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PASS OUT:

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

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

PARCHEESI:

Object of the Game: To be the first player to move all four (4) playing pieces from their entry point to their HOME.

Game Play: Each player selects four (4) playing pieces of the same color and places them in their starting area (red enter, blue enter, etc...). The game board should be positioned so that each player's "enter" space is at their right hand. Each player then rolls the dice and the highest number goes first. Play then continues on passing to the left.

- a) To enter a Playing Piece: A player may enter a playing piece only if they throw a total of five (5) with the two dice or if one of the two dice shows a five (5). For every five (5) thrown, the player must enter a playing piece. If a double five (5) is thrown, the player must enter two (2) playing pieces.
- b) After a Playing Pieces Has Entered: If one die shows a five (5) and the other die a different number, another playing piece is entered (using the 5), and a playing piece already on the board moves the number of spaces indicated by the other die. Once a playing pieces has entered, it can be moved the number of spaces that match the number shown on the die. Should a player not be able to use the total shown on the dice, they may use the number shown on one of them. During the game, a player may not have more than two (2) of his/her playing pieces occupying the same spaces.
- c) When All Playing Pieces (4) are in Play: If a player throws the dice and gets "doubles", they may move any combination of his/her playing pieces the number of spaces indicated on the dice. One (1)-playing piece may use all the spaces, or the number may be divided by 4, 3 or 2. Any time a player throws "doubles", they are allowed another turn.
- d) Capturing an Opponent's Playing Piece: If in his/her turn, a player's piece lands (by exact count) on a space occupied by another player's piece, that opponent's piece is "captured" and sent back to its starting corner. It then must re-enter the board as noted above. The player who makes the capture may either throw the dice again or move any one (1) of their playing pieces ten (10) spaces. When a playing piece is on its home path, it cannot be captured. No opponent may enter any home path except its own. If two (2) playing pieces of the same color rest on the same space anywhere on the board, they cannot be passed by any player, regardless of color. The player whose pieces are blocking the path may keep them there as long as they can move another piece. Once the "block" is broken, the two (2)-playing pieces may not travel together, they must be on different spaces at the end of the move, should a "block" occupy an entry space, it will prevent any playing pieces from entering the path,

- e) Going Home: The home space may only be entered by an exact throw of the dice. For every playing piece moved into HOME, that player is given a bonus of ten (10) spaces, which must be used by only one (1) playing piece. If the ten (10) cannot be used it is then forfeited. The first player to get all four (4) playing pieces HOME wins!

CHESS:

Object of the Game: To force the opponent into Checkmate. Checkmate is accomplished by forcing the opponent's King into a position where it cannot move. Any move will, therefore, result in capture. A player may, at any time in the game, concede defeat if victory is deemed impossible.

Board Set Up: The game board is always placed for play with a light color square in the bottom right hand corner for each player. The vertical columns on the board that run from one player to the other are called files. The horizontal rows are called ranks. Diagonal lines across the game board are called diagonals. The White (or light color) playing pieces are set up on the first rank from left to right as follows: Rook, Knight, Bishop, Knight, and Rook. All of the white Pawns are then set up on the second rank, directly in front of the above listed pieces. The Black (or dark color) playing pieces are set up exactly the same as the white playing pieces.

Game Play: The White pieces always play first. Only one (1)-playing piece may be moved on a single turn except when casting (see description below).

- a) Playing Piece Moves: With the exception of the Knight, all playing pieces move in a straight path. The Knight moves over or around other playing pieces. The King may move one (1) square in any direction - but never to a square that is attacked by an opponent's playing piece (a square to which an opponent's playing piece may move). The Queen moves as far as desired in any UNBLOCKED direction. This includes moves in a straight (horizontal/vertical) or diagonal direction. The Rook may move as far as desired in a horizontal or vertical direction. The Bishop may move as far as desired in any diagonal direction. The Bishop remains on the same color square as it started the game on. The Knight may move a distance of two (2) squares to a square of the opposite color and then one (1) square at a right angle. This move looks like the letter L. The Knight may move over or around any piece in its way.
- b) Castling: A special move that allows the player to move two (2) pieces at the same time. The King and the Rook are the only pieces that are allowed to castle. The King moves two (2) squares to the left or to the right and the Rook on that side moves directly to the square next to the King on the opposite side. This move is only allowed if the King has not yet moved during the game and is not threatened at that point in the game. In addition, the move may only be made if the Rook on the castling side has not already moved in the game. The three (3) squares between the King and the Rook must be vacant at the time of the move.
- c) Pawn Movement: On the player's initial move of the game, they may move a single Pawn straight ahead either one (1) or two (2) squares into a vacant square.

