opponent's points and scores the balance of points from each. Rounds continue until one player scores 100 points. The game is won by the first person to score 100 or more points.

Players match ends of the dominos but may play to either end or to either side of a double.

BOX THE FOX
No. of Players: 2
Equipment: Checkerboard, 4 Red Checkers (Geese) and 1 Black Checker (Fox)

Set Up: Place 4 red checkers (Geese) on black squares on one side of board and black checker (fox) on one black square on opposite side of board.

Object: Fox tries to get to opposite side of board and geese try to trap the fox.

Play: Player with the Geese moves first. Geese may move only toward one space at a time to either the right or left black square in front. Geese may only go in one direction. Fox can move diagonally on black but in any direction.

If the Fox gets to other side he wins. If Geese "trap" or stop Fox, they win.

CHECKERS
No. of Players: 2
Equipment: "Checkers"
Gameboard, 12 Black Checkers, 12 Red Checkers

Place the board with the red square on each player's left using the black and red discs. Each player places four pieces on the first three rows or red squares; i.e. twelve pieces per player. Black always starts, and play is only on the red squares.

A piece moves diagonally one square at a time, foreword, but never backwards. If a piece reaches the far side of the board, it becomes a King (stack two pieces) and can now move diagonally in any direction. A piece may also "leap-frog" over another piece if there is a vacant square beyond and the other piece belongs to the opponent, it is removed from the board ("captured"). If a player omits to capture an opponent's piece, the opponent may on his next turn remove the offending piece. This does not count as his move.

Play continues until one player captures all his opponent's pieces, or a draw is declared.

CHESS
No. of Players: 2
Equipment: 32 Chess Pieces (16 Black, 16 Ivory) and "Chessboard"

Losers are drawn to establish who has the white chessmen and, thus, who can move first. This player is then allotted the 16 white chess pieces and the other player, the 16 black chess pieces. The board is positioned so that each player has a dark corner square on his left. The rooks are positioned on the two corner squares to the left and right. Next to these come the two knights, one on the left and one on the right. Next to these, the two bishops and in the center, the queen and king. The white queen is always positioned on the red square, the black
CHINESE CHECKERS

No. of Players: 2-3

Equipment: “Chinese Checkers”
Gameboard, 10 Poker Chips of Each Color

This game may be played by two or three players.

Each player receives ten chips of the same color and places them in the point of the star nearest him. The colors of the chips need not match the color of the point they are placed in.

The object of the game is to place all the chips from one point to the point directly opposite on the playing board. The first player to successfully move all his chips to the point opposite is the winner.

Any player may begin, and play moves to the left in clockwise rotations, with each player making one move at a time. Each move must follow the direction of the lines. A player may jump over a chip, providing there is an empty space opposite the jumped chip. A player may jump more than one chip only if there is an empty space opposite each chip jumped.

Players may play as partners or each against another. No player can refuse to move out of his starting point to prevent another player from winning.

CRAPS

No. of Players: 2-6

Equipment: 2 Dice, Poker Chips

Object: To win poker chips and remain the shooter.

Play: Players agree on the first person to be the “shooter”. The shooter places a bet in the “pot” that he will win. Others place bets in the pot that he will lose. The shooter throws the dice. If they add up to seven or eleven on the first throw, the shooter wins the pot and a new bet begins with the same shooter. If the dice total two, three, or twelve, he loses his bet in the pot, makes a new bet, and tosses the dice again. If the total is four, five, six, eight or ten that number becomes the “Point”. He continues rolling the dice until he rolls the same number (the point) and wins the pot. If the shooter rolls a seven before he rolls the point, he loses or “craps out,” he then loses the dice to the next shooter. When a shooter loses, the bettors win their amount bet, plus an even share of the remaining pot.

ELIMINATION

No. of Players: 1

Equipment: “Elimination”
Gameboard, 10 Pawns from Chess Set

Place a pawn on each space. Roll the dice and remove pawns corresponding to the total of the two dice or any combination that adds up to the total. At least one pawn must be removed to continue. Remove all pawns to win.

