



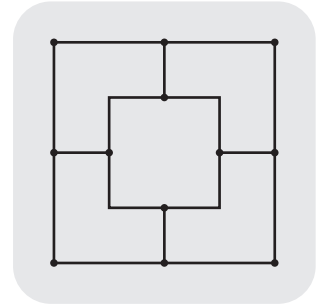
1 NINE MEN'S MORRIS

Cross Morris

Each player plays with 6 counters which are arranged as in the diagram. In turns the game goes forward one square at a time with each counter. The first player to form a mill wins.

Six men's Morris

Six men's Morris is a variation on Nine Men's Morris. Only each player is given six counters and is the game is played without the outer square of the board for nine men's morris.



2 DRAUGHTS

Chicago - Draughts

You need the draughts board and 2 x 14 differently coloured draughts. The game was first played in Chicago in 1934. Each player puts down 12 draughts as in the normal game. Otherwise the rules are the same. However, in this variety you can introduce a 13th and 14th draught into the game.

A square on the base line has to be agreed upon beforehand first though, for example square 3. As soon as this square becomes free, the player can put their 13th or 14th draught into play.

Walls

Each player places their draughts in three rows on the black squares of their edge of the board. White begins. The game is only played on the black squares. In one move a player can either go forward one square or jump over one of their own or their opponent's draughts. Jumping over several draughts is not allowed. Moves can be taken both forwards or backwards. If a draught reaches the opponent's starting rows, this one can also be moved forwards to the edge of the board. If a draught is surrounded so that it has no contact to other draughts of its colour and thus cannot move, it is removed from the board as taken.



Russian Column Draughts

This version is played by two people. One player has dark draughts and the other has light draughts. Piece move diagonally and pieces of the opponent are captured by jumping over them. Each player placed their 12 draughts on the three rows closest to their own side. The player with the light (with) draughts moves first.

Rules are similar to international draughts, except:

- a man that enters the kings row during a jump and can continue to jump backwards, jumps backwards as a king, not as a man;
- choosing a sequence that captures the maximum possible number of pieces is not required.

Brazilian Draughts

Each players starts with 12 draughts placed on the first 3 rows. This variant is similar with traditional draughts only difference is that a sequence must capture the maximum possible number of pieces.

Pool checkers

Each players starts with 12 draughts placed on the first 3 rows. Dark squares are used. This variant is very similar with the Brazilian Draughts, but the rule about the maximum quantity capture (take) is not applied in this case. The captures are compulsory.

Capture compulsory: If possible, any capture move must be made, but it doesn't necessarily have to be the move that captures the maximum amount of pieces; When one king jumps over an opponent piece and there are several possible squares to land on, there is an higher priority for the squares from whom it is possible to go on jumping.

Jamaican Draughts

Each players starts with 12 draughts placed on the first 3 rows. Dark squares are used. This Jamaican Draughts game is played with the opportune take rule. This means if an opponent is faced with multiple choice of captures (takes) he or she can choose a take whichever way he or she desires. Draughts can take/jump forwards or backwards one space at a time until there is no more possible takes in its path. When crowned,



they become flying kings which means they can make long jumps across the board diagonally in either direction. If a capture sequence passes through a king square, checkers do not become king men instead have to stop on a king square in order to become kings.

In 3x1 king endings where the single king isn't on the main diagonal line, the game is drawn if the single king is not captured within 12 moves. However, if there is a regular checker for either player on the board there is no limit to the number of moves that can be made before a draw is declared. Traditionally, black pieces moves first; other traditional rules include the "huff" or the forfeiture of an opponent's checker if he or she fails to complete a capture when given.

Mozambican Draughts

This variant is similar with traditional draughts only difference is that a sequence must capture the maximum possible number of pieces. Although, a king has the weight of two pieces, this means with two captures, one of a king and one of piece you must choose the king; two captures, one of a king and one of two pieces, you can choose; two captures with one of a king and one of three pieces you choose the three pieces; two captures, one of two kings and one of three pieces, you choose the kings...

Czech Draughts

Each players starts with 12 draughts placed on the first 3 rows. Dark squares are used. This variant is family of the Spanish Draughts. Game is similar to the traditional Draughts only difference is if there are sequences of captures with either a man or a king, the king must be chosen. After that, any sequence may be chosen, as long as all possible captures are made.

Thai Draughts

Each players starts with 8 draughts placed on the first 2 rows. Dark squares are used. Any sequence may be chosen, as long as all possible captures are made.