After this first move, all other moves of the Pawns are limited to one (1) square at a time. Unlike all other playing pieces, Pawns do not capture opponent's pieces in the direction that they normally move in. The Pawn may only capture when moving ahead diagonally one square. When a Pawn reaches the last rank on the opposing side of the board, it may be converted to any other playing piece of its same color (except for the King). The exact powers of that playing piece can be used at once upon conversion. There is no limit to the number of Pawns that can be converted in a game. Since the strongest playing piece is the Queen, it is possible to have several Queens in play at the same time.

Draw: Any game that ends in a tie or where no one player can win - is called a draw.

SNAKES & LADDERS: _____

No. of players: 2 or more

Equipment: Game boards, 1 marker for each player, 1 die

Players move around the board hoping not to be 'swallowed' by a snake, but getting a raise up a ladder, first player to land on the hundred in square by exact count wins.

Each player moves his marker according to the number thrown on the dice. If the marker lands on a square with the foot of a ladder, the player may move the marker to the top of the ladder. If the marker lands on the head of a snake - the marker slides down the snake to the square at its tail!

CHECKERS: _____

Object of the game: To capture and remove the opponent's checkers from the game board.

Game Play: Checkers is a game for two (2) players. Each player selects a checker color and places their twelve (12) playing pieces on alternate squares of the first three (30) rows on the game board. Both players must place their checkers on the same color squares. Each player moves the checkers in turn. To remove the opponent's checker from the board the player must jump that piece. When a jump is possible, an opponent must jump that piece. To jump an opponent's piece, the jumping checker passes over the captured checker in a diagonal direction and must land in a square that is vacant. All moves must be made in a diagonal fashion and must always be moved to the same color square. Double and triple jumps may be made in the same sequence as long as vacant squares exist in any forward diagonal direction. When a player's checker reaches the opponent's last row on the other side of the game board, this checker becomes a KING. It is identified as a KING by having another checker (of the same color) placed on top of it. A KING may move both forward as well as backward on the game board in a diagonal.

CHINESE CHECKERS: _____

Object of the game: To gain control of the star point directly opposite the player. Two (2) to six (6) players can play the game.

Game Play: Each player selects a playing piece color and then places ten (10) playing pieces into the holes in their home base. Each player's home base is the star point that is directly in front of him for her. Each piece is moved by

placing a piece in an adjacent hole or by jumping another playing piece. Only one (1) move may be made at a time, except when making multiple jumps. This can include straight-line jumps or zigzag jumps. At no time can any playing pieces be removed from the playing board. Eventually all playing pieces must be moved, even if a player wants to block another player's move. Players might also advance by jumping their own pieces as well as their opponents pieces.

TIC TAC TOE: _____

Object of the game: To be the first player to get three (3) of their playing pieces in a row ...horizontally, diagonally, or vertically.

Game Play: After the players select their color (playing pieces) the game can begin. The first player to move places their playing piece on a vacant square on the game board. The players then take alternate turns until the game is finished.

MANCALA: _____

Object of the game: Each player attempts to collect as many playing pieces as possible before one of the players can clear their side of the game board of all pieces.

Board Set Up: The game board is placed between the two players with the long sides facing them. The six (6) cups nearest each player belongs to that player and the large scoring cup or mancala is to their right. Each player places four (4) playing pieces in each of their six (6) cups.

Game Play: Players alternate turns. On their turn a player picks up all the playing pieces from one cup on their side of the game board. In a clockwise direction, including their mancala the player drops one of the playing pieces into each of the next four (4) cups. If the last playing piece is placed in an empty cup on that player's own side, he/she may then take all the playing pieces from the opponent's cup directly opposite that cup. All the playing pieces captured, including the capturing piece are placed in the player's own mancala.

SOLITAIRE: _____

Object of the game: To remove all the playing pieces from the game board except for a single playing piece. The single playing piece is to be left in the game board center.

Game Play: game is to be played by one player. To begin the game place all of the playing pieces on the game board leaving the center space open. Playing pieces are to be moved by jumping over adjoining pieces into a vacant space. The playing piece that is jumped is removed from the game board. The playing pieces may only be moved vertically or horizontally but never in a diagonal direction.

BACKGAMMON: _____

Object of the game: To be the first player to remove their playing pieces from the game board.

Board Set Up: See diagram on box. Each player has fifteen pieces (15).

Game Play: Each player casts a single die to determine who has the first move. The player with the highest roll goes first. That player will then roll the dice first. In the event of a tie, the first step is repeated until one player has the highest roll.

Moving Playing Pieces: Numbers on both dice must be played if possible. The same playing piece may be moved for both numbers, but the two numbers cannot be added and played as one move. Two different may also be moved according to the numbers shown on the individual die. There is no limit to the number of men of the same player placed on one point. A pint with two or more men is placed against an opponent although it may be jumped. When a player cannot move because of blocked points they then lose a turn. If a player throws doubles on their dice, they then can move four (4) playing pieces one move the number shown on the dice, two (2) playing pieces two moves the number shown on the dice or one (1) playing piece four moves the number shown on the dice.

