

Playing Instruction



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Game boards

- 1 game board
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Game materials

- 50 pawns (wood): 15 blue, 15 red,
15 green, 5 yellow
- 41 pick-up sticks (wood)
- 32 chess pieces (wood)
- 30 tokens (wood)
- 28 dominoes (wood)
- 20 wooden skewers
- 11 barricades (wood)
- 4 dice: 2 natural, 2 white
- 1 doubling dice
- 1 dice cup
- 2 playing card sets (French deck)



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Dice and board games

Dice Game

Dice game for 2–4 players

6 years and up

Game materials:

Game board, 4 pawns of one colour per player,
1 die

“Dice Game” or “Chaupar” is one of the oldest games in the world. Indian documents show it is probably thousands of years old. Many game researchers believe this game is the archetype of most board and dice games. The game “Sorry!” for example is among its most well-known successors. Many old game boards from India or other oriental countries have been preserved and passed down to us. This game is said to have been played in a most grandiose manner by the Indian Great Mogul Akbar in the 16th century. The ruler with his three fellow players sat on a rise in the middle of a giant playing field made of marble slabs. 16 female slaves dressed in 4 different colours moved on the fields of the game board as “pawns” according to the numbers rolled with the die.

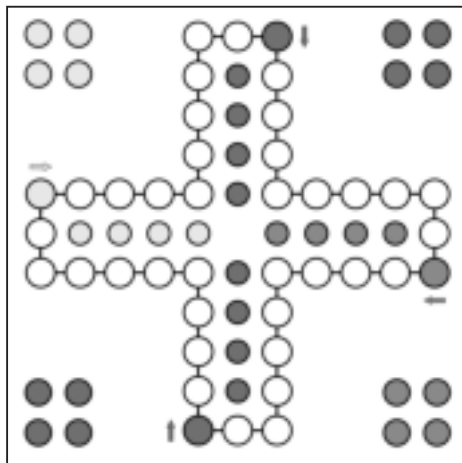
Game objective

The objective of the game is to move the pawns around the game board according to the number rolled with the die and be first to get all pawns home.

Rules of the game

Each player gets 4 pawns in a colour of his choice. 3 pawns are placed in the player’s yard and one on the starting square outside it. Players take turns rolling the die once. The player who rolls the highest number begins.

A player advances by as many fields as the number rolled with the die. After rolling a 6, a



player is always allowed to roll the die again. When a player rolls a 6, he may – but does not have to – take a pawn out of the yard and put it on the starting square. If there is already a pawn on the starting square, the player first has to move it. When a pawn lands on a square that is already occupied by an opponent’s pawn, the opponent’s pawn is struck out and returned to its owner’s yard. When 2 pawns of the same colour occupy a square, this is a “blockade”. No player is permitted to pass, not even the one who erected the blockade. The owner of a blockade is allowed to keep it closed until he is no longer able to move any other pawns.

End of the game

The first player to bring all pawns home wins. Entering the 4 home squares requires an exact roll of the die.

Partner Game

4 players – each player gets 4 pawns. The players sitting across from each other are partners. Every player rolls the die for himself and uses the rolls only for the own pawns. However, the



players who are partners only strike out the pawns of the opposing party.

Even though they have different colours, partners can also form a blockade with 2 of their pawns (one from each partner).

A player can choose not to roll the die on his turn, or not to move after rolling the die. This may allow the player to avoid the risk of being struck out or to help the partner.

Both partners win or lose together. After one of the two partners brings all pawns home and therefore leaves the game, the other partner faces 2 opponents alone. When one of the two partners has the last pawn in front of the home squares near the end of the game, this partner is allowed to go around the game board a 2nd time in order to stay in the game.

Parking

For 2–4 players. With this game, the players designate 8 squares as “parking spaces”. When a pawn lands on a parking space, it is allowed to “park” there and cannot be struck out. Multiple pawns can stop and rest on the same parking space, regardless of their colour. When a player is unable to move any pawns except one that is parked, that pawn is forced to leave the parking space.

Otherwise the basic rules for “Dice Game” apply.

Crazy India

For 4 players. Each player puts 4 pawns of different colours in his yard. The objective of the game is to bring 4 pawns of different colours home first. Each player can bring any pawn into play after rolling a 6. A player is allowed to roll 3 times. Once a player has brought a pawn into play, he is only permitted to roll once. Any pawn of any colour may be moved, unless it is on an opposing starting square.

However, a player may only move a pawn of a colour that is no longer in that player’s yard and not yet on that player’s home squares. If a player has a green and yellow pawn in the yard and

a blue pawn on the home squares for example, that player may only move a red pawn. The pawns can only move forward, except to strike out a pawn in which case they can also go backward. A pawn that is struck out may be returned to any yard that has no pawns of that colour. Neither can that colour be present in the corresponding home squares.

Otherwise the usual rules for “Dice Game” apply, with the exception that jumping over pawns in the home squares is not permitted. The first player to get 4 pawns of different colours into the home squares wins.

Frank and Furter

For 2 players. The pawns of player A are the “Franks” and those of player B the “Furters”.

Each player puts their 4 pawns into their yard.

The two players have to choose neighbouring yards and the starting square of the Furters has to be before that of the Franks. The Furters run away from the Franks and try to get home.

The Franks cannot be pursued. When a Furter is overtaken, that is when a Frank lands on the same square as a Furter, the two are taken out of the game as a pair of Frankfurters.

The Franks can go around the game board multiple times and must try to always stay behind the Furters. If player A has won more Furters in the end than player B brought home, player A wins. Otherwise the winner is player B.

Orbit

For 2 or 4 players. With four players, those sitting across from each other are partners. Each player gets 4 pawns; a die is needed as well. A player’s first pawn can be moved immediately. The subsequent pawns can only be brought into play after rolling a 1 or a 6. They do not have to be brought into play as soon as a 1 or a 6 is rolled, but only when they are needed. When a player rolls a 1 or a 6, that player may continue rolling and moving until a 2, 3, 4 or 5 is rolled. The player moves according to this



roll as well. Then it is the next player's turn. Of course a player is permitted to move different pawns in the same turn.

When a player lands on a field occupied by an opponent, that pawn is struck out and has to start over.

Multiple pawns owned by any player are permitted to occupy any of the starting squares and cannot be struck out. The remaining squares can only be occupied by multiple pawns owned by the same player or the player's partner.

When an opposing pawn lands on a square with more than one pawn, only one pawn is struck out. The first player to orbit the game board and bring all pawns home is the winner.

Runaway

For 2 players. Each player gets a 5th pawn of a different colour than the 4 other pawns. The runaway does not want to go home but runs around the game board in the opposite direction. Player A's runaway starts where player B starts with his pawns and the other way around. After rolling, a player is free to move one of that player's pawns or the runaway. Only the runaway can strike out opposing pawns.

However, the runaways can also be pursued. When a pawn lands on a square already occupied by a runaway, the runaway is struck out. The player who strikes out a runaway becomes its owner. That player can play with 2 runaways until they are taken away again. The first player to bring all 4 pawns home in spite of the runaways wins.

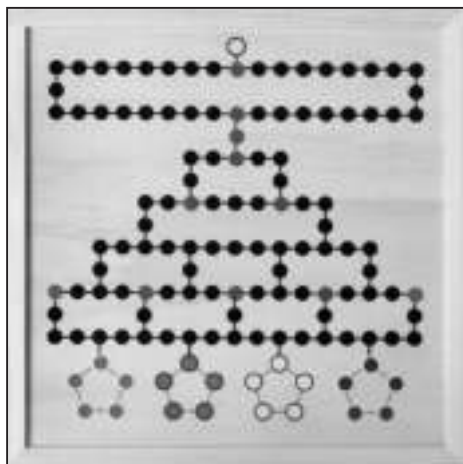
Barricade

Dice game for 2–4 players

6 years and up

Game materials:

Game board, 5 pawns in each of 4 colours, 11 barricades, 1 die



"Barricade" is one of the very few dice games with a truly new underlying concept that surpasses everything previously known in this field. While it is simple to play, it offers highly interesting possibilities for a varied contest where imagination and skill count for more than luck with rolling the die.

Game objective

There are 4 yards and only one home square. Each player attempts to be the first to get one pawn to the home square. Not only do players have to beat their opponents, they also have to overcome the barricades.

Rules of the game

Each player gets 5 pawns of one colour that are placed in the yard of the corresponding colour before the game begins.

The 11 barricades are placed on the 11 special marked fields.



Players take turns rolling the die once. The player who rolls the highest number starts by moving with that number.

Each pawn starts from the white starting square directly outside the player's yard. All pawns can be brought into play one after the other, using any roll.

A pawn moves the number of squares according to the roll of the die. Rolling again after getting a 6 is not permitted. There is no prescribed movement direction. The pawns may take any of many possible routes to the home square. They can move forward, backward and sideways, but only in one direction (not forward and backward) in one turn.

Jumping over opposing and own pawns is permitted, but jumping over the barricades is not. Moving is mandatory as long as a player can move any of his pawns, even if this means taking a detour or perhaps even moving away from the home square.

Only one pawn can occupy each square. When a pawn lands on a square occupied by an opposing pawn, it is struck out and returned to its yard.

Jumping barricades is not permitted, they have to be removed! In order to do so, a player has to roll the number required to land exactly on the square occupied by the barricade. The player takes out the barricade and puts the pawn on the square. Now the player has to immediately place the barricade on any unoccupied square. The only exception is the first row of squares directly in front of the yards; barricades may not be placed here.

By skilfully placing the barricades, a player can block opposing pawns as well as protecting the rear of his own pawns so they are not struck out.

End of the game

The game ends when a pawn lands on the home square with an exact roll of the die. If the player does not roll the exact number, he has to move a different pawn, move past the home square or even move away from the home square.

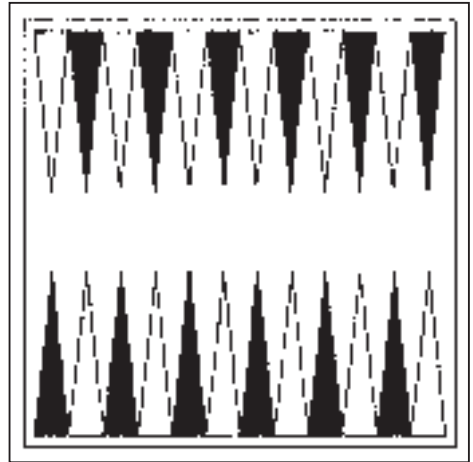
Backgammon

Dice game for 2 players

10 years and up

Game materials:

Game board, 15 tokens in each of 2 colours, 4 dice and 1 doubling cube



Games of the "Backgammon" family are among the oldest and also the most commonly played. Remains of similar games made of lapis lazuli were found in royal prehistoric and Egyptian tombs. The "Twelve-Line Game" or "Tabula" was known among the Romans. Later it was widespread in the entire Arab world under the name "Nard".

In medieval times the game became popular among the finest society across Europe. For example, it was the favourite game of Martin Luther and Louis XVI.

It was first known as "Wurfzabel" in German. Later it was called "Verkehren" and finally "Puff" or "Pasch" (when both dice turn up the same number of points).

In English-speaking countries, the game is especially popular in the "Backgammon" version. The astronauts of the first SKYLAB space station had Backgammon on board.

A resurgence in the popularity of Backgammon



during the 1970s started in the USA. That is why English terms, or expressions derived from English, are often used by players today. The most important ones are given here in square brackets.

Tokens, dice and backgammon board

Each player gets 15 tokens of one colour and 2 dice.

For the special version of Backgammon played with stakes, a die with numbers called a doubling cube is used.

The game board has 24 triangles of alternating colours called points. For an easier overview, they are numbered from 1–12 and 1A–12A. The colours of the points have nothing to do with the course of the game. They merely make it easier to count the moves. The board is divided into 2 halves by the bar, once again only for ease of orientation. The bar divides the game board into sections of 6 points each. In the direction of movement for the respective player, we call these sections the “1st quarter”, “2nd quarter”, “3rd quarter” and “last quarter” [inner table and outer table or inner (home) board and outer board – see illustration on page 10].

Game objective

From the starting setup, each player attempts to move their 15 tokens to that player’s last quarter as quickly as possible by skilfully using the numbers rolled with the dice, and to then get all tokens off the board. The first player to do so is the winner. Players move their tokens in opposite directions and try to oppose each other by blocking points and with hits.

Setup and movement direction

The starting setup is shown in the illustration on page 10.

Player A is white. His general direction of movement is from 1A to 12A, 12 to 1. For player A, points 1A–6A are the 1st quarter and points 6–1 the last quarter. The two tokens on 1A have to cover the entire distance across all 24 points to the last quarter and then off the board. The 5 tokens on 12A move from there over point 12

to player A’s last quarter and from there off the board. The remaining tokens move accordingly.

Player B is black. His general direction of movement is from 1 to 12, 12A to 1A. Points 1–6 are the 1st quarter and points 6A–1A the last quarter for this player. This means the players move their tokens in opposite directions from the respective starting setup. White moves counter-clockwise and black moves clockwise. One should become familiar with this setup for switched places as well. The following rule of thumb always applies: The last 2 tokens across from the player always have that player’s colour. For each player, the direction of movement is determined by noting that these are the 2 tokens that are furthest away from that player’s last quarter.

We recommend for beginners to set up a board with the examples and follow the moves.

Start of the game

First the players roll dice to decide who starts the game. Each player rolls 1 die. The player who rolls the higher number starts. If both players roll the same number, which is called doubles, both have to roll again.

Moving

In general the players take turns making 2 moves at a time based on the numbers rolled with the dice. The numbers rolled separately by the two players are used for the 2 moves of the starting player. For all subsequent moves, each player rolls 2 dice at once. The points occupied by opposing or own tokens are counted for all moves. All of point is part of the playing field. However, the tokens are commonly kept near the edge of the board.

The 2 moves can be made with different tokens, or both moves with the same token. Even when only one token is moved, the two numbers that are rolled are never used in sum; 2 separate moves have to be made. If the 1st move is not possible, the entire sequence of two moves cannot be made.

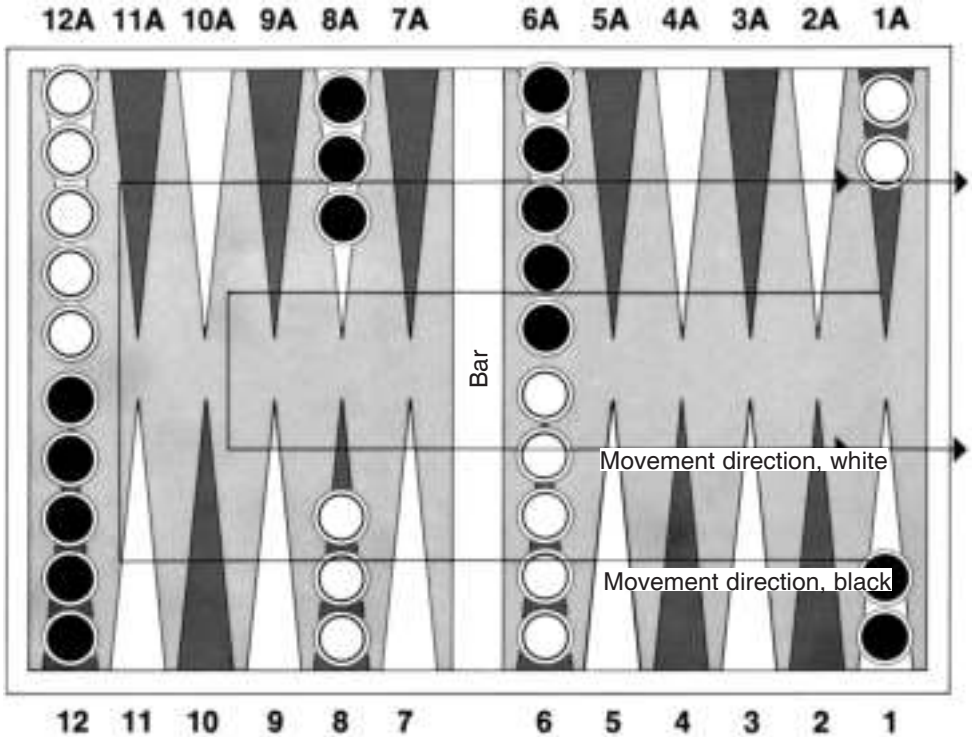
The player is free to decide in what order to use the two numbers that are rolled. If a



2nd quarter white
(outer board black)

Player B
(black)

1st quarter white
(inner board black)



(outer board white)
3rd quarter white

Player A
(white)

(inner board white)
Last quarter white

move can be made according to either one of the two dice, but not both, the higher number must be used. If this is not possible, no move can be made and the other player gets a turn. Only tokens of one colour can occupy any one point. This means a token may only be moved if the destination point is not occupied, or occupied by tokens of the own colour. A move is also possible when a single opposing token can be hit (see hitting).

Examples:

White starts with the roll 6/4. In addition to many others, the following moves are for

instance possible (starting setup see illustration above):

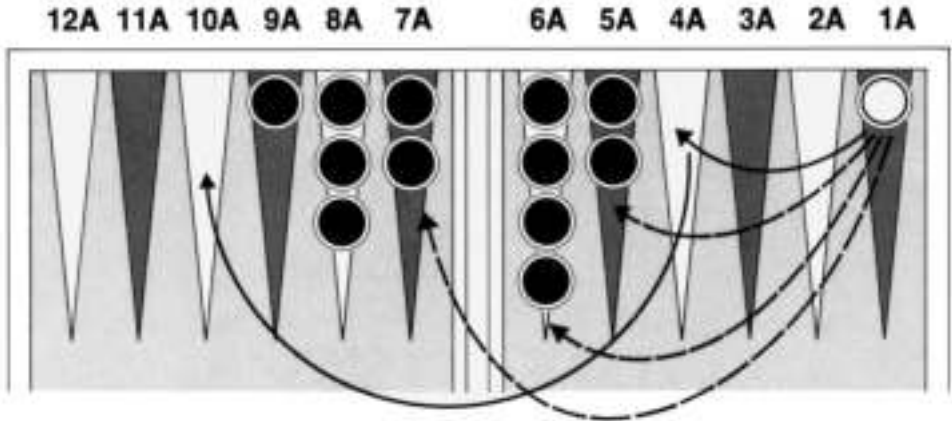
One token from 1A to 7A (= roll of 6) and one token from 1A to 5A (= roll of 4). Short notation W 6/4 = 1A–7A and 1A–5A.