During a capturing move, pieces are removed immediately after capture. Kings stop on the square directly behind the piece captured and must



continue capturing from there, if possible, even in the direction where they have come from.

3 LADDERGAME

Laddergame distractions below 20

For this game you need: 2 pawns, a die, a pencil and piece of paper
The "Slides and Ladders" game is a board game for practising calculations.

FINISH	14-8=	12-6=	17-9=	15-7=
16-8=	14-5=	12-8=	14-6=	11-3=
15-9=	14-7=	13-4=	15-5=	11-2=
13-9=	16-9=	12-8=	11-5=	15-8=
12-4=	13-4=	16-6=	15-0=	13-7=
START	10-6=	12-3=	20-1=	15-6=

If a player is asked to do a calculation, he or she must say the result.

If the player is correct, he or she stays where he or she is on the board, but if the player is incorrect, he or she must go back the number of squares shown on the dice.

Slide: The player follows the slide downwards.

Ladder: The player climbs the ladder upwards as long as he or she has given the correct answer to the calculation.

Laddergame distractions below 10

FINISH	4-2=	2-1=	7-3=	5-2=
6-5=	4-4=	9-2=	4-3=	8-1=
7-2=	5-3=	9-3=	5-1=	8-2=
5-4=	6-3=	7-1=	10-2=	5-0=
7-6=	6-2=	9-6=	5-0=	7-3=
START	6-3=	8-6=	10-7=	5-2=



4 GAMES WITH ONE DICE

Naked Sparrow

As many players as desired. Everyone rolls for their neighbour sitting to their left. After rolling the dice box is put on the table in front of the neighbour, the resulting score on the dice is added to the neighbour's score. That is unless a 1 (a naked sparrow) has been rolled then the roller (not the neighbour) minus one point. After 10 rounds the scores are added up, the loser and naked sparrow is the player with the lowest score.

Blind cow

2 players

While one player rolls the other has to keep their eyes closed. The thrower of the dice notes down the number and puts the dice box back over the dice. Now the second player has to guess if the number was higher or lower than 4. If they guess correctly, they give themselves a point. (If a 4 is rolled, then the dice have to be rolled again.)

All or Nothing

Each player has to try to reach 300 points. If a 5 is rolled, then 50 points are noted down. Each player, whose turn it is, rolls for as long as they want and adds up their score. If, however, a 1 is rolled all the points scored up to that point are lost. Here the player who, with a lot of luck, reaches 300 wins or comes closest to it.

Lansquenet game

2–5 players

For the game you need: one roll of the dice for each player, 50 denumerable tokens (e.g. cents, matches or other)

Aim of the game: in the first part players should roll as lower numbers as possible and as higher as possible in the second part in order to win.

Preparation and procedure: the game consists of two parts.

First part: All the units lie in the middle of the table. Players roll in turns.



Each player has one roll per turn. The player to roll the lowest number in a round has to take a unit from the middle. If two or more players roll the same number, they have to carry on rolling until one player rolls a lower number than these others. This first part lasts for exactly ten rounds. Any player who at this point has not yet taken a token can retire.

Second part: Again players roll in turn. This time, however, the player with the highest score of the dice puts a token back into middle. (Here too players continue to roll if two or more have the same result in one round!) A player, who manages to put all their tokens back, can retire. The player left at the end is the loser.

Variation: Instead of rolling with one dice, you roll with two.

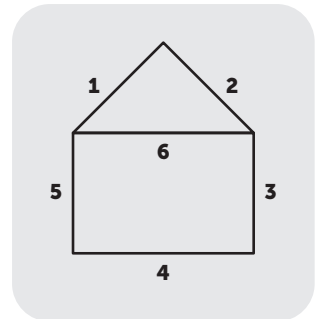
Lucky House

2 or more players

For the game you need: 1 dice and pen and paper for every player.

Preparation and procedure: Every player draws the following "lucky house" on their paper.

Players now take it in turns to roll. Every player now has one roll and afterwards crosses off the corresponding number in their lucky house. If they have already crossed this number off on their own paper, then they have to cross it off from the house of their neighbour to the left. If their neighbour has also already crossed it off, then the player is forced to take the rolled number back into their house by rewriting the deleted number. The first player to deconstruct their lucky house is the winner.



Macao

2 or more players

For the game you need: 1 dice

Preparation and procedure: Every player has to roll three times. The



aim of the game is to score a total of 12. A player with more than 12 has lost; those players with less than 12 can try to improve their score with a fourth roll.