EUCHRE

Players: 4 (2 sets of Partners)

Equipment: Deck of 24 cards
Nine (9) through Ace

Deal: Deal cards face up until first black jack. That player deals. Partners sit opposite each other at table. Deal five cards face-down to each player. Cards are dealt three and two at a time. Turn top card for trump. There are four cards in the kitty.

Rank of trump cards is Jack, Ace, King, Queen, Ten and Nine with the Jack of same color second high. Jack of trump is called “right bowser”. Jack of same color is “left bowser”.

Object: To take at least three tricks with or without partner. First team to reach ten points wins.

Trump: Player to the left of dealer has the option to name the face-up card trump or pass. If he names it trump, the dealer picks up the face up card on kitty then discards one card from his hand. If he passes, next player to the left has the option to name trump or pass. If all players pass, top card is turned over and first player to left of dealer may name any suit, except the suit turned down or pass. Play continues to left. If all players pass again, hands are thrown in and redrafted. Players making trump may elect to play “alone” without his partner if he feels he is a strong hand.

Play: Hand to left of deal, leads first. Players must follow suit. If they do not have suit led, they may trump. Highest card in suit wins unless trump is played. (Remember — in play Jacks of opposite color from trump do not count as “bower” and rank after Ace, King and Queen. Player that takes trick leads next. Play continues until all five cards are played in tricks.)

Each team counts tricks taken.

Score: Three tricks by team naming trump = 1 point. All five tricks taken by one team = 2 points. All five tricks taken by player, playing alone = 5 points. Three to four tricks by player alone = 1 point. Less than three tricks by team making trump (Euchred) opponents receive 2 points. First
team to reach 10 points wins.

Many Fuchre players use the pips on two fives to keep score. One card up — count to five. Two cards up count five to ten.

**FARKLE**

No. of Players: 1-3

Equipment: 6 Dice, Paper to Keep Score

The Object of the Game: To keep rolling ones, fives, triples or runs, to be the first to score 10,000.

The Play: Players roll one die to establish the order of play. In turn, each player rolls all six dice.

Number of Players: Can be played alone or with two or three; four or more creates a slower game.

If there are no ones, fives or triples or there is no run, the dice pass to the next player. Any ones, fives or triples are set aside, and the rest of the dice are rolled again. If a player throws a run or if all six dice have been set aside as counters, she rolls again, continuing the tally.

The player keeps a running total of her score. As long as she throws a counter — one, five, three of a kind or a run — she keeps rolling. At any time, she can decide to stop and claim her points, but as soon as she rolls a Farkle (a scoreless throw), her turn ends.

For example, if the first roll is 5-4-3-6-6, the five and the one are set aside and score 150. The other four dice are rolled: 3-3-3-2. The threes are set aside and added to the score (150+300 = 450). The two is rolled and comes up a five (450+50 = 500). All six dice have scored, so they are rolled again: 5-4-6-2-2-2. The twos and the five are set aside. If she stopped now, her score would be 750 (500+200+50), but instead, she rolls the remaining two dice. They come up 3-4 — a Farkle. The player's turn is over, the score for the turn is zero, and the dice pass to the next player.

Each player must score 500 points in one turn to open. Until then, none of his points score. Once a player opens, he can record the points earned in each turn provided he doesn't quit before he throws a Farkle. Players keep a running tally of their points, playing to 10,000.

If a player with accumulated points throws a Farkle, the next player can pick up the scoreless dice, roll them and, if she gets one, five, a triple or a run, score all of the previous player's points. (Both players must already be open.) For instance, the first player had a running total of 750, threw the two dice, got 3-4 and Farkled. The dice are passed to the second player, who decides to throw the two dice. He rolls 5-3, scoring 800 (750+50). He then rolls the three again, continuing where the first player left off. If the first player has an extremely high score, this is well worth the risk.

Scoring: A die showing one is worth 100, five is worth 50 and three-of-a-kind are worth 100 multiplied by the numerical value (indicated by number in the boxed scoring system). For instance, three fives are worth 600, and three twos are worth 200. The exception is three ones, which score 1,000 points. A run of 1-2-3-4-5-6 also scores 1,000. (Incomplete runs do not score.) If a player throws a completely scoreless first roll in three successive turns, he loses 1,000 points.