Or: One token from 6 to 2 (= roll of 4) and one token from 8 to 2 (= roll of 6). Short notation W 6/4 = 6–2 and 8–2.

Or: One token from 12A to 9 and the same token from 9 on to 3. Short notation W 6/4 = 12A–9–3.

Moves with doubles

In case of doubles the player can move 4



times with the number rolled. For double 3s for example the following moves can be made:

- 4 sequential moves with one token for a total of 12 points.
- 4 tokens, each moved 3 points; if more than one token comes from the same point, they are moved 3 points together in practice.
- Two sequential moves with 2 tokens, each moved 6 points.
- Two sequential moves with one token moved 6 points, and 2 other tokens each moved 3 points.
- Three sequential moves with one token moved 9 points, and one token move 3 points.

If it is not possible to make all 4 moves in case of doubles, all possible moves have to be made and the remaining moves are lost. There is no extra roll after doubles.

Blocks

When a point is occupied by 2 or more tokens, these tokens form a block [block, to make a point]. As a block the tokens are safe from hits; the point is blocked for the opponent. Example (see illustration above): White wants to move a token from 1A and rolls 5/4. While white could move $5 + 4 = 9$ points to 10A, moving to 5A or 6A is not permitted. If moves are not possible with other tokens either, white cannot move and black gets a turn.

If white rolls 6/3 in the same situation (also = 9), a move can be made first to 4A and then

to 10A. Moving in the reverse sequence is not possible because 7A is blocked. When a player succeeds in blocking two or more points next to each other, this is called a bridge. In contrast to the usual purpose of a bridge, such a setup is a major obstacle to the opposing player's progress. A bridge across 6 points [a prime] cannot be overcome by the opponent at all. The tokens blocked by a prime can only be moved again once the prime is broken in the subsequent course of the game.

Hitting

When a token is moved so it is by itself on a point [to leave a blot], it can be hit by the opponent. When a move ends on a point with a blot of the opponent, that token is hit. More than one blot can be hit in a sequential move (up to 4 hits with doubles).

Example: In the situation illustrated above, white with the roll 5/3 can hit the black token on 9A by moving from 1A to 4A and from there to 9A. When tokens are hit, they are taken off the board and placed on the bar. These tokens then have to re-enter the board.

Re-entering

When a player has tokens on the bar, that player first has to use his rolls for these tokens to re-enter the board. A player is not permitted to move the remaining tokens on the board as long as he has tokens on the bar. Re-entering



is done in the respective player's 1st quarter and depends on the numbers rolled with the dice.

Example: White has 2 tokens on the bar and rolls 6/3. One token now has to be placed on 6A and the 2nd on 3A. If 3A is blocked, only one token can be placed (on 6A). The roll of 3 is lost and cannot be used to move on the board. If point 6A is blocked, white cannot place either token since the higher roll must be used if moves are not possible with both rolls. When black manages to block all points in his last quarter with a prime while white has a token on the bar, there is no roll that allows white to bring the token back onto the board. This is called a closed board. White does not even have to roll and misses turns until the prime is broken by black.

Of course hits are also possible on re-entering the board when the token in question lands on one of the opponent's blots.

Bearing off

Once a player has all 15 tokens in his last quarter, he can begin bearing off. If the player brought all his tokens into the last quarter with the 1st of his 2 moves, he can start bearing off with the 2nd move.

Bearing off also depends on the numbers rolled. The tokens are borne off the board from the points corresponding to the numbers rolled – so if 6/5 is rolled for example, one token is borne off from point 6 (white) or 6A (black) and one from 5 or 5A. Doubles count twice for bearing off as well. After bearing off, the tokens are placed next to the board. Bearing off is not mandatory; sometimes a player prefers to move tokens up, for example from 6 to 1 with a 5.

Often there will not be a token on the points corresponding to the roll. If there are no tokens left on the higher points either, tokens are borne off from the next lower point. However, if there are still tokens on higher points, the roll must be used to move up those tokens. Example (see illustration on page 13):

White starts bearing off. If white rolls 6/4, he bears off one token from point 6 and one from

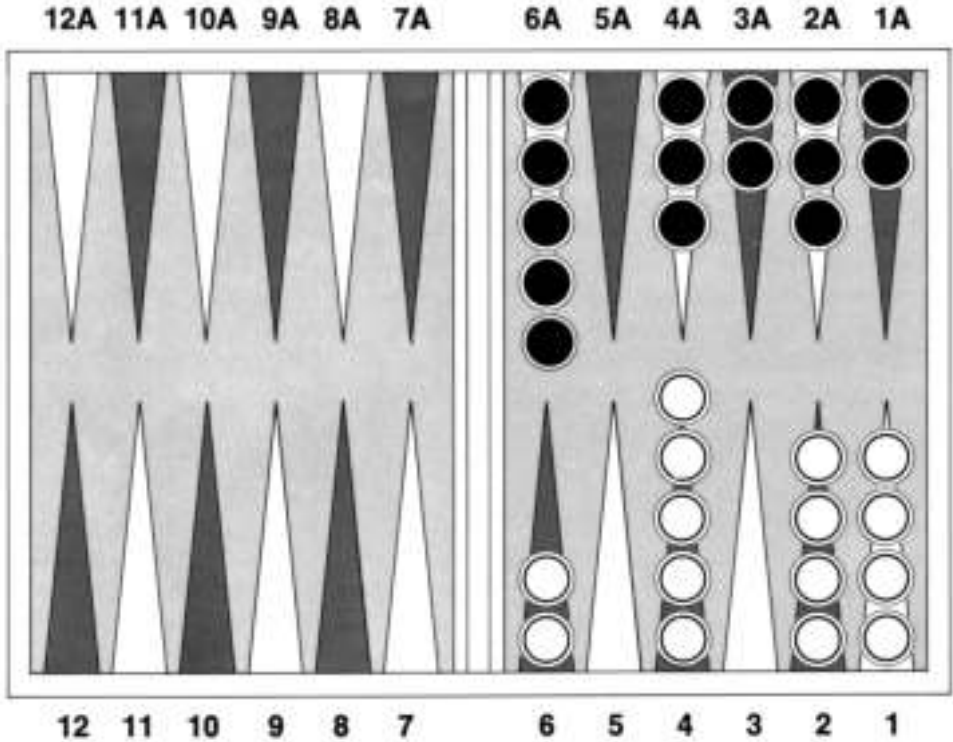
point 4. If he rolls 6/5, he bears off one token from point 6 but cannot bear off a token from point 5 since there are none. Instead he has to move up the remaining token on point 6 by 5 points to 1. If white rolls 5/3, he has to move up 2 tokens since both of these points are unoccupied.

We now assume that the tokens on point 6 were already borne off in the situation shown here. If white now rolls 5/4, he bears off one token from point 4 because there are no more tokens on the higher points. White also bears off another token from point 4 for the 2nd roll. In case of double 6 or double 5, white would bear off 4 tokens from point 4 in this case.

If a white token is hit while white is already bearing off, white first has to return this token to the board and move it up to the last quarter before he can continue bearing off.

End of the game

If white has borne off all tokens but black only some, white has a simple win. When playing for stakes, this means winning the stake. The win counts double (gammon) if the opponent has not borne off any tokens yet and triple (backgammon) if the opponent still has tokens in his 1st quarter, or even on the bar.



Doubling

When playing for stakes, players who appreciate the appeal of a higher but calculated risk reach for the doubling cube. At the start, the doubling cube is next to the game board with the number 64 facing up. After the opening, each of the two players has the right to announce the 1st doubling. A player will do so if he believes to have an advantage over the opponent. Doubling has to be announced before rolling the dice.

When white announces the 1st doubling, he places the doubling cube with the number 2 facing up next to black's half of the board. Now black either has to accept the doubling or immediately give up the game as lost. In the latter case white wins the stake.

Since things can change quickly in backgammon, black will accept the doubling if he believes that white only has a minor advantage. In

this case black puts the doubling cube directly in front of himself. Then the game continues for twice the stake. White should keep in mind that black now has the right to double next! If black wants to announce the 2nd doubling in the course of the game, he presents the doubling cube to white with the number 4 facing up. White either has to concede the game immediately, losing twice the stake due to his own doubling, or accept. In this case the game continues for four times the stake. White now has the right to the 3rd doubling. It is especially important to keep assessing how much of an advantage or disadvantage one has compared to the opponent. Should the opponent offer a doubling, one has to know exactly whether one should accept or concede. Doubling more than 2 times is rarely advisable since the stakes go up tremendously.



Strategy

In principle, backgammon is a well-organised rearguard action. The tokens that are furthest away on 1A or 1 are also in the greatest danger. It is important to get these tokens to safety while simultaneously building up positions that impede the opponent. One should not take a one-sided risk by creating blots that can be hit. Such a move is only meaningful if it promises important advantages for the subsequent moves. Hitting these tokens should cause disadvantages for the opponent in the long run. Even though backgammon is played with dice, it is by no means purely a game of chance. Success depends at least as much on making skilful moves.

The opening moves are made with entirely equal opportunity. Whether the rolls are used correctly depends entirely on the skill of the player.

Here is a list of the recommended opening moves (the ability to make recommendations for doubles moves is limited because they are always preceded by the opening moves):

$6/6 = 2 \times 1A-7A$ and $2 \times 12A-7$

$5/5 = 2 \times 12A-8-3$

$4/4 = 2 \times 1A-5A$ and $2 \times 12A-9$

$3/3 = 2 \times 1A-4A$ and $2 \times 8-5$

$2/2 = 2 \times 1A-3A-5A$

$1/1 = 2 \times 8-7$ and $2 \times 6-5$

$6/5 = 1A-7A-12A$

$6/4 = 1A-5A$ and $1A-7A$

$6/3 = 1A-4A$ and $1A-7A$

$6/2 = 1A-3A$ and $1A-7A$

$6/1 = 12A-7$ and $8-7$

$5/4 = 1A-5A$ and $12A-8$

$5/3 = 8-3$ and $6-3$

$5/2 = 12A-8$ and $12A-11$

$5/1 = 1A-2A-7A$

$4/3 = 12A-10$ and $12A-9$

$4/2 = 8-4$ and $6-4$

$4/1 = 1A-2A$ and $12A-9$

$3/2 = 12A-10$ and $12A-11$

$3/1 = 8-5$ and $6-5$

$2/1 = 1A-3A-4A$

or $12A-11$ and $6-5$

Although points blocked by the opponent always

create new situations, familiarising yourself with the mathematical probability of the possible rolls is useful. The possibilities to purposefully build up positions and the risk of being hit depend less on the total value of the rolls and more on the average frequency of the possible individual moves.

These possibilities are listed below.

Distance from a certain point:

1 2 3 4 5 6 7 8 9 10 11 12

Possible matching rolls:

11 12 14 15 15 17 6 6 5 3 2 3

Frequency in %:

31 33 39 42 42 47 17 17 14 8 6 8

Tric-Trac

This game is basically played like backgammon; the same rules apply for blocking points and hitting blots. Playing for points is the key difference. The first player to reach 12 or more points wins the game. This can occur long before all of the respective player's tokens have been borne off. Each player uses an additional token (it is best to use a pawn) in order to mark the points by placing it on this side of the game board under the point that corresponds to the number of points.

Setup and movement direction

White places all 15 tokens on point 1 in 3 stacks. His direction of movement is from 1 to 12, 12A to 1A. Black places all 15 tokens on point 1A in 3 stacks. His direction of movement is from 1A to 12A, 12 to 1.

Points 1 and 1A are the start and destination points called talons. The tokens on these points are not "in play".

Start of the game and moving

The players roll 2 dice to decide who starts the game. The person with the higher roll starts and makes his first moves with this roll. First all 15 tokens have to be brought into play from point 1 or 1A before additional moves can be made with the tokens. Players are free to bring either



2 tokens into play or one token in two consecutive moves.

If white rolls 5/4 for example, he either places one token on point 5 and one on point 6 or one token on point 10.

These tokens have to remain on the points they have reached until the talon has been cleared. In principle a move has to be made for each of the two numbers rolled when possible. The sequence in which the numbers are used does not matter. If only one move can be made then the 2nd roll is lost.

In case of doubles, the numbers rolled are only used once. A player may roll again after rolling doubles.

The “coin”

Point 12 for white and 12A for black is known as the “coin” and subject to special movement restrictions. A player may first occupy his own coin only with 2 tokens at the same time, so for instance if 4/2 is rolled, with one token from 10 and one from 8. After that any number of tokens can be accumulated on the coin, also one at a time. These tokens can also move on from the coin one at a time. Only the last two tokens have to be moved off the coin together – with one roll.

The opposing coin is blocked even if it is not occupied. No move is permitted to end on the opposing coin. If a player’s own coin is not occupied yet and he has a roll that would allow him to occupy the opponent’s coin, he can occupy his own coin. This means one can move the token in question on point less far than the roll would have indicated. However, this is only permitted if no other tokens can be moved to the player’s own coin with that roll.

Hitting

The opposing player’s blots are hit (see backgammon). After being hit, tokens are put back on the opponent’s talon. Then the opponent first has to bring these hit tokens back into play before being allowed to make any other move.

Bearing off

Tokens can be borne off at any time if there is a roll that takes the token in question onto the

final point on the board or beyond (point 1A for white, point 1 for black). There is no hitting on these points (talons).

Awarding of points and winner

Every opposing token that is hit and every own token brought into play scores one point. If a player is able to occupy the coin and also to block the 5 points before it on his own side, this is a “large bridge” that constitutes an insurmountable obstacle for the opponent. The large bridge scores 2 points.

As long as the large bridge can be held during the player’s subsequent rolls, he continues to score 2 points with it each time. As soon as a player – also with the 1st of his two moves – reaches or exceeds 12 points, he wins the game. The win counts double if the opposing player’s marking token has not yet gone past 6, triple if the opponent has not gone past 2 and quadruple if the opponent has not scored any points at all.

Continued play

Tric-Trac is often played in multiple continuing games, usually 12 games of 12 points each. The winner can decide to start the next game anew from the starting setup or to continue with the next game from the situation that was achieved. If the game continues, the winner can apply the points previously scored in excess of 12 directly to the next game. The excess points are lost if the game starts from the starting setup.

If the game continues, all tokens are first borne off and then placed back on the talons together in 3 stacks; this does not count as a move. Then the respective player continues the game as if it was played from the starting setup.



Puff

Puff corresponds to backgammon in all key respects, but there is no starting setup. Once again each player attempts to bring his 15 tokens into his last quarter as quickly as possible and then to bear them off the board. The first player to do so wins.

Blocking points, hitting and re-entering the game are exactly the same as in backgammon.

Movement direction and placement

At the start, all tokens are off the board and have to be placed in the 1st quarter of the respective player.

For white the 1st quarter consists of points 1–6. From there he moves over 12 and 12A to 1A.

For black the 1st quarter consists of points 1A–6A. He moves in the opposite direction.

Each player rolls 2 dice. The player who rolls the higher number starts.

There are no consecutive moves during placement. If white rolls 4/2 for example, he places one token on point 4 and one on point 2. Only after all tokens have been placed in the 1st quarter can they move on from there.

Doubles

When doubles are rolled, not only the points facing up count but also the ones on the bottom of the dice: This means 1 and 6, 2 and 5 and so on. If a player rolls 3/3 for instance, 2 tokens can be placed on point 3 and 2 on point 4. Starting with the 2nd doubles, one can place the numbers rolled on the top and bottom of the dice twice. A player can roll again each time after rolling doubles.

Moving

Moving starts as soon as all tokens are on the board. Sequential moves with one token are now permitted as well. The first move must always be made with the lower of the numbers rolled; if this is not possible, a move may not be made with the higher number either. If a player can only move with the lower number, the higher number is lost. A player also cannot move with the bottom numbers of doubles if he can-

not move with the top numbers. If he can move with the top numbers, the bottom numbers do not have to be fully used.

Bearing off

Bearing off can only begin once all of the respective player's tokens are in his last quarter. As with backgammon, the tokens from higher points have to be moved up.

Catch Me

Each player gets 6 tokens. They are placed on points 1–6 on the respective side. The player who rolls the lowest number starts.

Each player gets 2 dice, but only the rolls with a 1 or 6 and doubles count.

The tokens move around counter-clockwise until one of the players has lost all tokens. When a roll contains one or more 1s or 6s, the player can move one of his own tokens by the sum of the numbers rolled.

Except after double 6, 2 tokens can be moved by once the number rolled in case of doubles.

A player may also roll again after doubles. When a token lands on a point that is already occupied by an opposing token, it is struck out. Should a token land on a point already occupied by one of the player's own tokens, the token is placed on the next point that is empty or occupied by the opponent.

Once a player is down to only one token, the way he moves changes. His token is moved directly to the nearest corner point 1A, 6A, 7A, 12A or 1, 6, 7, 12. If this point is occupied by the opponent, his token is struck out. When the player then rolls a 1, he moves his token to the next corner point. In case of a 6 he moves on by 2 corner points. The player can move twice the number of points in case of double 1 or double 6. While other doubles cannot be used, they allow the player to roll again.

The first player to strike out all the opponent's tokens wins.



Chouette

Game version for 3 or more players. The player who rolls the highest number of points is the “box” and plays alone against the remaining players. The player who rolls the next higher number of points is the “captain”. The remaining players rank behind the captain according to the numbers rolled and move up in that sequence. If a new player is added, he ranks last.

The box plays against the captain as in regular backgammon, but the remaining players are partners with the captain.

The box holds that position until he loses. Then he assumes the last position unless a new player is added at the same time, in which case the box moves into the second to last position. The previous captain becomes the box and the next player becomes captain. While the captain has sole decision-making authority of all his subordinates, he can accept advice. If the captain loses, he assumes the last position in any case. All players have to follow the captain's decisions except in case of doubling by the box. In that case each player has the right to accept or refuse, and therefore concede that one game and pay the value before doubling to the box. When doubling is refused by the captain, it can be accepted by each player. The highest-ranking player who accepts advances to captain. Accepting or rejecting does not change the player ranking for the following games. If the new captain wins, he takes over the box.

Jacquet

With this version of backgammon, all tokens are set up off the game board at the outset and moved onto the starting points by rolling the dice. Once this process has been completed, the game continues according to the backgammon rules previously described.