Snap

This game is played without a dice box. The players snap with their index finger against the upper edge of the dice, so that it springs into the air. Players snap in turn. The winner is the first player to reach a pre-agreed score (normally players snap to 50).

Variation: Any player who gets a round number 10, 20, 30 or 40 en route to 50 (or otherwise chosen target) has to take 10 off from their score.

Slow Peter

Each player names a number between 1 and 6 and then tries to roll this number as quickly as possible. The player who needs the most rolls is the "slow Peter" and loses.

House numbers

It's a question of getting the highest house number. Each player has three rolls. After each roll they have to decide whether they want to take that number as the ones, tens or hundreds of their three figure house number. A player who rolls a 1 at the beginning will choose to put that in the ones column. Someone who first rolls a 6 will take that for the hundreds. The same game can also be played the other way round. The winner is the player with the lowest house number.

21 x 1

2 or more players

For the game you need: 1 dice

Procedure and aim of the game: Players roll in turns. Each player has one roll per turn. Players have to roll again after a 6. The score reached up to that point makes no difference. Players only count the number of times a 1 is rolled in total. The player to roll the 21st 1 is the winner.



Magic Number

2 or more players

For the game you need: 1 dice and 10 denumerable tokens for each player (e.g. cents, matches or other)

Aim of the game: Every player has to try and get rid of their tokens as quickly as possible. That's because the first person to put their last one down is the winner.

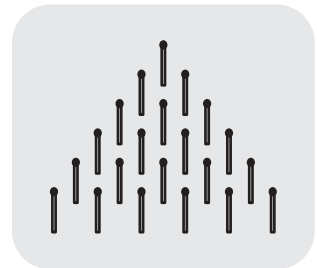
Preparation and procedure: At the beginning of the game every player has 10 tokens in front of them. Players take it in turns to roll the dice. Every player has one roll. However, before the dice is rolled on the table, the player has to make a prediction, such as "I am going to roll a six (a five, four, three, two, one)". If they do indeed roll the predicted number, they can place one of their tokens in the middle of the table. If their prediction does not match up with their throw, then they can get rid of nothing and the next player it's the next player's turn. The chances of getting a hit are six to one.

Pyramids

2 or more players

For the game you need: 1 dice and 21 matches for each player

Procedure and aim of the game: Each player places their 21 matches on the table in front of them in the following form:



Players take it in turns to roll the dice. With every throw the player can remove the diagonal row corresponding to the throw of the dice. With a 6 the player can thus take away the lower of the pyramid. If a player rolls a number they have already had, then it's the next player's turn. The winner is the first player to deconstruct their pyramid.



5 GAMES WITH TWO DICE

One Times One

The numbers on the two dice are multiplied together. The player with the highest number wins.

Funny 7

For the game you need:

tokens (e.g. cents, matches or other)

The following pattern is drawn onto a piece of paper:

7	
2	3
4	5
6	8
9	10
11	12

The players receive an equal number of tokens (at least 20). At the beginning of each round everyone puts as many tokens as they wish on one of the numbers. You have to keep a mental note how many and where you have put your tokens. One player has the role of banker. Only the banker rolls and keeps the kitty. If the banker rolls one of the numbers on the right, all the stakes from this side go into the kitty, the ones on the left are doubled by the banker and the players collect their winnings. This all happens the other way round, if the number thrown is on the left side. If a "funny 7" comes the banker has to triple this figure. The banker wins the stakes on the left and right.

Sharing

2 or more players

For the game you need: 2 dice, 50 tokens (e.g. cents, matches or other)

Aim of the game: To collect ten tokens through lucky rolling.

Preparation and procedure: At the beginning of the game all the tokens are put into the middle of the table. Then the first player gets the throwing of the dice underway. Each player has two throws, the first with two dice and the second with one dice. If the second throw is a multiple of the sum of the first throw, the player gets a token. The winner is the first player to have collected ten tokens.



Doublets

2 or more players

For the game you need: 2 dice, 50 tokens (e.g. cents, matches or other)

Preparation and aim of the game: Before the game 50 tokens (or a more limited number with less than four players) are put into the table. Then the players decide upon a number of rounds for the game (e.g. ten). Next players take it in turns to roll. Each player has 3 throws. If a player rolls a doublet, they immediately receive the number corresponding to their thrown score from the "pot" in the middle of the table. All the other throws mean nothing. If a player does not get a doublet in three throws, then it is the next player's turn. The player with the most tokens after the pre-agreed number of rounds is the winner.