**GIVEAWAY CHECKERS**

No. of Players: 2

Equipment: Checkerboard, 12 Red and 12 Black Checkers.

Object: To get rid of your pieces first. Play: Set up board same as checkers. Black moves first. Pieces move the same as standard checkers — forward to the right or left diagonal only. Players must jump. Piece is removed after it is jumped. A piece may not be removed for not jumping. All jumps must be made. Pieces reaching opposite kings row are crowned. First person to lose all their pieces wins.

**GO BOOM**

No. of Players: 2-6

Equipment: 1 Deck of Cards

The object of this game is to empty your hand by playing to tricks. Deal seven cards face-down to each player one at a time. The remaining cards are placed face down on the table.

The player to the left of the dealer plays a card. Players then play a card by playing a card of the same suit or number of the card led. The highest card of the suit led wins the trick. If all the cards are the same number, then the card led wins.

If a player does not have a card that matches the suit or the number, they must draw from the draw pile until they pick a card that can be played.

Play continues until one player has no cards left in their hand. The other players then finish their tricks. Cards remaining in the hands are given point values: aces count one point, face cards count ten points and other cards count according to their number. The player that goes out first counts all the points in the hands. The first player to 200 wins.

**FOUR AND GOOSE**

No. of Players: 3 or More

Equipment: 1 Deck of Cards, Checkers, Paper to Keep Score

Place checkers in center of table. There should be one less checker than the number of players. Deal out all the cards in the deck. Players try to collect a set of four of a kind (J's, 5's, K's, etc.). Players take one card from their hand and pass it to their left. This is done, as quickly as possible, until one player collects their four-of-a-kind. When a player has their four-of-a-kind, they quietly take a fox, put their set on the table and pick up one of the checkers (goose). All the players then try to quickly grab a checker from the table. The player who does not get a piece is penalized one letter of the word "goose". The first player to get all the letters of the word "goose" loses.

**FIVE UP**

No. of Players: 2, 3 or 4

Equipment: Double Six Dominos, Paper to Keep Score

Object: To be the first player to score 61 points.

Play: Place all dominos face down and shuffle them. Draw one domino per player to determine the first player (highest total spots plays first). Each player draws five dominos. The first player places any domino he chooses. Players take turns laying down a domino, matching the ends by suit, and trying to make the open ends add up to multiples of five.

Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.). Doubles are laid crosswise. The open ends of the double are counted until another domino is played on it. From that point forward, the open ends of the double are not counted, play continues clockwise until a player runs out of dominos, ending the hand. If a player cannot play he must draw one domino from the pile. One domino must remain in the pile. If a player cannot play and cannot draw from the pile, he must pass, play continues until one person plays all of their dominos or no one can make a play, thus ending the hand.

Scoring: One point for each multiple of five (5 = one point, 10 = two points, 15 = three points, etc.). No points are awarded if the sum of the open ends do not add up to a multiple of five. One point for every five spots left on the opponents hand is awarded to the player winning the hand. If the hand is a stalemate, the player with the least number of spots in their hand wins the hand, and is awarded the points. The first player to reach 61 points wins the game. Several hands may be needed.
GO FISH
No. of Players: 2-4
Equipment: 1 Deck of Cards
Shuffle the deck. Deal the cards one at a time until each player has five cards. Place the rest of the deck face down in the center of the table. This becomes the draw pile. Each player in turn asks another player if they have a type of card in their own hand (1, 2, K, Q, etc.). The asking player must have at least one of the cards in their own hand. If the player asked has a card asked for, they must give it up. The asking player then continues until they do not succeed in getting cards.
When a player does not have a card, the player tells the other to go “fish”. The asking player then draws from the draw pile and the play then continues to the next player. When a player collects all four of a card type (1, 2, K, Q, etc.) they show them and lay the set in front of them. The player with the most sets at the end of the game wins.