Doubles

This is a new game of chance. Each player gets 12 tokens and stacks 2 of them on each of the 6 right-hand points on his side. The player who rolls the higher number wins. Each player only plays on his 6 fields. The player rolls 2 dice, takes the tokens that match the numbers rolled off the bottom tokens and puts them down in front. Only one token can be taken off in case of doubles, but the player can roll again. If a number is rolled for which the corresponding token has already been taken off, the other player gets a turn. Once a player has taken all top tokens off the bottom ones, he starts moving them back up the same way. When this is done the tokens are borne off to the right as in backgammon. The first player to bear all tokens off the board wins.



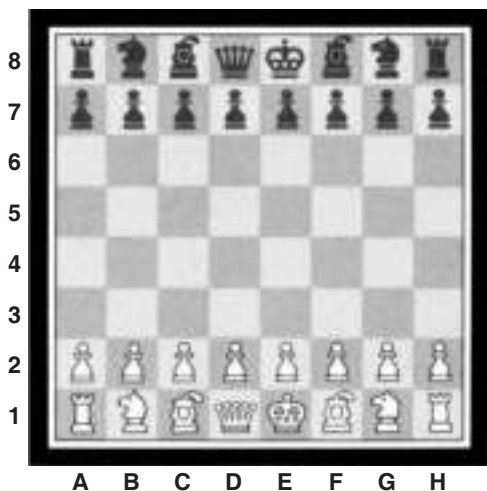
Board games

Chess

Board game for 2 players

Game materials:

Chess/checkers game board,
16 chess pieces in each of 2 colours



Chess is called "the royal game", not only because kings are the main pieces for both sides but also since it is the most noble, elegant and challenging game that has no equal. One would be hard pressed to find a game that is as fascinating for people as chess, and none that is better suited for documenting the inventiveness of humanity.

Checkers and chess are played on the same board with 64 squares, but did not emerge at the same time. Chess is much older and was likely developed in the orient.

The basic rules of chess are explained below. Those who want to explore chess in greater depth will have to consult other publications. There are numerous books about the origins and development of the game and pieces. What's more, there

are virtually countless publications ranging from the basic rules of the game to sophisticated game opening tactics to the end game. Those who are ready to play will quickly succumb to the game's fascination and be motivated to acquire more in-depth theoretical knowledge.

Game objective

The objective of the game is to attack the opponent's king with one or more pieces, that is to put him in "check" so that the king no longer has any way to escape the threat of the opposing pieces. Then the king is "checkmate", meaning "dead", and the opponent has won the game.

The pieces

One player has 16 white and the other 16 black pieces: 7 officers, one king and 8 pawns. Names of the officers: Queen, bishop (2), knight (2) and rook (2).

The way the pieces are set up is shown in the illustration to the left.

The chess board on the checkers game board is marked with a white line.

Note: black queen = black square D8, white queen = white square D1.

Moving the pieces

All officers and the king can move forward and backward.

King:

Always only 1 square in any direction.

Queen:

The most powerful piece; she can move straight and diagonally as far as the squares are unoccupied.

Bishop:

Can only move diagonally, as far as the squares are unoccupied. (A bishop standing on a white square can never get to a black square, one on a black square can never get to a white one!)

**Knight:**

Jumps 2 fields straight and one diagonally from there. The knight is the only piece permitted to jump over own and opposing pieces.

Rook:

Can move as far as there are unoccupied squares, but only straight vertically and horizontally.

Pawns:

The pawns only move forward. From the starting position, they may move up 2 squares – or only 1 – and after that, always just 1 square straight ahead.

Capturing

Only one piece can occupy any one square. To take a square occupied by the opponent, you can capture the opposing piece with one of your own (according to the permitted moves). Capturing is not mandatory; captured pieces are taken out of the game. The king is the only piece that can capture other pieces but can never be captured. Pawns can capture opposing pieces standing diagonally in front of them. When capturing, pawns move in a different direction than usual: Pawns can only capture pieces standing 1 square diagonally in front of them.

Special rules for pawns

Capturing “en passant” (in passing): If a pawn has passed the centre of the game board by one square, it can capture an opposing pawn that advances two squares from the initial position and ends up next to it “en passant” by moving to the square behind the opposing pawn and taking it off the game board. This means the pawn is captured as though it had only advanced one square from the initial position. However, this rule only applies in the subsequent move; afterwards the option to capture no longer applies.

Promotion: When a pawn reaches opponent’s last row of squares, the 8th rank or 1st rank, the pawn immediately has to be promoted to an officer, that is a queen, rook, bishop or knight (if the respective piece is not available yet, this can also be shown symbolically, for instance upside-down rook = queen).

Castling

Castling is only possible when the rook and king have not been moved yet and there are no pieces between the two of them. First the king is moved 2 squares in the direction of the rook involved in castling, then it jumps over the rook to the adjacent square. One differentiates between castling short (the kingside rook is moved by 2 squares) and castling long (the queenside rook is moved by 3 squares).

The two movements are considered one move. Castling is not permitted when:

- a) The king and/or the respective rook have already made a previous move
- b) The king and rook have to cross a square that is attacked by an enemy piece
- c) The king is in check

Check and checkmate

The king is not permitted on a square attacked by the opponent. When the opponent attacks the enemy king with one of his pieces (threat of capture), he calls “Check!” to draw attention to the threat. The player being attacked can avert the threat by:

- a) Protecting his king by placing one of his own pieces between the attacker and his king
- b) Capturing the attacker
- c) Moving the king to a square that is not attacked by the opponent

Once all 3 legal ways to remove the king from check are no longer possible, that means checkmate and the game is lost.

Draw and stalemate

A draw by agreement ends the game when neither player has or sees any way to checkmate the opposing king based on the positions or the lack of pieces.

A stalemate ends the game when a player’s king and other pieces, on his turn, are blocked so that they cannot move any more while the king itself is not in check, meaning it is not directly threatened.

A draw by agreement, stalemate, perpetual



check and threefold repetition of a position are all considered a “draw”.

Chieftain and Warriors

One player sets up all chess pieces as usual, they are the warriors. The 2nd player only gets a queen, the chieftain. It can move like a queen and a knight, and is able to capture all of the opposing player's pieces – even the king. The opponent's pieces move as they do in regular chess.

The player with the 16 pieces starts. His goal is to checkmate the chieftain.

Double Move Chess

The normal chess rules apply, only each player gets 2 consecutive moves. When a player gives check in the 1st move, he is not permitted to make the 2nd move. The opponent has to get out of check in his 1st move, otherwise he is checkmate. If neither player is able to make a 2nd move, the game ends in a draw.

Knock-Out Chess

The normal chess rules apply. The first player who cannot make a move any more wins. However, checkmating yourself is not permitted.

Losing Chess

This game has neither check nor checkmate, but capturing is mandatory. The king can also be captured. When a pawn reaches the eighth rank, he can only be promoted to a piece that has already been captured. The first player who cannot make a move any more wins.

Positioning Chess

The two players take turns placing any piece of their choice in any position on the game board. Once a piece has been positioned, it cannot be moved to any other square. Pawns cannot be placed in the top nor the bottom row. A player's bishops have to be on one black and one white square respectively.

No piece may be placed on a square that is attacked by an opposing piece, or where it attacks an opposing piece. When a player cannot place pieces any more, he loses the game.

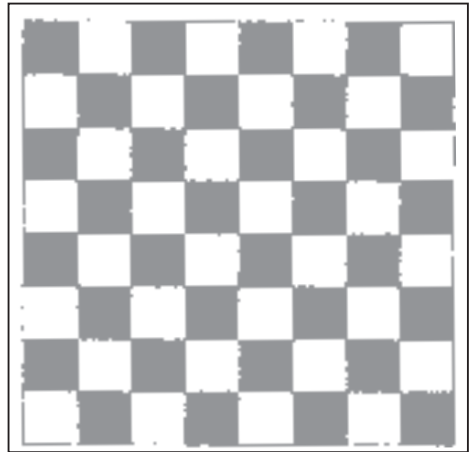
Checkers

Board game for 2 players

10 years and up

Game materials:

Checkers game board, 12 white and 12 black tokens



The origins of checkers cannot be clearly determined in the murk of the distant past. According to legend, Palamedes invented checkers during the siege of Troy to entertain

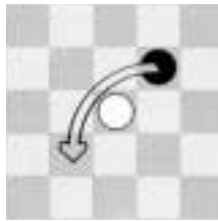


the unfortunate ladies trapped in the city. While checkers and chess are played on the same game board, they did not emerge at the same time. Chess is much older and was presumably developed in the orient. Checkers on the other hand was created in Europe, probably in Spain during medieval times. Old Spanish game books mention “Juego de las damas”, where “dama” means token (gaming piece).

Even though checkers is popular today, it is unjustly dismissed by many as an innocuous pastime. That is mainly because the game is played according to simplified rules in Germany.

This traditional game is played by 2 persons, with one player taking the 12 white and the other the 12 black tokens. The tokens are positioned across from each other on the 3 outermost rows of the game board. White always begins the game.

The tokens are moved diagonally, one square at a time. Moving to a square occupied by an own or opposing token is not allowed. Upon encountering an opposing token with an empty black square behind it, the player can jump over it in the next move and take it away.



This move can continue as long as there are enemy tokens with an empty square behind them. Jumping over your own tokens is not permitted.

When a token reaches the crownhead or king's row (the farthest row forward), it becomes a king. This is identified by placing a captured token of the same colour on top of this token. The king can move diagonally by any number of empty squares, not only forward but also backward, in addition to capturing enemy tokens as described above.

When a player moves a token forward, failing to notice that it could have jumped and captured an enemy token, the opponent can take the token in question away from him immediately.

The player who captures all of his opponent's tokens as described or blocks him in so he cannot move any more is the winner.

Polish Checkers

This game differs from normal checkers as follows:

The tokens can only move diagonally forward, but can capture diagonally forward and backward as desired. Capturing is mandatory even when more than one token in sequence can be captured in one move – diagonally, but when possible also with changes in direction, thus jumping in a zigzag pattern.

Checkers Backwards

This is a quaint version of German checkers: Once again 12 tokens are placed and can only move forward. However: Capturing is only permitted backwards! A token that reaches the crownhead or king's row (the farthest row forward) becomes a king and can capture both forward and backward.

Corner Checkers

Each player gets 9 tokens of one colour. The game board is placed before the players so a corner faces each of them.

The 9 tokens are placed on the black squares, first on the corner square, then a row of 3 and finally a row of 5. One token at a time is moved one square forward or sideways. Moving to white or black squares is permitted as desired. Tokens cannot move backward. Jumping over opposing tokens is permitted, but they are not captured. Jumping over your own tokens is not allowed.

The first player to occupy the opponent's 9 black corner squares wins the game.



Giveaway Checkers

This version is played according to the basic rules, except that the first player to lose all his tokens is the winner. It is quasi a reverse game of checkers, also known as "Suicide Checkers".

Blockade Checkers

The placement of the tokens is the same as for checkers. Tokens move one square at a time, only on the black squares, but both forward and backward as desired.

Rather than capturing the opponent's tokens by jumping them, they are captured by blockading (taking them prisoner). Tokens are considered blockaded when they are surrounded by enemy tokens so they no longer have any connection to their own tokens that permits a move. Blockaded tokens are taken away from the opponent.

The first player to lose all his tokens loses the game.

Contract Checkers

This version was developed in Chicago in the year 1934.

Each player gets 14 tokens and starts with 12 tokens that are placed the same way as in German checkers. Otherwise the rules of German checkers also apply, except that a 13th and 14th token can be brought into play. This happens when a previously agreed square on the first row is vacated, for instance the 4th square on each side. Then a new token can be brought into play and placed on that square.

Sheep and Wolf

Rules of the game

One player gets just one token: He is the wolf. The opposing player gets 4 white tokens, the sheep.

The game is played on the black squares of the checkers game board. The sheep stand on the 4 black squares in the 1st row, the wolf can be placed on any black square.

The sheep make the 1st move. They can move forward diagonally by one square. The wolf moves the same way but can also move backward.

The object of the game is to surround the wolf so he cannot move any more. If the wolf manages to break through the row of sheep, he wins the game because the sheep cannot move backward to follow him.

Daring Knight Move

Daring Knight Move is a game based on the movement of the knight in chess: 2 squares forward, and from there 1 square to the side. A rather tricky solo game was invented based on this movement, requiring the checkers game board and a knight chess piece.

The object is to eventually move the knight over all 64 squares without touching any square more than once. The principle is quite simple: If one starts for example on square A1, the knight can move either to B3 or C2 (see the illustration on page 18). From C2 he can continue to A3, B4, E3 or E1; from B3 to A5, C5, D4, D2 or C1 and so on.

To mark the squares that have already been touched, one can draw the game board on a piece of paper. Then the moves can be recorded with pencil marks that can be erased again at any time if you get on the wrong track.

The Daring Knight Move game offers such inexhaustible possibilities for mental training that it has frequently been examined by mathematicians.



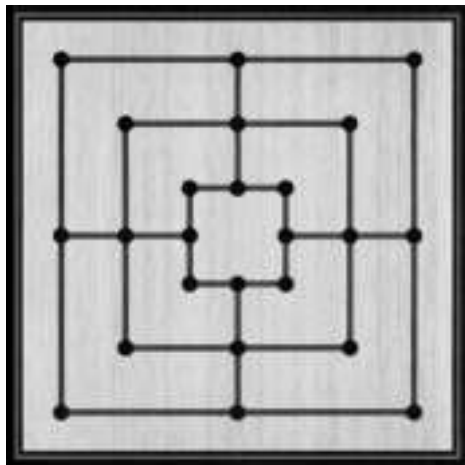
Nine Men's Morris

Board game for 2 players

10 years and up

Game materials:

Nine Men's Morris game board, 9 white and 9 black tokens



Nine Men's Morris is among the oldest games in the world. This is proven by archaeological finds: The oldest Nine Men's Morris game board was found scratched into a roof slab of an Egyptian temple built more than 3000 years ago.

A Nine Men's Morris game board was also found during excavations in Troy. Ancient evidence of the game has been uncovered in Ceylon and Norway as well. A Nine Men's Morris game board carved in wood was found in Norway, sent with Viking king as a burial object on his deathship.

One of this game's great advantages is that it can be learned quickly by new players.

Game objective

The objective of the game is to capture the opponent's tokens.

In order to do so, players must try to make as many mills as possible, which means placing 3

tokens of their colour in a row. When a player "closes" a mill, he can take any one of the opponent's tokens off the game board.

Rules of the game

At the start of the game, the tokens are off the game board. The players draw lots to determine who gets white and black. At the start of the game, the players take turns placing one of their tokens on any intersection on the game board. White starts, followed by black and so on until all tokens have been placed.

The players should try to make mills even while placing. This can be prevented by the opponent by placing his tokens in the way, provided he notices in time.

Once all tokens have been placed, the players start taking turns moving one token from an intersection to an adjacent, unoccupied one. Once again they try to make mills. As soon as a player closes a mill, he can take an opposing token off the board but this token cannot be part of a mill. Tokens are not brought back into play once they have been taken off the board.

An existing mill is opened by moving a token to the next intersection, and closed by moving it back to its initial position. When opening a mill, it is important to make sure no opposing token can move into the open spot.

In addition to single mills, the players should attempt to make double mills by placing 2 additional tokens so that the opening token of the 1st mill simultaneously closes a 2nd mill. A double mill therefore consists of 5 tokens, one of which is shared between the two mills. With this placement a token can move back and forth between the mills, closing a mill on every turn. A double mill usually means an assured victory. Once a player is down to just 3 tokens, he can fly which means he can jump to any vacant point instead of moving. This makes it easier to form a mill and block an open opposing mill. If the opponent succeeds in closing a mill during this phase, the other player is down to 2 tokens and loses the game. In this case the 3rd token can be taken off the board even if the 3 tokens form a mill.



End of the game

The player who first manages to reduce his opponent's tokens to 2 or to block the enemy tokens so no legal moves are possible is the winner.

Lasker Morris

With players of equal skill, regular Nine Men's Morris can often end in a draw.

In order to avoid this, Emanuel Lasker (World Chess Champion from 1894 to 1921) developed an unusually exciting version of the game: Even in the starting phase of the game, when tokens can only be placed normally, the players are allowed to either place or move a token.

From a tactical perspective, it is advisable to open a mill one has formed right away in the next move before placing additional tokens. This forces the opponent to place a token on the board in order to block this mill.

In this case the first player has one extra token in reserve, giving him an advantage.

The player who keeps more tokens in reserve has a better chance of winning, since a reserve token is the most versatile of all. It can be placed last, and that is always the best move in the game.

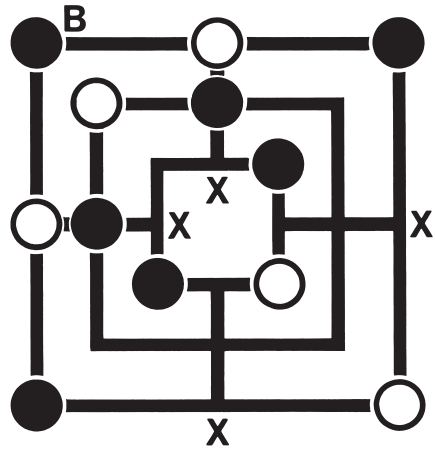
Knight Morris

This version of the game is played according to the same basic rules as Nine Men's Morris.

The main difference is that placing is not followed by moving but rather by jumping. The tokens jump like the knight in chess: 2 spots forward and one to the side, or one forward and 2 to the side. Jumping over own or opposing tokens is permitted. However, one can only jump to an empty spot, not to one occupied by the opponent. One can only jump once around a corner.

While jumping one also tries to form mills in order to capture the opponent's tokens. A player who is down to 3 tokens can jump to any unoccupied spot, as in regular Nine Men's

Morris.



Example: Possible jumps for the token on B.

Dice Morris

Each player gets 9 tokens. 3 dice are needed as well. The players take turns placing tokens according to the usual rules, except that all 3 dice are rolled each time before placing. If the player rolls a 4, 5 and 6, or 2 3s and a 6, or 2 2s and a 5, or 2 1s and a 4, and the opponent has a mill, this player can take a token out of the opponent's mill and place one of his own. Should the player close a mill of his own as a result, he can take away another token for that mill. With all other rolls, the player can only place a token. Once all tokens have been placed, the game continues according to the usual rules for Nine Men's Morris.