Craps

2 or more players

For the game you need: 2 dice and the same number of tokens for each player (e.g. cents, matches or other)

Aim of the game: A player who rolls the number they predicted can win but Craps is not that easy....

Preparation and procedure: By rolling for the highest number one player is chosen to run the bank. They play a pre-agreed number of games against the other players. The "banker" names a number between 2 and 12. He bets a certain number of tokens on this number, which he puts in the "pot". All the opponents now have to add the same number of tokens to it. If the banker rolls the predicted number with their first roll, then they win whole stakes. If, however, they do not get the predicted number, then they have to continue to roll and do so for as long as they either reach the predicted number or the number they first rolled. Thereby their chances of winning are exactly the other way round though. If they roll the predicted number, then they lose the whole stake to the other players, who share the pot amongst themselves. If, on the other hand, they roll the number they first rolled a second time, then they keep the whole stake. The game goes on until all the players have been the banker the same number of times.



Cross Off

Every player draws 20 crosses onto a piece of paper. Then players take turns to roll two dice. Each player can cross off as many crosses as the score on their dice. If a player gets a higher score than they have crosses left on their paper, they have to add the difference to their existing crosses. The first player to have got rid of all their crosses wins.

Little Hand

The round number is determined. Then players throw in turns. Only the 5 (the "little hand") counts, as a score of 5. A doublet of 5 counts as a score of $5 \times 5 = 25$.

Crossed Off Twelve

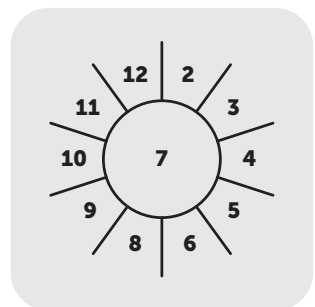
For the game you need: tokens (e.g. cents, matches or other)

Each player writes the number 2 to 12 next to each other on a piece of paper. The player, whose turn it is, rolls for as long as they can cross off the rolled numbers on their paper. Then it is the next player's turn. Only the 7 can be crossed through multiple times. The first player to cross off all their numbers pays each other player so many tokens as each of them has numbers left uncrossed on their paper. Then again every other player pays the winner ten counters for every time they had crossed off the seven on their paper.

Spider

For the game you need: tokens (e.g. cents, matches or other)

Each player draws a spider on their paper with the seven in the middle and the numbers 2 to 6 and 8 to 12 around it. In the first round every player rolls once and crosses off the number thrown. As of the second round each player rolls so long until they roll a number that they have already had. Only the seven can be crossed off several times. The game is over when one player has crossed off all their numbers – the seven perhaps several times. They pay each other player so many tokens as each of them has numbers left



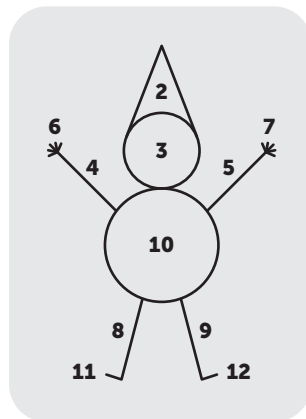


uncrossed on their paper. Then again each other player pays the winner ten counters for every time they had crossed off the seven on their paper.

Lucky Peter

For the game you need: tokens (e.g. cents, matches or other)

First of all "Lucky Peter" is drawn onto a piece of paper. Each player receives 7 counters and then players roll in turns. The number thrown is proven with a counter, if nothing is already there. Otherwise this token has to be cashed in. Square 10 is an exception. There can be paid in again and again. The first player to clear all their tokens is the winner.



6 GAMES WITH THREE DICE

Same Doublet

Each player has three rolls. A doublet and a triplet ("same doublet") are counted according to the face of the dice.

4-3-4 thus score 8, for example 8,

3-3-3 count as 9, 4-3-2 count as 0.

Diagonals

Each player rolls three times. Only the numbers are counted which lie diagonally, i.e. 3 or 5.

1 + 2 = 3

Each player has seven throws. The score from two dice has to equal that of the third dice.

Example: 1 + 2 and 3, 1 + 3 and 4, 1 + 4 and 5, 2 + 4 and 6 etc.

Players make a note of how many times they were able to successfully make a combination. The first player to do so wins.



Emperor Nero

For 2 players.