HEARTS
No. of Players: 3-7
Equipment: 1 Deck of Cards
Set up: Cut the deck, low card deals. With four players, the full deck is used. To make the deal come out even with three players, remove the 2's from the deck; with five players, remove both black 2's; with six remove all four 2's. Deal out all the cards, one at a time. The player to the left of the dealer leads. Players arrange their cards by suits grouping the penalty cards — all of the Hearts and Q♠ together. Before play begins, each player takes any three cards from their hand and passes them to the player on their left. (With five or more players, pass only two cards.)
Play: The player to the dealer’s left leads any card to the first trick. Players follow suit if possible, otherwise, they discard from another suit. The highest card of the suit led takes the trick. The winner puts the trick face down in front of them. The band ends when all the hearts have been played, players add up the penalty cards in the tricks they have won.
Object: While the object of the game is to avoid getting Hearts or the Q♠, players may try to “go for control” — trying to gain all the penalty cards. But this player should have a strong hand with several Aces, high Hearts and a way to capture or protect the Q♠. The reward for taking the gamble is great, all the other players get 26 points added to their score.
Scoring: Each player receives one penalty point for each heart they hold in their hand. Q♠ counts for 13 points. However, if a player holds all the Hearts and the Q♠, they have the option of deducting 26 points from their score or have the other players add 26 to theirs.
Winning: The game ends when one player reaches 50 points. The player with the lowest score wins.

HORSE RACE
No. of Players: 2-4
Equipment: “Horserace” gameboard, 1 Marker for Each Player, 2 Dice
Roll dice to determine player start, high roll goes first. At the start hole, a player must roll a two on one of the two dice or a combination of the two to advance. For hole number three, the player must roll a three on one of the dice or a combination of both dice. Player continues until he cannot roll to move to next hole. Player then goes. If a player lands on an opponent’s peg, opponent goes back to start.

I DOUBT IT
No. of Players: 2-6
Equipment: 1 Deck of Cards
Object: To be the first player to run out of cards.
Play: Shuffle, then cut the deck of cards to decide who deals first. Deal out all the cards (some player may have one more than the others). The player to the dealer's left begins by discarding one to four cards and announcing how many of the denomination he is discarding. Example: “three aces.” Play continues clockwise. The next player discards how many “2s,” the next player “3s,” and so on up to kings, and the next player starts over with aces. Players do not have to discard what they announce they are discarding, you may cheat. As soon as another player may say “I doubt it.” The player discarding must reveal his cards he is discarding. If the player challenging is correct (cards being discarded is not what was announced), the discarding player must pick up the entire discard pile. If he was wrong (cards are what he said they were), challenger must pick up the discard pile.
Play continues until one player discards all of their hand without a challenge. If two players say “I doubt it” at the same time, the player closest to the dealer’s left is the challenger.

KITTY IN THE CORNER
No. of Players: 1
Equipment: 1 Deck of Cards
The objective for the player is to build four complete stacks of ascending cards.
Play: Remove all four Ace's and place them face up in a square. Shuffle the remaining cards and place them in a stack face-down. Begin by fanning over first card. Cards may only be placed in numerical order on the same color. For example, a black two may be placed on top of the Ace of Spades or Clubs only. A red nine may only be placed on the eight of Diamonds or Hearts.
If a card cannot be played it is placed in one of four kitty (discard) piles which are placed to the 4 corners of the Ace square or "Kitty In The Corner." Any non-playable cards may be discarded into any of the four kittens. Play continues until the stack of cards runs out. At this point, the kittens in the corner are used. Any kitty may be picked up and placed face-down. This stack may only be used once. Continue to use all 4 kittens trying to build up all four sequences. Play ends when either all four kittens have been used up or all four sequences are completed.

LIARS DICE
No. of Players: 2-4
Equipment: 5 Poker Dice and Poker Chips
Object: Bluff opponents to win chips.
Play: All players start with 10 chips. Players roll dice, highest poker hand starts. First player rolls all five dice, hiding dice from opponent. He keeps dice he wants and rolls remaining dice continuing for three rolls, always hiding dice from
opponents trying to obtain highest poker hand possible. After three rolls he declares a hand. He can declare actual hand or declare a false or higher hand.