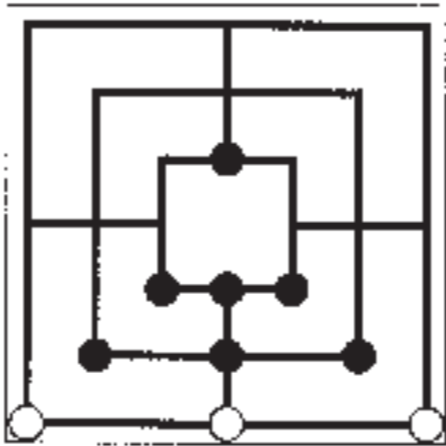


Twelve Men's Morris

Each player gets 12 tokens. The only other difference compared to Nine Men's Morris is that mills are permitted on the corner diagonals as well.

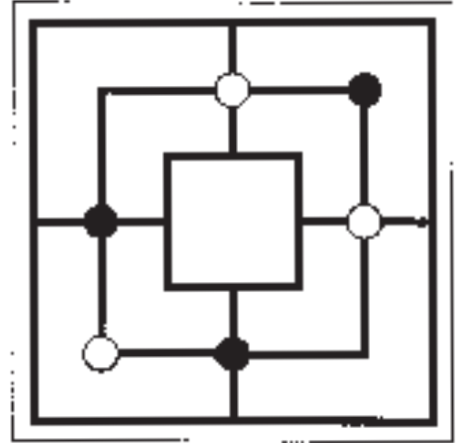
Battue

White has 3 tokens, black has 7. Black must try to form a mill by moving from spot to spot. Mills existing at the outset do not count. White must try to prevent this by jumping. Black wins if he succeeds in forming a mill by the 15th move. Otherwise white wins (starting setup below).



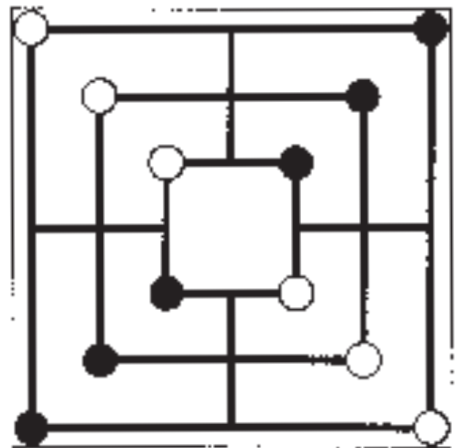
Three Men's Morris

Each player has 3 tokens that are set up as illustrated. The players take turns jumping to any field with any one token. The first player to close a mill wins.



Six Men's Morris

Each player has 6 tokens that are set up as shown below. They take turns moving a token by one spot. The first player to form a mill wins.





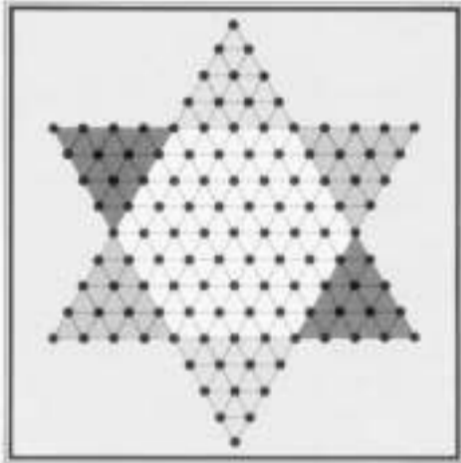
Chinese Checkers

For 2–3 players

10 years and up

Game materials:

Chinese Checkers game board, 15 pawns of the same colour per player



Game objective

The objective is to move the pawns from their starting setup to the opposite tip of the star and occupy all spots there as quickly as possible. No pawns are captured in Chinese Checkers.

Rules of the game

Each player gets 15 pawns of one colour, setting them up on the black dots in one of the star points of the same colour. There has to be an empty point of the star between the players' respective starting positions. The players draw lots to decide who goes first.

After that they take turns. Each player may only move one of his own pawns on his turn. Jumping or moving is permitted, but not both on one turn.

Moving

A pawn is moved from one spot to an adjacent

spot in any direction, including backward or diagonally.

Jumping

If an adjacent spot is occupied by an own or opposing pawn, it can be jumped if there is an empty spot behind it in the same direction. Jumps are permitted in all directions as well. It is also possible to jump two or more pawns with successive jumps during one turn.

Changing direction between jumps is permitted, for example in a zigzag pattern. There is no obligation to jump; a series of jumps may end at any point even if additional jumps are possible.

End of the game

The first player to bring all his pawns into the opposite point of the star is the winner.

Solo Chinese Checkers

One can also play Chinese Checkers alone: 15 tokens are placed in one point of the star. Then one attempts to get to the opposite point with the smallest number of moves or jumps.

The number of jumps and moves required is counted for each game.

A player should attempt to keep finding new, more favourable possibilities, thereby reaching the goal with a smaller number of moves or jumps.



Dice games

Dice games can be considered genuine games of chance in the original sense. All players are truly equal here because they are equally powerless. Nobody has an advantage over anyone else. No player is able to manipulate the game thanks to greater experience or by mastering certain tricks. The dice do not give anybody a fundamental advantage.

That makes playing dice especially well suited for adults and younger children playing together. Here the child is not dependent on the generosity of the adult in order to experience winning. The child genuinely has the same chances as the adult.

By the way: We do not know where dice come from or when and where they were invented. Both Greek and Roman texts frequently mention dice, but one is not sure whether the 6-sided die originated in the Mediterranean region. Much speaks for that however.

Swing

For any number of players

Game materials:

1 die

Each player rolls 7 times in succession. The 1st and 2nd rolls are added together, the 3rd roll is subtracted, the 4th roll is added, the 5th is subtracted, the 6th added and the 7th subtracted. The player who ends up with the highest number wins.

Naked Sparrow

For any number of players

Game materials:

1 die

First the players agree on the number of

rounds. Each player rolls once and the roll counts for the player to his left. The number rolled is credited to that player.

If one rolls a 1 for the neighbour – the “Naked Sparrow” – the player who rolled it loses one point. The player who ends up with the highest number wins.

The Evil 3

For any number of players

Game materials:

1 die

Each player may roll as often as desired, but anyone who rolls a 3 is out.

The player who ends up with the highest number wins.

Sixteen Dead

For 2–6 players

Game materials:

1 die, wooden skewers

2 wooden skewers are needed for each player, plus one extra – so 9 wooden skewers for four players. They are put in the middle.

The goal is to roll several times, getting as close as possible to a total of 16. 15 is the highest score.

The player who rolls the highest number begins the 1st round.

There is no risk in the 1st two rolls since they cannot add up to more than 12. But if the player decides to keep on rolling after the 2nd roll, he not only has to make a 3rd but also a 4th roll!

A player who passes 15 is “dead” and automatically loses the round. He has to take a wooden skewer.



If the player stays under 16, the total is marked down or remembered. Then his neighbour to the left gets a turn.

If all players stayed in the game during the round, the player with the lowest number of points loses and has to take a wooden skewer. In case of a tie, the number of points rolled first in the sequence of players always counts as the higher one.

The loser of a round begins the next round. One all wooden skewers have been taken, only the players with a wooden skewer continue playing. Now the loser of a round gets a wooden skewer from the player with the highest score in the round.

The player who ends up with all wooden skewers loses.

Silent Jule

For any number of players

Game materials:

1 die, paper and pencils

Each player gets paper and a pencil. Everyone marks down their own results because talking is not allowed in this game. A player who speaks has to start over.

The die is passed around.

A player who rolls a 1 marks it down at the top of the page. As soon as the same player rolls his 1st 2, he can mark it underneath. Each player continues this way up to 6.

After reaching 6, a player can cross out 1 the next time he rolls a 1, 2 the next time he rolls a 2 and so on.

The first player to cross out all 6 numbers wins. Anyone who speaks has to start over.

6er Game

For 2–6 players

Game materials:

1 die, paper and pencil

The captain draws a table with rows for the numbers 1–6 and a column for each player.

Players take turns rolling the die. The captain enters each roll in the column for the respective player, but the player decides in which row. That is because the roll is multiplied by the number marked at the start of the row and the result is entered.

A 6 in row 6 scores 36 points, but only 6 points in row 1.

The catch is that each row can only be used once.

After 6 rounds, the column for each player is summed. The player with the highest sum wins.

Zeppelin

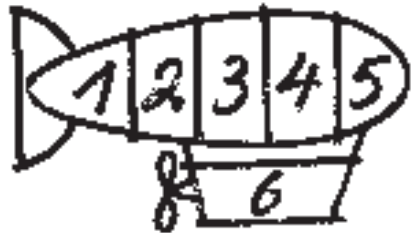
For 2–3 players

Game materials:

1 die, wooden skewers, paper and pencil

First a large Zeppelin is drawn and divided into fields 1–5. The gondola is marked with the number 6; that is the cargo hold. Each player gets 6 wooden skewers.

Now the die is passed around. A player who rolls a number from 1 through 5 places a wooden skewer in the corresponding field of the



Zeppelin. But if a wooden skewer is already there, the player is allowed to take it and does not have to put down a wooden skewer.

A player who rolls a 6 always has to put down a wooden skewer since the gondola can handle an unlimited load.

A player who runs out of wooden skewers drops out.



The last player in the game wins and can take the wooden skewers from the gondola.

Highest House Number

For any number of players

Game materials:

1 die, paper and pencil

Rolling the highest 3-digit house number is the goal.

Each player gets 3 rolls. However, he has to decide immediately after each roll whether the number rolled will be in the ones, tens or hundreds place of the house number.

101

For any number of players

Game materials:

1 die

Each player can roll as often as he considers advisable. The rolls are added up continuously and the goal is to be the first to reach 101 or more. If a player stops voluntarily, he makes note of the total reached. He starts again with this number on his next turn.

The dangerous cliff with this game is the 1: A player who rolls a 1 has to stop immediately. He loses everything that was scored so far and starts over at zero on the next turn.

Merry 7

For any number of players

Game materials:

2 dice, paper and pencil, wooden skewers/tokens

First the game board shown in the illustration is drawn. The spots should be able to hold the

7	
2	3
4	5
6	8
9	10
11	12

stakes of multiple players, clearly separated. Each player gets the same number of wooden skewers/tokens. One player takes charge of the dice and the bank. He rolls and plays against all the others.

Each time before the banker rolls, the players place their bets. They place any number of wooden skewers/tokens on any spots of the game board.

If the banker rolls a number in the left column, he collects all bets in that column (not those on the 7). He has to double the bets in the right column and pay them out immediately.

If the banker rolls a number in the right column, he collects the bets there and has to double and pay out the bets in the left column.

If the banker rolls a seven, he collects the bets from both columns, but has to triple and pay out the bets on the seven.

New bets are placed after each round. A player who runs out of wooden skewers/tokens drops out.

Heaven and Hell

For any number of players

Game materials:

2 dice

First establish the number of rounds.



Each player rolls once.

For each roll, the number facing up (heaven) is counted as tens, the number facing down (hell) as ones.

If a player rolls 5 and 3, this is counted as follows:

5 up = 50, 2 down = 2, total 52;

3 up = 30, 4 down = 4, total 34.

Result of the 1st roll = 86.

The player with the highest total after the agreed number of rounds wins.

Eleven Up

For any number of players

Game materials:

2 dice, wooden skewers/tokens

Each player gets the same number of wooden skewers/tokens. Of these, he puts 2 wooden skewers/tokens in the middle of the table as his stake. That is the kitty or pot. A player who rolls exactly 11 can take the pot.

A player who rolls 12 has to double the pot.

A player who rolls less than 11 has to pay into the pot by the amount he is short of 11. If 7 is rolled for instance, the player pays 4 wooden skewers/tokens.

Death Leap

For any number of players

Game materials:

2 dice

The 1st player names a number between 30 and 60. A gorge opens up at this number – let us assume it is 45. The gorge is 7 points wide, so up to 52. Players have to jump the gorge.

The 2nd player rolls the dice first. The roll of the 3rd and each subsequent player in the round is added to this roll. A player who falls into the

gorge – in our example the numbers 45 through 52 – has failed to make the “death leap”. He drops out, as do all other players who suffer the same misfortune. Once a player has safely crossed the gorge, he picks a new number. The last survivor wins.

Cover It!

For any number of players

Game materials:

2 dice, paper and pencil, wooden skewers/tokens

The numbers 1–9 are written next to each other on a piece of paper. Covering all numbers with wooden skewers/tokens is the objective. Each player rolls until he drops out.

Initially the player rolls 2 dice. The number rolled is covered with a wooden skewer/token. Rolls can be counted separately or together. When 2/5 is rolled for example, one can either cover the 2 and the 5 or just the 7. Once the numbers 7–9 are covered, the player continues with just one die.

A player who cannot use a roll entirely or in part drops out. The total of the uncovered numbers is marked down for the player as minus points. Then the next player starts at the beginning. The player with the fewest minus points after the agreed number of rounds is the winner.

Little Max

For any number of players

Game materials:

2 dice, dice cup, 1 beer mat or coaster and wooden skewers

Bluffing convincingly is crucial in this game. All rolls are kept hidden when they are made and passed on. The own roll has to be higher than the one – supposedly – presented by one's neighbour.



1/2 is the highest roll, the "Little Max". This is followed by doubles from 6/6 to 1/1, and then what are called the "house numbers" in descending sequence. The highest house number is 6/5, the lowest 3/1.

The 1st player puts the cup with the dice onto the coaster, holds all of that with both hands and shakes the dice. Then he peeks under the cup to see what he has rolled, in such a way that no other player can see the roll. Now he announces the actual or bluffed roll and passes it on to his neighbour to the left, keeping it hidden.

If the neighbour believes the announcement, the has "bought" the roll and is not permitted to look under the cup. He shakes the dice, peeks under the cup while keeping the roll hidden, and has to announce a higher combination than the one he "bought" before passing it on to the next player.

When a player does not "buy" the roll that was announced, for instance because he is afraid he won't be able to beat it, he reveals.

If the announcement was true or the combination under the cup is actually better, the player who revealed has to take a wooden skewer.

If the announcement was not true, the player who bluffed has to take a wooden skewer.

After revealing, the announced rolls can start at the very bottom again.

One only announces "Little Max" after actually rolling it. Then one reveals and can give back all wooden skewers already picked up.

Piefke

For any number of players

Game materials:

3 dice, wooden skewers/tokens

First the players agree on the number of rounds – as many rounds as players is recommended. The 1st player makes a roll, and the others must try to duplicate that roll. Anyone who does not succeed is "Piefke" and has to pay a wooden

skewer/token to the kitty for all missing points. For all excess points, 2 wooden skewers/tokens must be paid into the kitty.

A player who duplicates the roll drops out and stops playing.

Each player only gets one roll. The 2nd player begins the next round.

The player who had to pay the most in the end loses.

Family Miller

For any number of players

Game materials:

3 dice

The object of the game is to roll for the "Family Miller" with as many members as possible.

1 is Mr. Miller, 2 is Mrs. Miller and the remainder is the number of children.

Each player rolls once per round. First you have to roll a 1 (Mr. Miller), since neither Mrs. Miller nor any children count without him. If a 2 is rolled before a 1, it is useless.

As soon as a player gets a 1, he rolls with only 2 dice starting in the next round. The 2 (Mrs. Miller) has to be rolled next. Once Mrs. Miller comes along, the player rolls with only one die starting in the next round. Now the number of children is rolled. Ideally one gets a 1, 2 and 6 on the 1st roll – Family Miller with 6 children.

Rolling continues until each player has a family with children. A player who already has children may continue rolling one die, attempting to increase the number of children. The last roll always counts!

One can end up with a lower number! If 2 players have the same number of children at the end of the game, the two have to roll for the number of relatives with one die, deciding the winner.



Lottie and Lisa

For any number of players

Game materials:

3 dice, paper and pencil

Each player rolls once. The results of the rolls are added continuously (the number rolled by the 1st player is added to that of the 2nd player and so on). The first player to reach or exceed 66 loses.

Church Window, Farmer's Window, Prison Window

For any number of players

Game materials:

3 dice, paper and pencil

The captain draws a table with one row each for "Church Window", Farmer's Window" and "Prison Window", and a column for each player. Each player gets 3 rolls with all 3 dice on his turn. Three rounds are played this way.

After the 1st roll, the player has to decide what window to roll for in this round. For "Church Window" only the 6s are counted from all 3 rolls (4 6s get an entry of 4), for "Farmer's Window" only the 4s and for "Prison Window" only the 2s. The player with the most matching rolls after 3 rounds wins.

Chicago

For 2–5 players

Game materials:

3 dice, wooden skewers, paper and pencil

In this game the 1 = 100, the 6 = 60 and all other numbers have their normal values. The combination rolled is added up.

Examples:

$$5/3/2 = 5 + 3 + 2 = 10;$$

$$6/5/3 = 60 + 5 + 3 = 68;$$

$$1/6/4 = 100 + 60 + 4 = 164;$$

$$1/1/2 = 100 + 100 + 2 = 202.$$

1/1/1 is the highest roll, called "Chicago".

Each player may roll up to 3 times, leaving the best rolls.

If one rolls 2 or 3 6s, one can turn one of them over to a 1 and continue rolling with the other dice.

When turning over does not happen until after the 3rd roll, a 4th roll is permitted with the rest of the dice as an exception.

A player starts the round and rolls the dice. If he gets a good combination with the 1st or 2nd roll, he may leave it at that. Then the remaining players can only roll once or 2 times as well. The player with the lowest roll for the round takes a wooden skewer and starts the next round.

Chicago can also be played for points. The results are marked down. The first player to reach 1000 points wins.

Toto

For any number of players

Game materials:

4 dice, paper and pencil

Each player writes the following series of numbers on a piece of paper:

Red	White
12	12
23	23
34	34
45	45
56	56

Now each player has to try with one roll to get one of the double numbers with the red and white pair of dice; this can then be crossed out. The first player to cross out all numbers in any order wins.

Each correct double number rolled is valid, whether it is rolled with one or both pairs of dice.



Pairs

For any number of players

Game materials:

4 dice, paper and pencil

This game is played with a red and a white pair of dice. The white dice are positive and the red negative, meaning: Add up the points for the white dice and subtract the points for the red dice.

Each player gets 5 rolls; the results are written down and summed.

The player with the highest total wins.

Nudie

For any number of players

Game materials:

4 dice

The goal is to make a “Nudie” of your neighbour to the left. Here’s how: A player rolls all 4 dice, adds up the numbers and subtracts the result from the total subsequently rolled by his neighbour to the left. If the result is 0 or a negative value, the neighbour is a “Nudie” and drops out. But if the neighbour rolls a higher total, the first player is the “Nudie” and drops out. Now the neighbour in turn tries to make a “Nudie” out of his neighbour to the left with another roll.