Hitting an Opponent's Playing Piece: A single playing piece is not protected and is open to be hit. If the opponent's dice allows the hitting of their opponent's playing piece this piece is sent to the center bar. This playing piece must start over and can only reenter the board in their opponent's inner table and cannot enter on a blocked point. Two (2) or more playing pieces may be hit in one play.

Bearing Off: When either player succeeds in moving all of their playing pieces in to their own inner table they may start to bear off (remove pieces from the board). The player can remove these pieces from points that correspond to the number shown on the thrown dice. Players may either move their playing pieces or take them off of the game board. When throwing a number that is higher than any point covered, a playing piece from the next highest point may be removed. A playing piece may not be removed if the point indicated is vacant and there is a playing piece on a higher counting point. If while bearing off, a playing piece is hit, that playing piece must go back to the center bar and re-enter the game in the usual way. That playing piece must then travel all around the board back to their own inner table before any more playing pieces can be removed from the game board.

5 POKER DICE: _____

Play the game of poker using these 5 "Poker Dice" marked King, Queen, Jack, Ten, Nine, and a single Spade representing an Ace. This is just like playing at the casino with cards, so any hand is possible! Each player rolls in turn. He may accept the hand produced by his throw, or if he wishes, he may pick up one or more of the dice to improve his hand. Then, the dice are passed to the next player. The highest hand in the round wins.

SET OF PLAYING CARDS: _____

So many fun card games can be played with a set of cards. Choose the game of your choice!

HOW TO PLAY DOMINES

The draw game is the most common form played, although there are hundreds of variations.

- Steps:

1. Count that there are 28 dominoes, from double blank to double six.
 2. Place them facedown on the table and shuffle them until they're random.
 3. Allow your opponent to take seven dominoes, and take seven for yourself.
 4. Allow the player with the highest double to go first.
 5. Lay a domino with like value next to the first domino (it doesn't matter which end). Make sure like values are always touching.
 6. Pick from the pile if you don't have a domino that corresponds to the ones on the layout. Keep those dominoes concealed from your opponent(s).
 7. Pass if no more dominoes are left in the pile.
 8. Win the session if you're the first person to run out of dominoes.
 9. End the session if everybody passes, in which case the winner is the person with the lowest score.
 10. Count your score by the number of dots on the tiles remaining in your hand.
 11. Eng the game if someone reaches 50 points in a game with two players or 100 points with three or more players. The lowest score wins.
- If you're playing with three or four players, each player should take five dominoes.
 - If more than two are playing, play rotates clockwise.
 - If no double is held by any player to determine who will go first, the domino of the highest value is counted.
 - Keep the largest assortment of different numbers in your hand as long as possible. If you have a choice of playing the 5-4 or 5-3 on an open 5, you should choose according to whether or not you have other 4s or 3s in your hand.
 - If you lay a double, the layout then forms a T shape and play can continue from any of the exposed ends.

GO FISH CARDS:

- 1) This Game can be played by two to four players.
- 2) Shuffle deck and deal five cards to each player. The dealer places the rest of the deck facedown in the center of the play area. This is now called the "FISH" pile.
- 3) The player to the left of the dealer goes first. The player will look at his/her cards and ask another player, by name, for all of their cards of a particular character (that matches any card that he/she already has in hand. The other player must give up all the cards of that particular character when asked. If the player receives the card asked for, he/she may ask again. The player's turn continues until until the requested card is not available.
- 4) If the player does not have the requested card, he/she will say, "GO FISH!" and the player must then draw a card from the "FISH" pile.
- 5) It then becomes the turn of the player that said, "GO FISH!" to ask another player for a card that matches a card they have in hand.
- 6) When a player collects all four matching cards, they are shown to the other players and then placed face down in front of him/her. This is known as one "book".
- 7) If a player runs out of cards during the game, he/she may draw one card from the "FISH" pile.
- 8) The game ends when the last card is drawn from the "FISH" pile.
- 9) The player with the most "books" wins game!
- 10) Alternatively, the game may also be played by matching the numbers on the card faces instead of the characters. Young children will enjoy counting the characters on the cards to learn the numbers from one to eight!

OLD MAID CARDS:

- 1) This Game can be played by two or more players.
- 2) Shuffle deck and deal all the the cards. After all the cards are dealt, any player that has two cards that are the same player them down in front of him/her, without allowing the other players to see his/her cards.
- 3) The game proceeds with a player offering his/her immediate neighbor, who takes ONE card and if this card matches with with any card he/she holds, he/she places the pair face down on his/her pairs front of him/her, and so on until all of his/her cards are used.
- 4) When a player pairs his/her last card, he is out of the game. But if a player holds two cards, one of which is OLD MAID and he/she pairs the other card, he/she then passes the OLD MAID card to the next player, and he/she is also out of the game.
- 5) The player who finally holds the OLD MAID card is the loser.

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