The opponent to the left of the dealer can accept the call or ask to see the opponent’s dice. If the shooter was bluffing, he puts a chip in the pot. If the shooter was telling the truth, the player to the left puts a chip in the pot. If the next player decides to accept the shooter’s call and does not expose the dice, he then has three rolls to beat the hand either by rolling the actual hand or bluffing. Play continues until only one person has a chip left. The best bluffer wins the pot.

See Poker Dice for poker hand ranks.

**MEMORY**

**No. of Players:** 2

**Equipment:** 1 Deck of Cards

Play: Shuffle, then deal out the cards, face down, spreading them out over a large area so that the cards do not touch each other.

Players agree on the first player and turn over the first two cards. If the cards do not match, they are turned back over in the same spot. If the cards match (2 kings, 2 fives, etc.), the player places them next to him/her. Play continues until all of the cards have been matched. The player with the most pairs wins the game.

**MICHIGAN RUMMY**

**No. of Players:** 2-4

**Equipment:** 1 Deck Playing Cards, “Michigan Rummy” Gameboard, Chips

To start play, place the gameboard in the center of play area. One player is to be the banker and distributes an equal number of chips to each player.

Determine the dealer and he/she deals all the cards to the players plus one extra hand. (i.e., four (4) players are in the game, deal five (5) hands).

Before play, each player should place one (1) lowest count chip on each space, and one in the pot. Players look at their hand and the dealer may exchange; for the extra hand if desired. (The dealer cannot look at the extra hand before exchanging hands), or sell it to the highest bidder.

The player to the left of the dealer begins play by placing the lowest black card on the table, players in turn build upon this card with the next card in that suit. A player may play more than one card if in numerical order. When the next card in the series cannot be played, the last person to play, plays his/her lowest red card.

Alternate color suits in this manner.

When none of the players can make a play, each player should put one lowest count chip into the kitty for each card left in their hand, and the game ends.

As the Rummy hand is played, a player playing a card matching a card space on the game sheet collects all the chips on that space. To collect chips on the “King-Queen of Hearts or three of any suit” space, a player must play these in succession. If the game ends before the chips have been collected, they remain on the game sheet until the next game.

The game ends when a player disposes of all his/her cards. That player may collect all the chips from the Pot and Kitty plus one from each player for each unplayed card in their hand.

To start the next game, the next player to the left deals, and players again place chips on each space.

When the final game is finished, the players may collect the remaining chips by cutting the cards for them.

The player with the most chips at the end wins.

**MILL**

**No. of Players:** 2

**Equipment:** “MILL” Gameboard, 9 Red Chips, 9 Blue Chips

Set up: Players take turns placing their playing pieces, one at a time, on the gameboard with the intention of setting up a “Mill” (three playing pieces in a row).

Play: After all playing pieces are placed on the board, players move one space at a time to try to get additional “Mills.” When a player gets a “Mill,” they remove one of their opponent’s playing pieces from the gameboard and set it aside. You are not allowed to take a playing piece from an already created “Mill.”

Winning: The winner is the first player to reduce their opponent to two playing pieces on the gameboard.

**MY SHIP SAILS**

**No. of Players:** 4-7

**Equipment:** 1 Deck of Cards

Object: To be the first player to collect seven cards of the same suit.

Play: Players agree on the first dealer. The dealer deals seven cards, one at a time to each player. Each player discards one card to their left trying to collect seven cards of one suit. Each player must discard one card before picking up the discarded one. They continue until one player has collected seven cards all of the same suit and announces “My Ship Sails” and wins the game.

**PACHESSI**

**No. of Players:** 2-4

**Equipment:** “Pachessi” Gameboard, 4 Counters for Each Player

Two, three or four players may compete, each having four counters of one color, which must be set out on the corresponding color at each corner. No player moves a counter until he has thrown a six. Each time a six is thrown another throw is allowed. The first player to throw a six takes one counter from the comer and places it on the first square. Whenever a six is thrown, the player can choose between getting another counter out of its corner or moving along a counter already in play. When a player arrives on a square already occupied by an opponent, the opponent’s counter must be returned to its own corner. A player can have a number of his own counters on one square and no other player may pass while he has two or more on any square. A player whose throw causes him to reach a square occupied by two or more of his opponent’s counters loses his throw until he can pass that square. That is, he must wait until there is only one counter on that square. The winner is the player who first gets his four counters into his square marked “Home.”