The last player left is the winner. This game is fun and exciting.



Domino games

Dominoes

Tile game for 2–6 players

Game materials:

28 dominoes

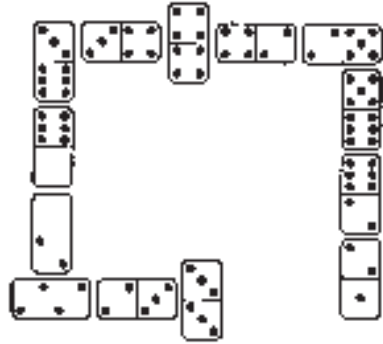
The exact origins of dominoes are not known. Some believe the game was invented by a Chinese statesman in the year 1120. It is said that Emperor Wei-tsung at the time locked it into his treasure chamber along with the rules and his son Kao-tsung did not release it until the year 1127. Others claim an abbot named Domino was the inventor, or that the name comes from the patterned garment of the canons, which they wore during the evensong and while singing "Dixit dominus domini".

Dominoes is a familiar and popular game around the world today. It is played in a wide variety of ways: As a simple game for children, a group game filled with suspense or a highly interesting solitaire game. Many new variations were discovered over time and numerous great minds racked their brains to develop and solve them. The game is especially popular in Spain and France. There it is played in cafés where men often spend hours over dominoes.

What follows is a translation of the rules taken from the book "Das Domino-Spiel" with kind permission of the authors Bernward Thole and Tom Werneck: Maltese Cross, Block Domino, Bergen, Muggins, All or Nothing, Bingo and Canton.

Basic rules

The 28 tiles are put on the table face down and shuffled. Each player draws one tile. The player with the highest value will start. Then all tiles are shuffled again and shared out as follows: With 2 players each gets 8 tiles, with 3 or 4 players each gets 5, with 5 or 6 players each gets 4.



Each player takes the corresponding number of tiles and sets them up in front of himself so the other players cannot see them. The remaining tiles stay in the middle of the table as the boneyard.

The object of the game is to be the 1st player who gets rid of all the tiles drawn. The 1st player opens with a tile of his choice. He puts this tile down open and may immediately add a second tile if he has a match. A match means adding a tile with the matching number of points on that end. If a 6/5 tile is on the table for example, the player either has to add a tile with 6 points to the left or a tile with 5 points to the right. A double tile, that is a tile with the same number of points on both ends, is not added end to end but crosswise. A player who puts down a double tile may add a 2nd tile immediately, which has the number of the double tile on one end. The players take turns.

When a player does not have a matching tile, he has to draw one from the boneyard. If this tile is not a match either, the player must keep drawing until a matching tile is drawn.

The game ends when one player has put down all his tiles. He is credited with the total number of points for the tiles still held by all other players.



Matador

For 2–4 players

This game is played with all 28 dominoes as well. But rather than putting ends with the same number of points together, the points on the two ends joined together have to add up to 7. This means 4 has to be matched with 3, 5 with 2 and so on.

The 4 “matadors” are exceptions: Those are tiles whose points add up to 7 – 1/6, 2/5 and 3/4 – as well as the 0/0 tile. These matadors can be added anywhere.

Only a matador can be joined with the blank end of a tile. Here the player is free to decide which end of the tile to leave free for adding.

The matador can also be placed crosswise. Then the next player can choose which end to add to.

The matador does not have to be played if the player does not want to. However, a player who cannot play a tile has to draw up to 2 tiles from the boneyard. If the player still cannot play a tile, the next player gets a turn. Otherwise this game follows the basic rules.

Unlike the basic rules, the game also ends when no player is able to play a tile. In this case, the player with the lowest total number of points in leftover tiles wins. He is credited with the total number of points for the tiles still held by all other players, less the points for his own leftover tiles.

Italian Dominoes

For 3–5 players

The player who draws the tile with the highest value from all the tiles placed face down will start the game. Then all tiles are shuffled again and shared out. 5 players get 5 tiles each, 4 get 6 tiles each. If there are 3 players, they each get 8 tiles. The remaining tiles are the boneyard.

The 1st player puts down a tile. At the same time, he has to loudly call out the sum of all visible

points, for instance 12 in case of 6/6, 10 in case of 5/5 and so on. Now the next player does not need a matching tile to play, as in regular dominoes, but is free to play any tile. However, he has to add the two numbers and loudly announce the result. If 6/6 was on the table and he plays 3/5, he loudly calls 20 because he added 12 + 8. Correct addition is all that is required.

At the start of the game, each player added a stake to the kitty. Payouts are made from the kitty as agreed when a skilful player reaches one of the following totals: 30, 50, 70 or 100.

The largest proportion is paid out for the highest number. If none of the players gets these round numbers, the kitty is carried over to the next game.

Stacking Dominoes

For 2 players

The tiles are put on the table face down and shuffled. Each player draws 6–8 tiles. The rest of the tiles are the boneyard. The starting player is determined by drawing lots. He plays a tile of his choice.

In contrast to other domino games however, the other player does not place a tile next to it but over or under it; one half of the tile has to match one half of the tile already on the table. The unmatched half of the tile “sticks out”.

The other player adds a tile in the same manner, forming two rows of tiles one above the other with matching numbers over top of each other.

A player who cannot play or does not want to can pass or draw any number of tiles without playing.

However, 2 tiles have to remain in the boneyard until the end of the game to increase the level of uncertainty. The first player to put down all his tiles wins. If both players have tiles left over, the player whose remaining tiles add up to the lowest number of points wins.



Maltese Cross

For 4 players

This game, also known as Sebastopol, is believed to have originated in Czarist Russia.

Those accustomed to the tidy process of adding to a row as usual in dominoes may find it irritating. First all the players build a large cross, the 8-point cross of peace of the Knights Hospitallers.

The tiles are shuffled face down. Each of the 4 players draws 7 tiles. There is no boneyard. The player with the double 6 places this tile in the middle of the table, starting the game. The next player in the round adds a tile with a 6 end, either to one of the open sides or one of the two ends. The 3rd player can either add a tile with a 6 end to the set tile as well, or add a double to the tile played previously. Doubles are always placed crosswise to the row. This means tiles can be placed in four directions (in the shape of a cross, starting from the set tile). However, a double has to be placed on each end of the 1st 4 tiles that are placed against the set tile. This creates the Maltese cross that gives the game its name.

On the outer double tiles of the cross, placement is as desired in one of the 4 directions.

A player who cannot place a tile has to pass. If all 4 players have to pass, the game is "blocked". In this case, the player with the lowest total number of points in leftover tiles wins. He is credited with the points of all opponents less his own points. Otherwise the first player to place all his tiles wins. He is credited with the

total number of points for the tiles still held by all other players.

Block Domino

For 2–4 players

In block domino one learns how to maintain an overview of the tiles and assess one's own strengths and weaknesses better than in any other game of dominoes.

The player who draws the tile with the highest value from all the tiles placed face down will start the game. Then the tiles are shuffled thoroughly again.

Now the players draw their tiles:

For 2 players = 7 tiles each

For 3 players = 6 tiles each

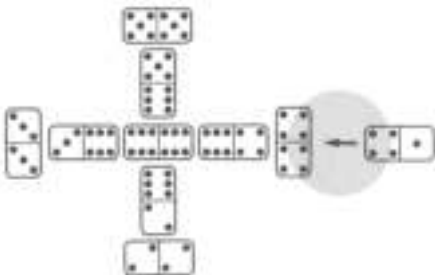
For 4 players = 5 tiles each

The remaining tiles are set aside, face down. Now the players uncover their tiles, arrange them by point values and set them up so they cannot be seen by the other players.

Once again, the object of the game is to be the 1st player to place all tiles. But since some tiles always remain concealed off to the side and are therefore taken out of play, the likelihood of achieving this is very low. In reality, the object is therefore to influence the game through the considerate play of one's tiles so that one gets rid of as many "costly" tiles as possible while blocking the ends so that placement becomes increasingly problematic and eventually impossible for the opponents.

The 1st player opens with a tile of his choice. Tiles can be added to this tile on both ends in the next play, provided they have the same number of points on the ends that touch. Doubles are always placed crosswise to the row. However, subsequent placement is only permitted on the open side and not on the two ends of the double tile.

If none of the players can place any tiles in a round, the game is blocked and therefore ends. The player whose remaining tiles add up to the lowest number of points wins. The winner is





credited with the total number of points from all opponents, less the points of his own remaining tiles.

If a player is able to place all his tiles before the game is blocked, this also ends the game. In this case the winner is credited with the total number of points from all opponents, with no deduction.

Normally play continues through several rounds until one player earns more than 101 points. Then the final round begins. Ultimately the player with the highest number of points wins.

Bergen

For 2–4 players

This game is said to have been developed and named by English marines who got bored while stationed in the Norwegian port city.

Each player draws one tile from the concealed tiles. The player who draws the highest value opens the game.

Now the tiles are thoroughly shuffled.

The players draw their tiles:

For 2 players = 6 tiles each

For 3 players = 6 tiles each

For 4 players = 5 tiles each

They uncover their tiles and set them up so the other players cannot see them. The rest of the tiles remain concealed and out of play.

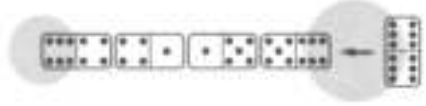
The object of the game is to collect points by placing tiles with the same number of points on the adjacent ends, if possible where the free end has the same number of points as the other free end of the row. 2 points are scored in each case:

When a double tile is played, 3 points are scored:

The first player opens with a tile of his choice. If he opens with a double tile, he also earns 2 points. Play is mandatory. Voluntary passing is

not allowed.

Once a player has no more tiles or when the



free ends are blocked, the game ends.

The 1st player to place all tiles gets 2 additional points.

If the game ends with a block, the player who has no doubles or the smallest number of doubles on hand wins.

When 2 players have no or the same number of doubles, the player with the lowest total number of points and/or the lowest double tile wins. The winner of a blocked game only gets 1 point.

When several rounds are played, a number of points or number of rounds is agreed on in advance.

Muggins

For 2–4 players

Muggins is an American term for idiot. This flattering term may be used from time to time during the game. The name of the game notwithstanding however, it is by no means for idiots; they would have a very hard time.

This game is extremely popular in the USA. Muggins has spawned a number of other versions here and is considered the “normal” game of dominoes.

The tiles are thoroughly shuffled face down. Then the players draw their tiles:

For 2 players = 7 tiles each

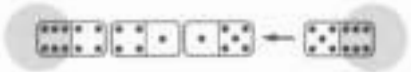
For 3 players = 6 tiles each

For 4 players = 5 tiles each

The rest of the tiles remain concealed as the boneyard.

The player with the highest double tile starts, placing it in the middle of the table.

If no player has a double tile, the player with the highest value has to draw a tile from the boneyard. Now the players take turns drawing

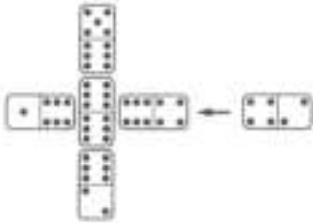




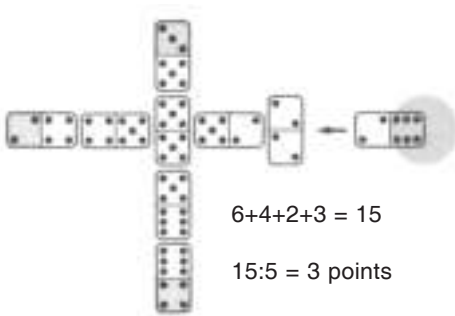
until a double tile can be played.

In the subsequent game, players can add to this set tile in any of 4 directions, forming a cross. The tiles must have the same number of points on the adjacent ends:

The object of the game is to play ones tiles so that points can be collected if possible. Points are scored when a tile is placed so that all free ends of the resulting pattern total to a number that can be divided by 5. The points credited



equal the result of dividing the number by 5. If the game opens with a double 5 as the highest tile, the owner is credited 2 points directly at the start of the game.



Double tiles are placed crosswise to the row here as well. The full number of points is counted for doubles (both ends). For the purpose of counting, this end of the pattern quasi has 2 ends.

In the subsequent course of the game however, placement is only permitted on the open side of the double tile. Then the two ends of the double tile no longer count as free ends, neither for placement nor for subsequent counting to determine points.

If a player has a tile that can be placed, he has

to play it in any case even if he cannot earn any points with it.

A player who has no tile to place has to draw up to 2 tiles from the boneyard. If he still cannot place after that, he passes.

Players have to announce the number of points they score. If a player misses something, the opponents can get involved. The first person to call out "Muggins" in this case is credited with the number of points that was missed.

When a player has placed all his tiles, the game ends. Agreeing on a total number of points (61 for instance) in advance is recommended when multiple rounds are played. The last round is opened when a player exceeds this number of points. The player with the highest number of points in the end wins.

Suggestions for other versions

Muggins can also be played with the additional rule that a player can make another move each time he earns points and also after playing a double tile.

However, if the player has no matching tile in this case, he has to draw from the boneyard until he can play or until the boneyard is empty.

Other versions are created by replacing 5 with a different number. The course of the game is entirely different if the ends have to be divisible by 3 or 4, or even by more than one value at the same time in order to score points.



All or Nothing

For 2–4 players

Few games were approved in upscale coffee houses in the past century. Dominoes for instance certainly could be used there in society circles. Playing cards were a different matter. But players have always been inventive people. They simply transferred a variety of card games to the tiles with the pips. "All or Nothing" for instance includes elements of card games.

With 3 players, everyone plays for themselves; with 4 players, those across from each other can form teams. But this is not mandatory. Each player draws one of the concealed tiles. The player who draws the highest value later opens the game.

Now the tiles are shuffled again. Then the players draw their tiles:

For 4 players = 7 tiles each

For 3 players = 9 tiles each

If there are 3 players, one tile is left over. It will belong to the player who gets the first trick.

The object of the game is to keep one's number of points as low as possible. This is either achieved by taking as few "scoring tiles" as possible, or by taking them all.

"Scoring tiles" are all 7 tiles in the 3-series (3/0, 3/1, 3/2, 3/3, 3/4, 3/5 and 3/6). Each of them scores one point.

The double blank (0/0) is also a "scoring tile" and counts for 4 points.

The players look at the tiles they drew. Each of them chooses 3 tiles and passes them to the player on the left. These tiles are picked up once everyone has passed on 3 tiles. Once this process has been completed, the 1st player opens with any tile of his choice and declares one of the two values as the "suit" or trump. If he starts with a double tile, he can choose either the value of the double or "doubles" themselves as trump.

Players have to follow suit if they are able. Otherwise they play any tile. Once all players have played their tiles, the trick belongs to the

player who played the highest trump tile.

The double tile of a "suit" is the highest tile and the others follow in descending order.

The player who earned the trick lays it aside, face down. Until the end of the game, the trick has to remain concealed.

If there are three players, he then adds the leftover tile to the trick, also concealed. Then he plays a tile of his choice.

Points are calculated after the last trick:

If a player was able to bring all the "scoring tiles" into his possession, each opponent is credited 22 points.

If no player or team was able to get all the scoring tiles, each player is credited with the point value of the scoring tiles included in his tricks.

The next round is always opened by the player with the highest score. He can also concede his right to open the game to his neighbour to the left, who must play in this case. The final round begins when a player exceeds 101 points. In the end, the player or team with the fewest points wins.

Bingo

For 2 players

Bingo was considered the king of dominoes in the 19th century. However, it has nothing at all to do with the game of chance known under that name today. Bingo is simply the translation of an ancient Victorian card game to dominoes. It is very similar to 66.

The rules of the game appear somewhat extensive at first glance. However, they are easy to manage and one can start playing quickly.

The object is to earn tricks and thereby collect points as in a game of cards. Rather than being laid out in a line as usual in domino games, the dominoes are also played like cards.

Both players draw one tile from the concealed set. The player who draws the highest value will open the game.

All tiles are shuffled again. Each player draws 7



tiles. The remaining 14 tiles stay concealed as the boneyard.

Determining “trump” is the next step. The 2nd player draws a tile from the boneyard and uncovers it. The 1st player selects one end of the tile as “trump”. If a double is uncovered, the choice is already made: Trump is the value on one end of the double tile. The tile is left lying open next to the boneyard.

The 1st player opens the game by placing any tile of his choice on the table. The 2nd player also plays a tile of his choice. If he plays a tile that matches the 1st tile, the trick belongs to the player with the higher point value on the free end. If the 2nd player plays a trump tile, a trump always beats a non-trump and a higher trump always beats a lower one. But if a “bingo” is played, it beats everything else as the highest trump in the game. In this game, “bingo” is the double blank (0/0).

If the 2nd player does not play a matching tile, trump or “bingo”, the trick belongs to the 1st player.

The player who earns the trick turns it over and lays it aside. After each trick, both players draw another tile from the boneyard until it is depleted. The player who got the trick plays next.

When a double is played, the player in question can show his opponent that he still has a 2nd double in his hand. If he gets the trick in this case, he earns 3 plus points immediately. He can repeat this as long as he has enough doubles in his hand. But if he loses his double, he gets nothing and the other player gets a turn to play.

Once only 2 tiles remain in the boneyard, the 2nd player gets the trump tile he turned over at the beginning. From this moment on, players can no longer play any tile of their choice: They either have to play a tile with a matching end, a trump or a bingo if they have it. Only if they have none of these 3 options in their hand can players discard any tile of their choice.

The round ends after 14 tricks. Scoring is as follows:

- Bingo counts 14 points
- Trump double counts the total number of

points

- Other doubles count 3 points each
- Trump counts the number of points on the other end
- Other tiles count nothing

The last round of the game begins when a player reaches 66 points. At the end of this round, the player with the highest number of points wins.

Canton

For 2–4 players

China is said to be the home of dominoes. That is where the English learned the game Ts'ung shap and transformed it into European dominoes.

Ts'ung shap translates as “battle of tens”. With us however, it has become more of a battle of twelves. This is due to the different values of our dominoes. Nevertheless it is a very distinctive and exciting game.

The object is to earn tricks as in a game of cards. The player with the highest score wins. Each player draws one of the concealed tiles and the one who draws the highest total point value opens the game.

The tiles are shuffled again. Then the players draw their tiles:

For 2 players = 7 tiles each

For 3 players = 6 tiles each

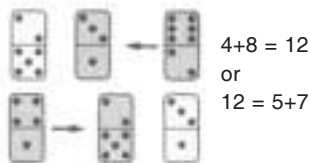
For 4 players = 5 tiles each

The remaining tiles stay concealed as the boneyard.