**PEG OUT**

**No. of Players:** 2

**Equipment:** 2 Dice and 2 Pawns; “Elimination” Gameboard

Each player rolls a die to determine who will go first. High roll goes first. Place both pawns on one space. Each player must roll the number of the next space, either on one die or a combination of the two dice. For example, to advance to the number two space, a player must roll a two or one and one. Players alternate turns. First player to reach the “10” space wins.

**PICK-UP STICKS**

**No. of Players:** 1-4

**Equipment:** 1 Set “Pick-Up Sticks”

Remove the black stick and set it aside. Hold the remaining sticks vertically in your hand with one end touching the table. Release the sticks so they fall to the table. Each player then takes turns trying to pick up one stick at a time. If any of the other sticks move while attempting to pick up a stick the player’s turn is over. The black stick may be used to help pick up the other
sticks. Players receive the following points for each stick successfully picked up:

<table>
<thead>
<tr>
<th>Color</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blue</td>
<td>50</td>
</tr>
<tr>
<td>Green</td>
<td>40</td>
</tr>
<tr>
<td>Red</td>
<td>25</td>
</tr>
<tr>
<td>Yellow</td>
<td>10</td>
</tr>
</tbody>
</table>

The first player to 500 points is the winner.

PIG

Players: Up to 13

Equipment: One Deck of Cards

Deal: Cut deck, low card deals. Each player takes one set of four cards — four Queens, four threes, etc. Set remaining cards in pile. Dealer shuffles sets together and deals one at a time, face-down, to each player.

Object: Collect a set of four matching cards.

Play: Each player takes an unwanted card and places it face-down to the player to his left. Players then pick up a card passed from their right. Players continue picking up and passing cards until they collect four-of-a-kind. Players may only have four cards in their hand at a time. First player to collect four-of-a-kind puts his finger on his nose. When others see the signal, they put their finger on their nose. Last player to put a finger on his nose is the pig.

POKER DICE

No. of Players: 2 or More

Equipment: 5 Poker Dice

Object: To roll best poker hand in three rolls of dice.

Play: Each player takes turn rolling five dice keeping none, some or all of the dice building toward a poker hand. Rest of the dice are rolled. Player may stay put or roll all or some of remaining dice. After the third roll, player declares hand and passes to next player.

When each player has rolled, best hand wins:

- Rank of poker hands in dice (low to high)
  - One Pair
  - Two Pairs
  - Three of a Kind
  - Straight (five in sequence)
  - Flush (five same color)
  - Four House (three of a kind and a pair)
  - Four of a Kind
  - Five of a Kind

The first player to get rid of all their cards wins the game.

Play: Players agree on the first dealer. The dealer deals out all the cards one at a time. The player to the dealers left lays a card in the center and the rest of the players must follow suit. If all the players follow suit, the pile is set off to the side, out of play. The person who played the highest card leads off the next round. If they cannot follow suit, they must pick up the pile in the center and lead off the next round. A player must not use one of the cards he just picked up.

Play continues until one player is able to discard all of their cards in their hand and he is considered the winner.

REVERS

Players: 2

Equipment: Checkerboard, 64 Cardboard Chips

Object: To have more playing pieces showing than your opponent at the end of the game.

Play: Players agree on who plays first. Players alternate playing one piece at a time with the first four being placed on the center four squares.

Playing pieces are "captured" by placing similar pieces on opposite ends of your opponent's in a line (vertical, horizontal, or diagonal). The piece(s) is (are) flipped over, thus becoming your own. A piece may only be placed adjacent to your opponent's and line with one of your own. If you cannot, you must pass. It is possible to capture more than one line of pieces at a time.

Play continues until all of the squares have been filled. The player with the most pieces showing wins.

ROUND THE CORNER

No. of Players: 3 or More

Equipment: 1 Deck of Cards, 20 Poker Chips for Each Player

Deal all the cards out, one at a time. The player to the left of the dealer takes any card from their hand and places it in the center of the table. The next player must place a card in sequence with the card played on the table. The card in sequence must match the suit of the card played and must be the next number in order. When the Ace of the suit is played (the "Round the Corner" card), the next card played would be a two, and so on. After a King is played, the Ace of the same suit is played.

If the player cannot continue in sequence, they must pay a chip into the center. When all the cards of a suit have been played, the player playing the last card may pay any card from their hand to begin the next sequence.

The player that goes out first collects all the chips from the center. The player with the most chips after five rounds wins.

RUMMY

No. of Players: 2-4

Equipment: 1 Deck of Cards

Shuffle the deck and deal six cards to each player. The remaining cards are placed face down in the center of the table. The top card is turned up and placed next to the draw pile to form the discard pile. Players try to form sets of cards: three-of-a kind or four-of-a-kind. Play starts to the left of the dealer and the player picks up the top card from the discard pile or the top card from the draw pile. Any sets formed are then laid face up on the table. The player finishes his turn by discarding one card. Once a player has laid at least one set, they may play cards on sets already laid on the table. The first player to rid his hand of cards wins the hand and receives one point for each card left in his opponents hands. First player to 25 points wins.

SEVENS

No. of Players: Any

Equipment: 6 Dice, Poker Chips

The Object of the Game: To score the highest total of the dice that remain after eliminating those which add up to seven.

The Play: The players throw the dice, then shoot in order, highest first. (Rearrange the seating so that the dice cup can pass to the left.) Each player in turn rolls the dice and eliminates combinations that add up to seven. These dice do not count. The object is to get the highest possible score with the remaining dice. The first shooter is allowed three throws, but he can take only one or two if he chooses. The other players may take the same number of throws as the first shooter or fewer. The player with the highest score in each round wins.

For instance, the first shooter throws 4-3-1-1-3. She eliminated the four and the three, because they add up to seven. She...
could keep the remaining 1-1-1-3 as her score (6) and pass the dice to the next shooter, but instead, she throws the four dice again hoping for something better. On her second throw, she gets 5-2-6-6. She eliminates the five and the two. She can take the remaining dice as her score (12), or she can throw again. Since 12 is the highest score possible with two dice, she ends her turn and passes the dice. The rest of the players have two throws in which to beat her score of 12. If players ante before the round, the roll with the highest score wins the pot.

SLAP JACK

No. of Players: 2 or More

Equipment: 1 Deck of Cards

The player who wins the most cards is considered the winner.

Play: Deal out all of the cards one at a time, face-down. Some players may have one more card than the others. Players may not look at their cards.

The player to the dealer's left plays his top card, face up, in the middle of the table. Each player continues play by placing their top card on top of the pile in the middle. When a Jack is laid down, players slap their hand on top of the pile or "Slap The Jack." The first player or the player whose hand is on the bottom, wins the pile and shuffles that stack of cards into their own stack of cards.

The player to the winner's left begins the next round. Play continues until one player has collected all of the cards. If a player has lost all of their cards, they must attempt to slap the Jack and win on the next round, or they are eliminated from the game.

SNAKES & LADDERS

No. of Players: 2-4

Equipment: "Snakes & Ladders" Gameboard, 1 Counter for Each Player

The players first roll the dice to see who will start. All of the players place their markers on the square marked “1”.

The highest roller will start first and stars by rolling the die and moving their play piece the number of spaces matching the number of spots on the die. If the space “landed on” does not have a “ladder end” or a “Snake’s head,” play passes to the left.

Any player who finishes his turn on a square, with a ladder end on it moves his counter up the ladder to the new square where the ladder ends.

Similarly, any player finishing his move on a square with a Snake’s head must slide down the Snake to the square where the Snake’s tail is.

The players must land on the 100 by an exact throw, (i.e. throw a two if their counter is on 98). If too big a number is thrown, the counter must be moved forward to 100, and then back again to make up the correct number required; this sometimes means more trouble with the Snake waiting on square number 90.

The first person to finish on the square marked 100 is the winner.

SNAP

No. of Players: 2-4

Equipment: 1 Deck Playing Cards

The cards are shuffled and all are dealt one at a time. Each player places their cards in front face-down on the table. Play begins with the player on the left of the dealer. Each player in turn takes the top card from their deck and places it face-up on the table forming a new pile. The player should turn up his card away from himself so that others may see it first.