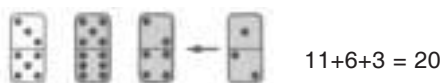
Players uncover their tiles, sort them and set them up so they cannot be seen by their opponents.

The players take turns playing one tile at a time, always drawing another tile from the boneyard. The tiles are laid side by side in a row.

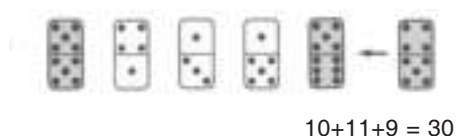
The 3rd player has the 1st opportunity to score points. He can do so by adding a tile to either end of the row so that the 2 tiles next to each other make the number 12.



The player picks up the two tiles that add up to 12 and turns them over. Tiles in this trick have to remain concealed until the end of the game. The 2nd opportunity to score points occurs when 3 tiles, that is the tile being played with 2 tiles in the existing row, add up to 10, 20 or 30 points. This is possible with 2 adjacent tiles at either end of the row.



However, the two end tiles of the row may be used as well.



Once again the 3 tiles that add up to one of those totals are picked up by the player as a trick.

The player who picked up a trick plays again. Naturally each player tries to get the highest number of points in the game. Sometimes it is advisable to let an easy 12 pass. But such a calculation does not always work out. Immediately making note of the number of points scored is always recommended, otherwise something may easily be forgotten. A round ends as soon as a player has played all his tiles. Before a new round is opened, this player also earns the total of all points on the remaining tiles of the opponents.

When a player reaches a previously determined number of points (400, 500 or 1000), the game enters the end phase. The last round begins as soon as a player reaches this number of points. In the end, the player with the highest number of points wins.

Dominosa

For 1 player

This brilliant game was developed by O. S. Adler, who simply appended his initials to the name. It is a puzzle. Here the player prepares the puzzles himself.

A rectangle made up of 7×8 for a total of 56 squares is drawn on a sheet of paper.

Now the thoroughly shuffled dominoes with the points facing up are put together randomly into a rectangle that is also made of 7×8 squares. Then you take the piece of paper and mark the exact values of the assembled tiles in the previously drawn squares. Afterwards the tiles are thoroughly shuffled again right away. Several such puzzles can be prepared using this method. When subsequently or also later attempting to build a rectangle with the dominoes that exactly matches the numbers that were marked down, one quickly discovers just how challenging this is.

That being said, Dominosa does not have to be played with a rectangle made of 7×8 squares. The 28 dominoes can also be used to build any other figure, which may be easier to reconstruct.



Card games

66 (Gaigel)

For 2–3 players

Game materials:

A deck of 32 cards

“66” can be played by two or three people with a deck of 32 cards.

However, keen players take out the 7s and 8s to play with 24 cards.

To play “66” with four people, one needs 2 decks of 24 cards each, that is without the 7s and 8s for a total of 48 cards.

The card values are: ace = 11 points; ten = 10; king = 4; queen = 3; jack = 2; nine, eight and seven = 0.

With two players, each one gets 6 cards. The 13th card is placed face up on the table as trump. The trump card determines the trump suit. The remaining stack of cards (stock) is placed crosswise over the trump card, face down.

The non-dealer opens the game and plays any card. Since following suit is not required as long as cards remain in the stock, the opponent can also play any card.

The card played first takes all cards of any other suit; for cards of the same suit, the highest card takes the trick. Trump takes the trick in any case.

Each trick is picked up by the respective player, set aside face down, and silently scored.

The player who takes the trick always takes the top card of the stock, his opponent the next one. Then the winner of the previous trick plays any card from his hand.

As soon as the last card has been taken from the stock, following suit is required. If the opponent cannot follow suit, he must play trump and take the trick. If he does not have trump either, he can discard any card.

The first player to score 66 points can end the

game as the winner. If the loser has more than 33 points in his tricks, the winner scores just one game point. If the loser has less than 33 points, the winner scores 2 game points. If the loser did not win any tricks at all, the winner scores 3 game points.

When the game continues to the last trick, the player who picks up the last trick gets an extra 10 points.

The round ends when one of the two players scores a total of 7 game points.

Announcing marriages: In addition to the points of a trick, players can also collect points for a certain card combination in their hand.

A player with the king and queen of the same suit can announce a “marriage” – but only after winning at least one trick and when the player has the lead on his turn.

A marriage in the trump suit scores 40 points, marriages in the other suits score 20 points.

Naturally there can often be situations where one or even more marriages in the hand do not score any points at all because one has not won a trick yet – and is not able to do so...

Swapping cards: The player with the lowest trump card, that is the seven in the respective trump suit, can swap it for the higher trump card lying open under the stock – but once again only after winning at least one trick.

Turning over the trump card: When a player on lead believes he can win at least 66 points with his cards without having to take cards from the concealed stock, he can take the open trump card and place it face down on the stock. This indicates that he will not take any more cards. Now the opponent cannot take any more cards either. From this moment on, following suit or playing trump is required on each turn. If the player reaches the announced goal, he scores 3 game points. If he loses, the opponent scores 3 game points.



“66” for three is played correspondingly to the 2-player game. However, 7 cards are initially dealt per player. The game ends when one of the players reaches 66 points.

In “Four-Handed 66”, 2 partners determined by drawing lots play together against the other two. Partners sit across from each other. The rules for the two-player game apply, but 2 decks of 24 cards each are used (nine through ace). The key difference is that a team has to score 101 points rather than 66.

Mau-Mau

For 3–6 players

Game materials:

A deck of 32 cards

After shuffling, each player gets 5 cards individually. One card is placed face up next to the concealed stock. The 1st player (to the left of the dealer) now has to play one card on the open card, as follows:

- Either: a card of the same suit (spade must be played on a spade card, heart on a heart card)
- Or: a card with the same value (a queen on a queen, a ten on a ten of any suit)

If a player does not have a matching suit nor a matching value, but has a jack (of any suit), he plays the jack and thereby determines at the same time what suit the next player has to follow.

If the player cannot follow suit nor the value and does not have a jack either, he has to take a card from the concealed stock. This card must be played if possible. If the card cannot be played, the player has to keep it and play passes to his neighbour to the left.

Here the seven and eight are of special importance. When a player puts down a seven, the next player has to take 2 cards from the stock

– but is not permitted to play a card. When a player puts down an eight, the next player has to skip one turn. When to play a seven or eight is up to each player.

Keeping the jacks as long as possible is recommended, since this lets one select a favourable suit towards the end of the game – a suit one is able to follow, but also hopes to be inconvenient for the opponents.

The first player to put down his last card calls “Mau” and thereby ends the game. Now the other players have to count the values of their remaining cards: Seven, eight, nine and ten are counted according to their value, the jack counts 2, the queen 3, the king 4 and the ace 11 points – as minus points of course!

A player who is able to end the game with a jack calls “Mau-Mau”: Then the minus points of the opponents are doubled. When a player reaches 100 minus points, the game ends.

Cheating

For 3–6 players

Game materials:

A deck of 52 cards

This game is also called fudging or lying because cheating is officially permitted. The object is to cheat so skilfully that one can get rid of all cards as quickly as possible, ending the game as the winner.

The cards are dealt equally to all players. If cards are left over, they are placed in the middle of the table and form the start of the discard pile.

The player to the left of the dealer begins by putting down the 1st card face down and announcing its value. There are 2 ways to play: One can begin with the two of clubs, or one can start counting with any of the twos.

In the first case where the suit also plays a role, one has to cheat often and recklessly. The order of the suits is: clubs, spades, hearts,



diamonds. The ace is followed by the two of the next suit.

In the 2nd case when the game is played without announcing the suit, so the cards are merely played in ascending order, one can cheat even more brazenly and recklessly.

No player is obligated to actually play the card value he announces. However, any player can question the announcement of the last player to put down a card at any time: He interrupts the game by calling "Cheat!" and uncovers the top card, which is the last one played.

If the card actually has the value that was announced, the doubter has to pick up the entire stack of cards. But if the value of the card is not what was announced, the cheater has to pick up the whole stack of cards. Then the game is resumed by the next player, who now starts counting again at the beginning.

There are also other ways to cheat: A player can attempt to put down more than one card at a time. But if this attempt is noticed by another player, who points it out by calling "Cheat", the cheating player once again has to pick up the entire stack of cards even if one of the cards put down has the right value.

If jokers are included, they assume the respective value that is announced.

Cheating is a game that should be played quickly, and fast reactions are required as well: When a card one does not trust is already covered by the next one, interrupting the game is not possible any more.

The first player to put down all his cards wins. By the way, no interjection is permitted with the last card nor the first card played: The winner has to be accepted, even if he reached his goal through extremely cold-blooded cheating.

Naturally the game can be altered as well: Only suits can be called instead of values. To really make this version fun, the player to the left of the dealer announces the suit that has to be played in a round – which does not prevent him from playing a different suit. A different suit is chosen in the next round, while cheating is sure to continue.

Schafkopf

Crazy Schafkopf

For 2–4 players

Game materials:

A deck of 32 cards

Schafkopf, also called Crazy Schafkopf, can be played with two, three or four players. The differences in the rules are minor.

A deck of 32 cards is used.

The card values are: ace = 11 points; ten = 10; king = 4; queen = 3; jack = 2; nine, eight and seven = 0.

As a simple trick-taking game, Schafkopf has fixed, permanent trumps:

- The four queens in the order clubs, spades, hearts, diamonds
- The four jacks in the same order
- The entire suit of diamonds (ace, ten, king, nine, eight, seven)

The queen of clubs and the queen of spades as the highest trumps are also called the "elders".

In case of 4 players, each player is dealt 8 cards.

2 partners always play together – the owners of the two "elders". They must try to lead skillfully in order to "fatten" their joint number of points.

If a player has both "elders" in his hand, he chooses a partner, for example by saying: "The 1st trick goes along" or "The ace of spades goes along". Of course this depends on his hand.

To win a game, the two "elders" have to have at least 61 points; the opposing team wins with 60 points.

Following suit is mandatory; trump cards are followed with any trump.

If a player is not able to follow suit, he can either discard any card of his choice or take the trick with a trump. If the trick has been won by his partner, he should not play a trump but "fatten" the trick with a high-value card.



One player can play “solo” against the other 3. He needs to 61 points to win, while the opponents only require 60. A solo game is not announced. Instead one leaves the players unclear about who is playing against whom for as long as possible. If the solo player wins, he is credited the full number of points while losing a solo counts double minus points.

The same rules apply for Schafkopf with three players. However, each player is dealt 10 cards and 2 cards are placed in the middle of the table face down as the stock during dealing.

The player with the queen of clubs may (but does not have to) pick up the stock and take 2 cards out of his hand, which he sets aside face down. In Schafkopf for three, any suit may be announced as trump instead of diamonds.

If the owner of the queen of clubs is not interested in a solo because of his hand, this option is open to the remaining players. If nobody plays a solo, everyone plays for themselves and diamonds is trump.

Schafkopf for two is also played with a deck of 32 cards. Each player initially receives 8 cards, but they are placed face down in 2 rows in front of the players. Then another 8 cards are dealt open and placed on top of the ones that are face down. Play is according to the same trick rules and scoring, with open cards. As soon as an open card has been played, the concealed card underneath is turned over.

German Schafkopf

For 4 players

Game materials:

A deck of 32 cards

Like Crazy Schafkopf, this is a 2 versus 2 player game. However, the partners are chosen before the game by drawing lots: Each player draws a card. The highest card partners with the lowest for the entire course of the game.

Scoring of the cards is the same as in Crazy

Schafkopf: ace = 11 points; ten = 10 points; king = 4 points; queen = 3 points; jack = 2 points; nine, eight and seven are not scored.

Note that only the jacks are always trump in this game – again in the order clubs, spades, hearts, diamonds. The trump suit is determined after the cards have been dealt (each player receives 2 times 4 cards).

Trumps have to be announced after the cards are dealt. This means: Each player looks at his cards to see if he has one or more jacks, and a good hand in one suit.

Example: Second in hand has 2 jacks and, let us say, the ace of hearts, king of hearts, queen of hearts and nine of hearts. He could choose heart as trump, and would then have a total of 6 trumps in hand. So he announces 6 trumps – but without disclosing the suit. The other players do the same. Every player with at least 5 trumps makes a corresponding announcement. The one who announced the highest number determines the trump suit.

If 2 or more equal announcements were made, the player who has more points in the trump suit determines what is trump. If none of the players can announce more than 4 trumps, the player with the highest trump – the jack of spades – has to make the game and determine the trump suit. This is called a forced game. If it is lost, it is only counted once while losing games otherwise count double the points.

The player who announced the highest trump starts. The rules for Crazy Schafkopf apply: Following suit and trump is mandatory.

The two players selected as partners at the outset will of course support each other: If they cannot follow suit or trump, they will “fatten” the trick by discarding a high-value card if one of them is winning the trick. If the trick is expected to go to the opponents, a card with a low (or no) value is discarded.

The two players who score at least 61 points are the winners.

Scoring in this game is particularly inventive. Rather than scoring after each game, lines are drawn for wins or losses, gradually forming the



outline of a “sheep’s head” (Schafskopf) that always consists of 9 lines.

For a simple win (at least 61 points), the winning team draws one line (since there is no ranking for the lines, they can be drawn anywhere). For a simple loss, the opposing team draws 2 lines.

When the trump partners win with “tailor” (Schneider), meaning the opposing team scored fewer than 30 points, they can draw 2 lines on their sheep’s head.

If the trump partners lose with “tailor” on the other hand (scoring less than 30 points in total), the opposing team can draw 4 lines.

When the trump partners win with “black” (Schwarz), meaning the opposing team did not win a single trick, they can draw 9 lines for an entire sheep’s head.

If the trump partners are “black”, the opposing team can of course draw an entire sheep’s head.

In forced games that are lost (even with “tailor” or “black”), the winning team draws only one line.

Final settlement waits until one or the other side reaches the previously agreed number of sheep’s heads. Just like this number is established before the start of the game, so is the monetary value of a sheep’s head. In the end, the winning team is paid the corresponding amount for its number of sheep’s heads less the number of the losing team.

Pinochle

For 2 players

Game materials:

2 decks of 24 cards

A peculiarity of this game is that points are not only won with the tricks, but that points are also credited for certain card combinations – announced before they are played (similar to “66”).

2 decks of 24 cards, from ace through nine, are needed for 2 players.

These cards have the following values: ace = 11 points; ten = 10 points; king = 4 points; queen = 3 points; jack = 2 points; nine = 0 points.

Each player is dealt 4 times 3 for a total of 12 cards. The 13th card is placed face up in the middle of the table. It indicates the trump suit for the respective round. The remaining cards are placed face down, crosswise over the open card, as the stock.

Now each player tries to win as many tricks as possible. The following rules apply:

- Trump takes the trick in any case. Since there are two players, it is possible for trumps of the same value to come together. In this case the card played first always takes the trick.
- If suit (not trump) is played and followed by the opponent, the higher-value card takes the trick.

If a different suit is played by the 2nd player than the 1st player, the card played first takes the trick.

- As long as cards remain in the concealed stock, following suit is not mandatory. Once the last cards have been picked up (the bottom card in the stock and the open trump card), following suit is required.
- Each player has to take a card from the stock after every trick. A player who forgets to pick up cannot make up for it.

Once a player has won at least one trick, he can announce one of the following card combinations – provided it is in his hand – and earn the points for it (they are written down immediately):

1. Trump nine = 10 points.
2. For the last trick (announced) = 10 points.
3. Regular marriage (king and queen of the same suit) = 20 points.
4. Royal marriage (king and queen of the trump suit) = 40 points.
5. Pinochle (queen of spades and jack of diamonds) = 40 points.



6. 4 jacks (in all 4 suits) = 40 points.
7. 4 queens (in all 4 suits) = 60 points.
8. 4 kings (in all 4 suits) = 80 points.
9. 4 aces (in all 4 suits) = 100 points.
10. Quint major (ace, king, queen, jack and ten of one suit = sequence) = 150 points.
11. Trump sequence = 250 points.
12. Double pinochle (2 queens of spades and 2 jacks of diamonds) = 300 points.
13. Grand pinochle
 - = all 8 jacks = 400 points,
 - = all 8 queens = 600 points,
 - = all 8 kings = 800 points,
 - = all 8 aces = 1000 points.

A player who announces such a combination also has to play one of the cards. With the cards remaining in his hand (which he has to show to the other player when making the announcement), he can form new combinations with new cards taken from the stock in order to score additional points. The players should agree on this possibility before the start of the game, since Pinochle for two is sometimes played according to different rules.

A player who is able to announce more than one combination with his cards will of course announce the combination with the highest point value first.

Important: Combinations may only be announced as long as there are cards in the stock.

After that, points can only be scored with tricks. As previously mentioned, following suit is required in this phase of the game. If a player cannot follow suit, he has to play a trump. A player who no longer has any trumps can discard any other card.

The player who is dealt the trump nine or picks it up later can exchange this card (which earns 10 points only on announcement, but no points in a trick) for the open trump card. This exchange can only be made after the 1st trick.

The first player to reach 1000 points can end the game immediately by calling "Over!". But if he counted incorrectly and unjustly ended the game, his opponent wins.

Rummy

For 2–6 players

Game materials:

A deck of 104 cards and 2 x 3 jokers

The total of 110 cards are thoroughly shuffled. Players draw cards to select the dealer. Each player is dealt 13 cards. The remaining cards are placed in a stack face down in the middle of the table as the stock. The top card is turned face up next to it.

Putting the cards in order is the objective. They are laid out in "sets" or "sequences" for this purpose.

A "set" includes 3 or 4 cards of the same value but different suits, for instance the eight of clubs, spades, hearts and diamonds.

A "sequence" includes 3 or more cards of the same suit with sequential values, for example the ace, two and three of diamonds.

Jokers can replace any card needed to make a set or sequence.

The player to the left of the dealer starts. He draws a card from the stock or takes the open card. Then he discards any card face up next to the stock. The next player can take this open card or the top card from the stock, and also has to discard a card. If a player can use a card discarded by one of the opponents in the course of the game, he announces this by quickly knocking 2 times on the table. The player who knocks first can pick up the card, but only with the permission of the player whose turn it is according to the rules. However, he also has to take two of the concealed cards from the stock. Knocking does not interrupt the normal order.

Each player needs 40 points to start laying out cards in a game. These 40 points can be distributed over several sets or sequences. Values: ace = 11 points in a set or sequence with a king, but only one point without a king; jack, queen and king 10 points each; two through ten each as many points as they display. The joker counts as many points as the card it replaces.