Whenever two cards of the same type are shown, the first player to call “snap” takes the opponents card, along with any others that may be on the table. The winner of the snap is placed with his deck. If players call "snap" at the same time, the cards are placed on the table and the winner of the next snap takes them. The player who collects all the cards wins.

SOLITAIRE

No. of Players: 1

Equipment: "Solitaire" Gameboard, 32 Poker Chips

Object: To remove all but one chip.

Play: Place the chips on every spot except the center one, remove the chips by jumping over another chip into a vacant spot. Continue jumping one chip at a time until all are removed or no jumps are possible.

STRAIGHT SHOOTER

No. of Players: 1 to Many

Equipment: 6 Dice

Each player rolls 1 die, highest roll goes first. Each player rolls the dice and tries to roll sequences of one, two or more according to the following table:

1,2 .......................... 5 points
1,2,3 .......................... 10 points
1,2,3,4 .......................... 15 points
1,2,3,4,5,6 .......................... 20 points
1,2,3,4,5,6 .......................... 25 points
1,1,1,1,1,1,1,1,1,1,1,1,1 .......................... 25 points

Continue to the left around the table until one player reaches 100 points.

TIC TAC TOE

No. of Players: 2

Equipment: "Tic Tac Toe" Gameboard, 5 Black Checkers (X's), 5 Red Checkers (O's)

Game requires two players. One player selects X's. The other player uses O's. The X player begins game by placing X in any of the nine squares. The game alternates between X and O player placing pieces on the board. The first player to line three of their pieces in a row first vertically, horizontally or diagonally wins. Should neither player do this after all nine squares are covered, the game is a tie and a new game can be played.

TRICKY TRIANGLE

No. of Players: 1

Equipment: "Tricky Triangle" Gameboard, 14 Pawns from Chess Set

Arrange pawns so that one space is empty. Jump pawns, removing jumped pawns until you can no longer make a move.

1 pawn left .................. 1000 points
2 pawns left .................. 500 points
3 pawns left .................. 250 points
4 pawns left .................. 100 points

WAR

No. of Players: 2

Equipment: 1 Deck of Cards

Play: Players agree on the first dealer. The dealer shuffles the deck, then deals out all the cards face-down in front of each player. Both players play their top card face-up, side by side, in the center. The player with the highest card, regardless of suit, wins both cards and places them on the bottom of his stack. The "War" begins when two
cards are played with the same rank. Each player places another card, face-down, on top of the one just played. Another card, face up, is played on top of that one. The higher ranked card wins all six of the cards. If they match again, the same procedure is done (nine cards are stacked) and continues until someone wins the pile of cards.

Play continues until one person has won all of the cards or an agreed time limit expires. The person holding the most cards wins.

YACHT

Players: 2 or More

Equipment: 5 dice

Object: Roll highest score in each category

Play: Roll the dice, player with highest score rolls first. Play is clockwise around the table. In each turn, player has three rolls of dice, on first roll player rolls five dice. He sets aside any ones and then rolls remaining dice. After second roll, he sets aside any ones and rolls a third time.

He then counts total of ones and records score in ones column. He stops after one or two rolls if he has five ones.

Players try for ones then twos moving up to sixes. Little straight is 1-2-3-4-5, big straight is 2-3-4-5-6. Full house is three-of-a-kind and a pair. Choice is the players choice of using all five dice. Yacht is five of a kind and always scores fifty. Little straight scores fifteen, big straight twenty. All other rolls score total of dice. With little and big straights, four of a kind, full house and Yacht, player must roll exactly what is called for, incomplete scores zero.

YACHT SAMPLE SCORE SHEET

<table>
<thead>
<tr>
<th>1's</th>
<th>2's</th>
<th>3's</th>
<th>4's</th>
<th>5's</th>
<th>6's</th>
<th>Little Straight (15)</th>
<th>Big Straight (20)</th>
<th>Full House</th>
<th>Four of a Kind</th>
<th>Choice</th>
<th>Yacht (50)</th>
<th>TOTAL</th>
</tr>
</thead>
</table>