In the subsequent course of the game, every player who has already laid down 40 points can lay down additional sets and sequences even if they count fewer than 40 points. Matching cards can also be added to sets and sequences that have already been laid down, and jokers that have been laid down can be exchanged for the corresponding card. All of this can be done with the cards laid down by the opponents as well. The first player who has played all the cards in their hand this way and put the last card on the discard pile declares “rummy” and ends the game.

Several games can be played in one session. A certain playing time or number of points is agreed in advance. At the end of each game, the points each player still has in his hand are marked down as minus points. Here the ace always counts 11 points, the joker 20 points and all other cards as described above.

In “hand rummy” all minus points are doubled. A player gets “hand rummy” if, without previously laying down any cards, he lays down all the cards in his hand at the same time even if the point values of the cards that are laid down do not reach 40. If a “hand rummy” is played before any other player has laid down any cards, all minus points are tripled.

Canasta

For 2–6 players

Game materials:

A deck of 104 cards and 4 jokers

Canasta is a progression of rummy. While the rules are basically simple, they can be made more difficult as desired.

Canasta is just as exciting for 2 players as for 3, 4, 5 or also 6 participants.

The object of the game is to collect as many bonuses and points as possible by wisely laying down groups of cards.

A round ends when one of the players “calls” it

according to the rules.

A hand ends when one of the parties has collected a total of 5000 points; this team wins and collects the agreed stakes.

There are no trumps and tricks. The suits are of equal rank. Only the card values and bonuses count.

Card values:

- Two (with the rank of joker) = 20 points
- Black threes (blocking cards) = 5 points
- Red threes (pure premium cards) = 100 points
- Four, five, six, seven = 5 points each
- Eight, nine, ten, jack, queen, king = 10 points each
- Ace = 20 points
- Joker = 50 points

The cards four through king and ace are also called “natural” cards, the jokers and twos “wild” cards.

Cards are dealt individually as follows:

2 players = 15 cards each

3 players = 13 cards each

4, 5 or 6 players = 11 cards each

The remaining cards are placed face down in the middle of the table as the draw pile (stock). The top card is placed face up next to the concealed draw pile. If this first card is a joker or red three, another card is put on top.

Drawing

Each player first has to draw a card on his turn. In principle, a player is free to choose whether he wants to take a concealed card from the draw pile or the top card from the open discard pile.

However, taking from the discard pile is only permitted when:

1. It is not currently blocked (see freezing or blocking)
2. One announces and lays down a meld with the top card from the draw pile and at least 2 natural cards from one’s hand (at least 50 points for an initial meld with the top card!)



3. One has already laid down melds and can add the top card to one of these melds, or use it for a new meld (in this case, a natural card and a wild card in the hand are sufficient)

This means the top card from the discard pile always remains open in play. Note: The entire discard pile always has to be taken with the top card from the discard pile! This appears like a penalty at first glance, but is usually an advantage since new play opportunities arise from the new cards in combination with the cards in one's hand.

Collecting, melding, canasta

Second in hand begins by either taking a concealed card from the draw pile or picking up the open card from the discard pile. Then second in hand checks whether an initial meld can be announced.

Melds are combinations of 3 or more cards from one's hand with the same rank value, for instance 3 kings or 5 sevens or 4 fours, regardless of the suit.

There are no sequences (such as queen of spades, jack of spades, ten of spades) in Canasta. Therefore one only collects cards of the same rank value. A meld is laid down in front of the player, open.

The goal of a meld is to expand it into a "Canasta" (Spanish: "basket") in the course of the game.

For the *initial meld*, that is the first time cards are laid down, the point value of the cards that are laid down has to be at least 50.

Examples: 4 sixes at 5 each = 20 plus 3 tens at 10 each = 30, total 50; or 3 aces at 20 each = 60; or 3 fives at 5 each = 15 plus a joker at 50, total 65.

For any subsequent meld, that is after the first meld was already laid down, the point value of the cards that are laid down no longer plays a role.

If a team has already collected 1500 points in the course of the game, 90 points are needed for the initial meld; a team who has collected 3000 points needs 120 points for the initial

meld.

A team with minus points does not need a prescribed number of points for the initial meld. A "natural" Canasta is achieved with 7 cards of the same rank value, for instance 7 queens, 7 fives and so on, without using a joker or a two. A "mixed" Canasta is achieved by turning a series of cards with the same rank into a Canasta of 7 cards with twos or jokers. The number of natural cards always has to be in the majority for a "mixed" Canasta!

Example: 5 jacks plus 2 jokers; or 4 sixes and 3 jokers; wrong: 3 queens and 4 jokers.

A "natural" Canasta scores 500 plus points; a "mixed" Canasta scores 300 points.

The "wild" cards (jokers and twos) therefore serve as replacements for any other "natural" cards. One can also collect jokers and twos for a joker Canasta, consisting of 7 cards (that can be mixed). A joker Canasta scores 1000 points.

Adding

Each team can only lay down one meld of each rank value. Suitable single cards that cannot be used for a new meld may be added as matching cards to the own series that have been laid down.

When playing with a partner (for instance in case of 4 or 6 players), one can also add own single cards to the melds the partner has laid down. In this case it is customary anyway to lay down all melds for a team in front of one player on this team. Adding to another team's melds is not permitted. The top card from the discard pile can also be used for adding.

Red threes

The red threes have no influence on the course of the game. They are bonus cards only. A player who is dealt or picks up a red three puts it down open in front of himself at the 1st opportunity, that is on his turn, and draws a new card to replace it in addition to the usual one. If a red three is not laid down immediately, the penalty is 500 minus points. A red three earns a bonus of 100 points. If a player or team draws all 4 red threes during a game, 800 plus points are credited.



Black threes

The black threes are blocking cards. When a black three is put on the discard pile, picking up from the discard pile is frozen for the next player. Black threes cannot be collected for melding or Canasta. Exception: The player who wants to “go out” can lay down 3 or more black threes as a meld; a mixed meld of black threes also counts. A player who has picked up the discard pile cannot lay down any black threes as the basis for the new discard pile.

Freezing or blocking the discard pile

At the end of every turn, each player has to place any card from his hand face up onto the discard pile. In order to prevent the next player from picking up the discard pile with valuable cards, one can block or freeze it as follows:

1. By discarding a black three; this only freezes the discard pile for the next player
2. By discarding a joker or a two; in this case, the subsequent players can only pick up the discard pile if they can lay down the top card and 2 “natural” cards from their hand as a meld. This practically restores the state before the initial meld. In order to signify this, the “wild” card is placed crosswise or next to the discard pile.

Usually a joker is only discarded as a blocking card when the players only have few cards left in their hands and as many melds as possible have already been laid down.

Discarding

If possible, only cards from one’s hand that cannot be used or that bring the least benefit to the next player are put onto the discard pile. Discarding becomes more difficult the further the game progresses. Every player definitely has to openly discard one card at the end of his turn. That does not apply for “going out”; here the player can use all cards in his hand for melds, but is also allowed to discard one last card.

Going out

A player (team) can “go out” after laying down at least one full Canasta and all cards in the

hand have been laid down as melds or added to existing melds.

“Going out” scores 100 points.

A player who calls “Out” but is unable to “go out” gets a 100-point penalty.

If 2 teams are playing against each other, the player who wants to “go out” can ask his partner: “Can I go out?” This question, which cannot include anything else, has to be answered with “Yes” or “No”. The answer is binding. However, there is no obligation to ask your partner for permission.

A player can “go out from his hand” by laying down all the cards in his hand at once without having previously announced a meld. This scores 200 points. Prerequisite: He (or his partner) must have at least one Canasta.

If a hand has not ended when the cards in the concealed stock are used up, it ends early and is scored where it stands.

Calculating and marking down

A scribe is appointed at the outset. After the end of each hand, the bonus points and card values for the melds that have been laid down are added up for each player or team and marked down:

- Red three = 100 points each
- 4 red threes with one team = 800 points
- Mixed Canasta = 300 points
- Natural Canasta = 500 points
- Going out = 100 points
- Going out from your hand = 200 points
- Card values of the melds and Canastas that were laid down.

The following deductions are made from these points per player or team:

1. The total card values of all cards remaining in the hand
2. Penalty points for red threes not laid down (500)
3. For announcing “going out” when it was not possible (100)

The team or partner who is “black”, meaning no melds could be announced during the hand, gets 1000 minus points. In this case the cards in the hand are not counted.



Each player (team) counts their own cards. Checking is permitted.

General information

There are various ways to make the game more challenging. They must be agreed unanimously before the start of the game.

For example, 2 instead of just one Canastas, or at least one “natural Canasta, can be required for “going out” as an extra challenge. One can also agree that the discard pile can only be picked up if a new meld is announced at the same time.

Only one player can “play” at one time on principle. There is no activity by any other player during this time.

Adding matching cards to “natural” or “mixed” Canastas that have already been laid down is permitted at any time during a hand. However, this does not make a “mixed” Canasta “natural” even if it includes all 8 existing scoring cards in the game.

Playing briskly is recommended so the game is not made boring by excessive deliberation and delays.

The position of dealer rotates clockwise after each hand. The player next to the dealer is second in hand and begins.

Canasta with 3 players

Same as for 2 players; each player plays for himself.

Canasta for four

2 teams are selected by drawing cards. The partners sit across from each other and combine their scores. However, partners are not permitted to communicate, neither in words nor by signals. In Canasta for four, only one of the partners needs the prescribed number of points (50, 90 or 120) for the initial meld. The 2nd partner can then follow at any time with 3 natural cards and any number of points. Each partner is permitted to add matching cards to the melds or Canastas of the other.

Canasta for five

With 5 players, the two who draw the highest

cards play against the other 3, with each of them taking a turn to sit out one hand.

Canasta for six

Once again 2 teams are formed by drawing cards, and a player from each team takes a turn sitting out a hand. With 4, 5 or 6 players, each can also play individually for themselves without forming teams. However, the game should be made easier in this case.

Blackjack (17 and 4)

For 2 or more players

Game materials:

A deck of 32 cards

Only the values of the cards count, the suits are immaterial.

The individual cards are valued as follows:

Ace = 11 points

Ten = 10 points

Nine = 9 points

Eight = 8 points

Seven = 7 points

King = 4 points

Queen = 3 points

Jack = 2 points

One player is appointed banker and therefore dealer. The players agree on how many rounds the banker holds office. Now the banker plays against each of the other players in turn. While it is not their turn, the remaining players have no influence on the game itself but each player can place a bet.

After the banker puts his gambling money in the bank, the cards are shuffled and cut. Then the banker places the shuffled cards in front of himself face down. Now he deals a card to the 1st player, sitting to his left, face down and also places a card face down in front of himself. The player places his bet and so do the other players who are betting on him winning. Only then



can he pick up and look at the card. The player is dealt a 2nd card and may also choose to get a 3rd or 4th card. He tries to get exactly 21 points or to come as close to that value as possible. If he miscalculates and goes over 21 points with the last card, he “goes bust”. He loses the game and also his bet, which is collected by the banker.

If the player reaches 21 points exactly, he puts his cards face up on the table. He wins the game and the banker pays him twice his bet. It is also possible to get 21 points with 2 aces: This game result is called “fire”. The player is paid triple his bet from the bank.

In most cases however, the player will consider less than 21 points to be adequate and not ask for another hit (card). Now the banker has to uncover the card that was placed face down and take another card from the stock. The banker can take as many cards as he deems necessary to score higher than the player. They have to be played open: Unlike the player, the banker does not take the cards in hand but lays them face up on the table.

When the banker believes he has enough points, he announces the number of points to the player. Now the player has to announce his points.

The one with the higher number of points wins. If the points are equal, the win always goes to the banker.

Important: When the banker wins, the player only has to announce his points but does not have to reveal the cards. When the banker loses, he can ask the player to show the cards, thereby proving the win.

If the banker takes too many cards and goes bust (exceeds 21 points), the cards do not need to be compared. The player gets back double his bet.

After the first hand, the cards that were used are collected and placed face up next to the stock. Now the banker plays against the next player. Once the cards in the stock are no longer sufficient after a few hands, the player whose turn it is can elect to keep the cards he has already been dealt or to return them. This means he either starts over after shuffling or

is given as many cards as requested from the newly shuffled stock. The money in the bank at the end of the game belongs to the banker.

Poker

For 2–8 players

Game materials:

A deck of 52 cards

Poker is doubtlessly among the most interesting games of chance played with cards. The rules as they apply today were developed in the USA during the last century. This game enjoys extraordinary popularity, in no small part thanks to numerous Westerners.

The special appeal of poker is due to the fact that the outcome of the game depends not only on getting good cards, but especially on the ability of players to bluff. A player who is very good at deceiving his opponents about the true value of his cards by maintaining the famous “poker face” and not showing any emotion has an advantage. Strong nerves and self-control often decide the game regardless of how the cards are dealt.

There are many variations of poker. We are going to explain the two most important ones, draw poker and stud poker.

Basics

The card combinations

There are no tricks in poker and no cards are laid down: The combination of cards in each player’s hand and the assessment of these card compared to the opponents are what counts.

The ranking of the cards is as usual: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two. The ace can also be used as a one.

Knowing the various card combinations is essential for taking part in a game of poker.



Since every player always plays with 5 cards, all card combinations in poker consist of 5 cards.

Mathematicians have calculated that there are around $2^{1/2}$ million possible combinations for those 5 cards.

The 8 card combinations played internationally today are as follows, beginning with the highest value:

1. Straight flush

A straight flush consists of 5 cards of the same suit in a continuous sequence, such as nine of hearts, ten of hearts, jack of hearts, queen of hearts and king of hearts.

If more than one player has a straight flush – an extremely rare occurrence – the highest card decides the value: A straight flush with an ace is better than a straight flush that starts with the ten.

A straight flush beginning with an ace is called a royal flush.

The ace can also be used as a one, for instance five of diamonds, four of diamonds, three of diamonds, two of diamonds and ace of diamonds. Any straight flush beats four of a kind and everything lower.

2. Four of a kind

This card combination consists of 4 cards with the same value and any 5th card, for example seven of spades, seven of hearts, seven of diamonds, seven of clubs and queen of diamonds. If more than one player has four of a kind, the higher card value decides, for instance four of a kind with queens is worth more than with jacks. Any four of a kind beats any full house and everything lower.

3. Full house

3 cards of the same value and 2 cards of a different value, for example jack of spades, jack of hearts, jack of diamonds, four of diamonds, and four of hearts.

In other words, a full house is 3 of a kind and one pair.

If 2 or more players have a full house, the value of the 3 of a kind decides. Any full house beats

any flush and everything lower.

4. Flush

This combination consists of 5 cards of the same suit, while the values of the individual cards are irrelevant. An example is ace of spades, jack of spades, seven of spades, six of spades and three of spades.

If 2 or more players have a flush, the highest card decides. If it is the same, the second-highest card decides and so on. Any flush beats any straight and everything lower.

5. Straight

This is a continuous sequence of cards of different suits, for example king of spades, queen of hearts, jack of diamonds, ten of diamonds and nine of clubs.

Once again the card with the highest value decides when 2 players have a straight. The highest straight is ace, king, queen, jack, ten and the lowest five, four, three, two, ace.

Any straight beats any three of a kind and everything lower.

6. Three of a kind

Three of a kind is a combination of 3 cards of the same rank, for example eight of hearts, eight of spades, eight of diamonds, queen of hearts and king of spades.

If 2 or more players have three of a kind, the card values decide: Three of a kind with kings is higher than with jacks.

Any three of a kind beats any two pairs and everything lower.

7. Two pairs

This hand consists of twice 2 cards of the same rank and any 5th card, for instance aces of spades, ace of diamonds, six of hearts, six of clubs and king of diamonds.

If 2 or more players have two pairs, the higher pair decides. If this pair is also the same, the rank of the 2nd pair decides.

If this pair is the same as well, the 5th card decides.



Any two pairs beats any one pair and everything lower.

8. One pair

Two cards of the same rank and any other 3 cards, for example eight of hearts, eight of diamonds, king of hearts, jack of clubs and queen of spades.

If two players have the same pair, the highest of the other 3 cards decides.

About every 2nd hand dealt in poker consists of 5 random cards in none of the above combinations. The value of such a hand is determined by the highest card.

Absolutely identical card combinations result in a draw. The suits (clubs, spades, hearts, diamonds) are irrelevant.

Draw Poker

The dealer is selected in a traditional ritual: One player deals cards, beginning to his left, to the players one at a time until a jack comes up. The player who gets the jack is the dealer.

Now all cards are carefully shuffled and cut by the player to the right of the dealer. The dealer starts with his neighbour to the left and deals cards individually to each player in turn for a total of 5.

Important: The cards have to be dealt one at a time. The remaining cards are placed face down on the table as the stock.

Now each player looks at his cards and decides to either play or pass.

Second in hand, that is the player to the left of the dealer, begins the game – provided he wants to play – by adding the previously established amount to the “pot” in the middle of the table. Depending on the agreement and number of players, this bet is between 10 and 20% of the maximum bet.

Once second in hand has placed his bet, the remaining players get their turns. Those who decide to play have to match second in hand's contribution to the pot.

Once it has been decided in the first round

who is playing and who is passing, exchanging cards starts with second in hand. In turn, each player still in the game can decide to exchange one, 2 or 3 cards. Of course players can elect not to exchange cards.

If he wants to exchange, he discards the unwanted cards face down and is dealt the same number of cards from the stock. A player who is happy with his cards and does not want to buy knocks on the table.

Each player can only exchange cards once. It is important to first discard the unwanted cards before picking up the new ones being drawn. Nobody is allowed to have more than 5 cards in their hand.

Should the stock be insufficient with a larger number of players, the discarded cards are reshuffled, cut and then buying can continue.

After exchanging cards is done, second in hand – or the next player if second in hand passed in the first round – begins the 2nd round with betting. Players can pass or bet depending on how they assess their chances. He declares: “I'm in” and adds any amount of his choice to the pot.

Now his neighbour to the left has to decide to pass or continue playing. Then he announces: “Fold”, dropping out and placing his cards on the table, or: “Hold”, then he has to add the same amount to the pot as the player to his right. If the player has very good cards, he can choose to say: “I raise”. A player who raises has to match the previous player's bet and add any amount of his choice. The next player has to match the new, higher bet or else fold.

This process is repeated by the remaining players who can fold, hold or raise. Betting always continues to the player to the right of the last player to raise, so everyone has the opportunity to match the highest bet or to fold. On occasion a player who bluffs convincingly can even win this way since, if none of the other players held, the rule is that the sole remaining player does not have to show his cards but can put them away face down. He wins the round and gets the entire pot.

In draw poker however, betting usually ends with some players folding and some holding. Once nobody else wants to raise, all players



still in the game have to place their cards face up on the table so the actual winner is determined (showdown).

The player with the best hand wins the pot.

Stud Poker

Five card stud poker is the best-known version of poker with (partly) open cards.

Each player initially gets a card face down and picks it up. In the next round, each player gets another card but it is dealt face up. The player with the highest open card starts the betting by paying into the pot. If he folds, the player to the left can bet.

Now the players decide in turn whether they want to fold, hold by paying a matching bet into the pot, or raise by paying a higher amount into the pot.

This round of betting and the next one only ends once all players who are still in the game have placed the same bet.

Now the players remaining in the game after this round receive another open card from the dealer.

The new round of betting begins with the player who has the two best open cards. At this time the two open cards can already form a pair.

Once everyone has folded, held or raised, those still in the game are dealt a 3rd open card. Once again betting starts with the player who has the highest card combination. Then a 5th card (the 4th open one) is dealt. Once again betting starts with the player who has the highest card combination and the remaining players fold, hold or raise in the usual manner.

Now the final stage of the game begins. All players still in the game uncover the card that was dealt face down at the start. The player with the highest card combination takes the pot.

Ecarté

For 2 players

Game materials:

A deck of 32 cards

The name of this French game of chance is derived from “ecarter” (discard). It is a game of chance in the original sense, since the outcome largely depends on the luck of the cards. Players only get a chance to improve their cards by trading.

Ecarté always has just 2 active players who compete with each other.

The ranking of the cards in the 4 suits of clubs, spades, hearts and diamonds is king, queen, jack, ace, ten, nine, eight and seven.

Not the ace but the king is the highest card.

The dealer is determined by drawing. He shuffles the cards, lets his opponent cut the deck and deals 5 cards to each of them, in 2 series of 3 and 2 cards. The 11th card is turned face up and determines the trump suit. If it happens to be a king, the dealer gets 1 point. The remaining cards are placed face down on the table as the stock. This trump card remains on the table face up during the game, and does not come into play.

The object of “Ecarté” is to be the first to reach 5 points. Players try to win at least 3 tricks per hand. Because each player has 5 cards in their hand, the game is won with 3 tricks. This scores 1 point.

A player who wins all 5 tricks scores 2 points. The dealer can score one additional point if the open trump card is a king.

Ecarté is played for a stake determined in advance. If a player wins 5 points without his opponent scoring a single point, he not only gets the pot but the loser has to pay the same amount again.

After the trump card is turned up, the players look at their cards and weigh their odds.

The dealer’s opponent (elder hand) starts. If he believes he will get at least 3 tricks with his hand, he declares: “I’m in”. But if his cards are



bad, he says: "I propose." Now the dealer decides how the game continues. If he has good cards, he demands: "Play!" and the opponent has to begin the game without an exchange. By refusing the proposal, the dealer commits to winning the game. If he does not reach his goal, he is penalised 1 point that is deducted from his total points.

Should the dealer be in doubt that he can win the game, he asks his opponent: "How many cards would you like?" This is where the actual ecarté comes in. Elder hand discards his poor cards face down, perhaps even the entire hand, states how many cards he wants and receives them from the dealer, face down. Now the dealer can exchange cards as well.

Important: Old cards have to be discarded before new cards may be picked up.

Once the first exchange has been completed, elder hand looks at his cards again. He can propose again if he is not happy with his hand. Once again the dealer makes the decision. He either forces elder hand to play or accepts the proposal.

If he accepts then the exchange of cards is repeated. This continues until one of the two players is happy with his hand.

A player may want to exchange more cards than the remaining stock. In this case he has to take back as many of the last cards he discarded as he needs to bring his hand back up to 5 cards. The trump card always remains untouched in the process.

Once exchanging cards is complete, the game begins. Elder hand leads for the 1st trick. Following suit is required. Only if the opponent does not have a card of the suit that was played can he take the trick with a card of the trump suit. If he does not have a trump, a card of a different suit can be discarded. The trump king rule has to be observed, allowing the player with the trump king in his hand to score 1 point provided he announces this before the start of the game. If elder hand plays the trump king as the 1st card, he is credited 1 point. The dealer can postpone announcement of the trump king in his hand until elder hand has played for the 1st trick. If he makes the announcement then, he

scores 1 point. However, announcing the trump king is not mandatory. The player has to win all 5 tricks in order to earn the point.

Baccarat

For 3 players

Game materials:

A deck of 104 cards

Baccarat is purely a game of chance. The rules are very simple. It was developed in the 16th century in Italy and was imported from there to France, where it remains very popular to this day.

Baccarat is played in just about every major casino. Since the casino's stack of cards lies on a "pallet", a frame with a diagonally mounted card holder, which is simply passed on when the position of banker rotates, the game is also called "Chemin de fer" (train) in France.

The game is played by 3 persons, the banker and 2 players who play against him.

In casinos the bank is auctioned off before the start of the game.

The suits of the cards are not relevant. All that counts is how many points one has in one's cards. Each card counts its face value.

The ace counts 1, the two counts 2, the three counts 3 and so on. Only ten, jack, queen and king have no scoring value.

The banker shuffles the cards and has one player cut the deck. Now the banker asks the players to place their bet. This is done in the form of each player, including the banker, placing his bet on the table in front of himself. As soon as this is done, the banker raises his hand to indicate that the bets "stand" and betting is over.

Now the player to the right of the banker gets a card, then the player to the left, and finally the banker. The entire process is repeated so that, in the end, each of the



3 players has 2 cards in his hand.

The principle of the game is extremely simple and playing Baccarat briskly is recommended. What matters is who has the most points after dealing. The player who reaches or comes as close as possible to nine points with his cards wins. Nine can be scored with $8 + 1$, $7 + 2$, $6 + 3$, $5 + 4$ and $9 + 0$.

Now each player adds up the points for his two cards. A player with more than 9 points has to subtract 10.

For example, a player with $5 + 7 = 12$ only scores $12 - 10 = 2$.

If a player has $4 + 6$, 10 is deducted and 0 remains.

A player who has a king and a queen for example gets the same result, since 2×0 also equals 0. This situation is called "Baccarat". A player who finds himself in this position says "Bac" and puts his cards face up on the table, indicating that the game is invalid. The cards are reshuffled and the banker deals again; the bets remain.

If on the other hand a player or the banker reaches the highest number of points with 9 or 8 and none of the other players says "Bac", this is also considered a "Bac".

The owner of the 9 or 8 points reveals his cards. The high number of points does not win, the game is also invalid and the players are dealt new cards.

If nobody calls "Bac" the game continues. Now each player can improve his cards by picking up a 3rd card. First the banker asks the player to his right, then the one to his left. The 3rd card is dealt face up by the banker so all players see it. It is left open on the table. The banker is the last to decide. It is somewhat easier for him, since the circumstance that the others picked up cards or not and the open cards allow him to draw certain conclusions regarding the strength of this opponents' hands.

While it is tempting to pick up a 3rd card, one has to carefully consider whether it is reasonable. The hand is not always improved by any means.

A 3rd card can be picked up without concern if one has up to 5 points, since the chances

of improving or worsening the hand are about equal at this number. On the other hand, the likelihood of an improvement keeps getting smaller above 5 points. After picking up the 3rd card, the hand is concluded. First the banker puts his cards face up on the table. Then the other players follow.

If the banker has the highest number of points, he collects the bets. If the banker and a player have the same number of points, the banker collects the bet of the player unless the banker has more cards than the player. In this case he has to pay the player twice the bet.

If one of the players has a higher number of points on the other hand, he is paid twice his bet by the banker. The banker collects the bet from the other player who has fewer points than he.

If each of the other players has more points than the banker, this is a big loss for him since the banker has to pay each player twice the bet. Once a hand is finished and has been settled, the cards are laid aside and the banker deals new cards from the stock. In this way the stack of cards is gradually used up. Once it dwindles so far that dealing the players 2 (+ 1) cards is no longer possible, the game ends. Then another player gets to be banker.

Schnapsen

For 2 players

Game materials:

A deck of 20 cards

The ace is the highest card and the jack the lowest. Card values are as follows: ace = 11 points, ten = 10 points, king = 4 points, queen = 3 points, jack = 2 points. The goal of each player is to reach 66 points by winning tricks and also with possible melds. One player shuffles the cards and lets the other one cut the deck. The bottom stack of cards is placed on top. 3 cards are first dealt



to the opponent and then to the dealer. The 7th card is placed on the table face up. It determines the trump suit for the game. Then each player gets another 2 cards. The remaining cards are placed face down on one half of the trump card as the stock. Now the opponent plays any card and the dealer adds any card. Following suit or taking tricks is not mandatory. The trick is either won by the person who played it or by the opponent if he plays a higher card of the same suit or a trump. Now the player who won the trick takes one card from the stock, followed by the opponent. Then the player who won the trick plays a new card.

Once the entire stock has been used up, including the open trump card, following suit and taking tricks are mandatory. A player who neglects to follow this rule even when he has a suitable card loses the game with 3 points.

The first player to score 66 or more points wins. If neither player reaches this number of points, the win is decided by the last trick.

When a player reaches 66 points during the game, he says: "I have enough", puts down his cards and thereby ends the game. If the player forgets to make this announcement, he cannot do so until he earns another trick. If neither player makes the announcement, earning the last trick decides the winner. When a player counts incorrectly and does not have 66 points, the opponent scores as many points as the other player would get with 66.

There are 2 possibilities for melds in Schnapsen: twenty and forty.

A player can meld twenty if he has a king and queen of the same suit. Forty means the player has the king and queen of the trump suit.

A player can only announce a meld on his turn. Melds are valid only if the player has also won at least one trick. The twenty or forty meld must be shown to the opponent and one of the cards has to be played immediately.

On his turn, a player can also exchange the open trump card for the trump jack if he has it. Closing is possible as well. This means turning over the open trump card and placing it on the stock. Drawing cards is no longer permitted in

this case, and following suit and taking tricks are mandatory. The player who closed has to earn at least 66 points to win.

How many points the opponent has at the time of closing is crucial for the number of points won. If the player does not reach 66 points, the opponent scores the winning points.

The winner gets one point if the loser has reached 33 points, 2 points if he has not. If the loser did not win a single trick, the winner gets 3 points.

These points are deducted from the starting value of 7. The first player to reach 0 points wins. The loser gets a "Bummerl", that is a small filled-in circle under the game results. If a player is already at 0 points while the opponent still has 7 points, the latter gets a "Schneiderbummerl" which means 2 "Bummerl".

Rufschnapsen

For 4 players

Game materials:

A deck of 20 cards

The cards are dealt individually to all players. After the player to the dealer's left has been dealt 3 cards, he chooses the trump suit. The owner of the "trump ace" is automatically his partner but cannot announce himself. He reveals himself by playing the trump ace at the first opportunity.

If the dealer himself gets the trump ace, he has to play solo and reach 66 points on his own. However, he keeps this secret from his opponents.

Following suit and taking tricks are mandatory. All cards are played. The first team to reach 66 points wins. Points are allocated as with regular Schnapsen.



Spitz, Take Care!

For 2, 4 or 6 players

Game materials:

A deck of 32 cards

The same number of cards is dealt to each player by the dealer. The cards are placed on the table face down in front of each player.

Now a player designated as captain commands: "Spitz, take care!" or "One, two three!" At the same moment each player turns over the top card in his stack, looks at it quickly and checks whether another player has uncovered a card of equal rank. If this is the case, the player who noticed the match first places his card on the opponent's card, who has to hand it over. When both strike at the same time, this is considered undecided and both keep their cards.

Cards that are won are collected in a second stack. A player who strikes incorrectly has to skip the next turn. Suits are not relevant, only equal ranking matters. For example, a player who turns up a king and sees a king with another player strikes.

Snip Snap Snorem

For any number of players

Game materials:

A deck of 32 cards

Each player is dealt the same number of cards. Any remaining cards are placed on the table as the stock. It is used if the game cannot continue because a certain card is missing.

The 1st player chooses any card to play, for example the seven of hearts, and says "Snip!". The player with the eight of hearts puts it on top of the seven and says "Snap!". This is followed by the nine of hearts = "Snorem!", ten of hearts "Basilorum!" and jack of hearts "Burr!" put down

by the players who hold those cards. Play continues with the queen of hearts = "Snip!", king of hearts = "Snap!" and ace of hearts "Snorem!". The player who put down this last card can continue with any other card of any suit and call "Basilorum!".

Full series of 5 cards are set aside in stacks, face down.

The first player to put down all his cards wins.

Lost Knight

For any number of players

Game materials:

A deck of 32 cards

This game corresponds to "Old Maid" with Skat cards! 3 kings are taken out, only the king of clubs stays in play. The cards are shuffled and dealt evenly.

First each player checks if he has a pair. Pairs are 2 equal cards, disregarding the suit. Players can lay down pairs. Now each player can draw a card from his neighbour to the left, in turn. If this makes another pair, it can be laid down as well.

Only the king of clubs – the lost knight – is left over in the end. Its owner has to wear a cooking pot as a helmet for punishment.



Tricks with dice

Dice Magic

One player rolls 2 dice. We add up the numbers on top. Then we add the numbers on the opposite side (not visible). The result is always 14. Why? The sum of the numbers on opposite sides of a die is always 7.

Tower of Dice

The two dice are stacked on top of each other. The sum of the 3 concealed numbers can be calculated by subtracting the number on top from 14. Often one can really amaze an audience with these last two tricks. Just do not perform them too often.

What numbers?

A player rolls 2 dice, doubles the points on the 1st die, adds 5, multiplies by 5, adds the points on the 2nd die and tells the magician the result. He deducts 25 from that number and knows exactly what the player rolled in the first place.

Example: The player rolls 6 and 2.

6 doubled = 12; + 5 = 17; $\times 5 = 85$; + 2 = 87 (state the number).

The magician calculates $87 - 25 = 62$, so 6 and 2.

Stack of Dice

A player rolls 4 dice, stacks them up and tells the magician, who has his back turned, the number of points on the top of the stack. Then the magician knows immediately how many points are on the concealed sides of the dice. Since the opposite sides of a dice always add up to 7 points, he calculates as follows: 28 (4 times 7 points) less the number given = the result. Naturally this trick can also be performed with 2, 3, 5 or more dice. The the number of points for the magician is 14, 21, 35 or the corresponding multiple of 7.



Game of skill

Mikado

**Game of skill
for any number of players**

6 years and up

Game materials:

41 pick-up sticks

1. The 41 sticks are held in one hand so the fist is on the table and the sticks stand out at the top. When the fist is suddenly opened, the sticks drop randomly onto the table. Now the preparations are complete.
2. The player who dropped the sticks begins and tries to take away one stick at a time with his fingers, without moving any of the other sticks.
3. When the player picks up a Mandarin, it may be used as a tool which often makes the game easier.
4. The main objective, getting the Mikado, not only earns the player a high number of points.
In an unfavourable situation, the Mikado can be used to “toss” the pile of sticks up to 3 times in order to improve the position.
5. Furthermore, the owner of the Mikado is allowed to leave his place at the table while “taking”, which the other players cannot do.
6. A player’s turn continues until a “fault” (movement of the pile). A player lucky enough to collect all 170 points can drop the sticks again.
7. The next player always drops all the sticks.
8. In case of a bad drop, a do-over is permitted – or not. This is according to agreement.
9. The rules should be strictly followed and are identical for all players.
10. The game can also be timed.
11. Unsharpened sticks can be sharpened.
This makes it easier to push down the ends of the sticks and lift them.

One plays for points that are added, written down and calculated. A winner can also be declared after each round.

The 41 “Mikado” characters:

1 Mikado (blue line, diagonal stripes)

20 points = 20 points

5 Mandarins, five rings (3 red and 2 blue)

10 points each = 50 points

5 Bonzen, three rings (1 red and 2 blue)

5 points each = 25 points

15 Samurais, three rings (red, yellow, blue)

3 points each = 45 points

15 Kulis, two rings (blue and red)

2 points each = 30 points

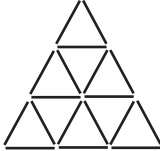
Total 170 points.



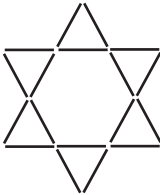
Puzzle games (wooden skewers)

Problems

1. Remove 5 wooden skewers so that only 5 triangles remain.



2. Move 6 wooden skewers to form 6 rectangles of the same size.



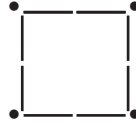
3. Use 6 wooden skewers to make this figure. Move 3 wooden skewers to make 4 equilateral triangles.



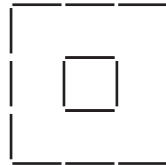
4. To the equilateral triangle shown, add 3 wooden skewers to make 5 equilateral triangles (1 large and 4 small).



5. 8 wooden skewers represent a meadow between 4 trees. The meadow is to be more than doubled. It still has to be square and exactly between the trees.



6. 12 wooden skewers represent a pond and 4 an island. One cannot bridge the water with one wooden skewer. How can one build a bridge to the island with 2 wooden skewers?



7. 12 wooden skewers form 5 squares (1 large and 4 small).



- a) Take 2 wooden skewers away = 2 squares
 b) Move 4 wooden skewers = 2 squares
 c) Move 4 wooden skewers = 3 squares
 d) Move 3 wooden skewers = 3 squares



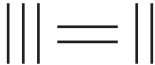
8. Who can put 6 wooden skewers on the table so that each wooden skewer touches all the others?



9. A disk is lying on a shovel. Move 2 wooden skewers so the disk is lying outside the shovel. Moving the disk and the other two wooden skewers is not permitted.



10. This equation is incorrect. Add one wooden skewer to make it correct. There are 2 solutions.



11. This equation is incorrect. Correct it by moving one wooden skewer.



12. a) Use 3 wooden skewers to make 11.
b) Use 6 wooden skewers to make 11.
c) Use 13 wooden skewers to make 11.

13. Make a hexagon that encloses 6 equilateral triangles.

- a) Move 4 wooden skewers = 5 diamonds (1 large and 4 small)
b) Move 2 wooden skewers = 6 triangles (5 small and 1 large)
c) Move 3 wooden skewers = 4 triangles





Puzzle game solutions