Players throw alternately, the first player to roll a 6 starts. They put that dice to one side and try to score as high a number as possible with the remaining dice. If now a 5 and a 2 are thrown they can leave the 5 and try to improve on the 2. Or alternatively they try to improve both with their last roll. The player with the highest score is the winner.

Guess The Dice

3 dice are put on one top of the other. The player to then correctly guess the sum of all the hidden horizontally faces of the dice is the winner.

Solution: From the number 21, which always remains the same, the number on the uppermost visible face deducted. Assuming a 6, the result would be 15.

Here the test:

The number on the underside of the top dice 1

The number on the upper side of the second dice is, for example 5

The number on the underside of the second dice is, for example 2

The number on the upper side of the third dice is, for example 4

The number on the underside of the third dice is, for example 3

Total 15

The game can also be played with 4, 5 or 6 dice. The “constant” number can be calculated by multiplying the number of dice by 7.

Blue Eyes

Players roll in turns. Only the even numbers (2, 4, 6) count and are added together. In the variation grey eyes only the odd numbers (1, 3, 5) count and are added together.

Throwing Stars

Each player can throw three times. Only the 1's (the “stars”) are counted.

Around the Star

Only those rolls count whereby the face of the dice includes a middle



point. The 1 does, admittedly, have a middle point but there's nothing laying either side of it, so it does not count. The 2, 4 and 6 don't count either, because they don't have a "star". On the other hand 3 gives a score of 2 and 5 a score of 4, as these lie around about a mid-point. Three rounds are played.

Twenty One

This is one variation of "Quinze". It is played with three dice. The player to score 21 or the closest score to 21 under 21 is the winner. The first round is played with three dice, the second with two dice and after the third players play with one dice.

Even and Upwards

Each player has 3 rolls. On the first roll only twos count, on the second only fours and on the third only sixes. The highest total score wins.

Even and Downwards

In this case as many as sixes as possible have to be rolled in the first round, as many fours as possible in the second as many twos as possible in the third, because these are the rolls that count.

Five-Finger Game

Every player has up to 10 throws. The aim is to roll a five with three dice as early as possible. The player to do so first is the winner.

One equals Two

Each player rolls ten times. Only those rolls count where the sum of two dice added together correspond to the number rolled on the third dice. For example, combinations such as 4-2-6 ($4 + 2 = 6$) or 1-4-5 ($1 + 4 = 5$) are valid. Only the valid throws count and that means the number on the third dice.

Max

2 or more players

For the game you need: 3 dice, 50 tokens (e.g. cents, matches or other)

Aim of the game: It's all about scoring the highest combination with three dice.



Evaluating the combinations of rolls: "Max" is a doublet of ones (1–1) with any other third dice. The highest possible throw is the "General Max", that is three ones (1–1–1). The second highest throw is "Max with six" (1–1–6). Third highest is: "Max with five" (1–1–5) and so on down to "Max with two" (1–1–2). After Max come the "hard numbers", first of all "the hard sixes" (6–6–6), afterwards the "hard fives" (5–5–5) etc. down to "the hard twos". Next comes the "streets", they are sequences without breaks. The highest "street" is 6–5–4, then 5–4–3, then 4–3–2 and finally 3–2–1. As the last series there is the doublets with an arbitrary third dice (apart from a triplet of 1's of course which as a "Max" count amongst the highest combinations). The order of the doublets:: 6–6–5, 6–6–4 etc.. down to 6–6–1; afterwards the doublets of fives 5–5–6, 5–5–4 (5–5–5 counts as a "hard roll"), 5–5–3 etc. down to 5–5–1. The last and thus lowest doublet is the combination of 2–2–1.

Procedure: The first player gets the game underway and with that determines in how many rolls the standard to beat. If, for example, they reach "Max with five" in two throws then this combination can only be beaten with "Max with six" or „General Max" (1–1–1) and only of course with two throws. Or with an equally high "Max with five" which, however, has to be reached with one throw. More than three rolls are not permitted. After all the players have tried to score higher than the set combination or to get the same with less rolls, then it is the next player's turn.

Important: You can keep good dice, i.e. to only play on with one or two or dice after the first or second round in order to reach a good combination.

End of the game: After every round the player with the highest combination collects a pre-agreed number of tokens from all the other players. The game is played for a certain number of rounds and so a final winner is decided.



Like It Small

2 or more players

For the game you need: 3 dice, pencil and paper

Aim of the game: Whoever rolls a 2 or a 5 the most often will be close to victory.

Preparation and procedure: Players take it in turns to roll. Each player has one roll with three dice. The sum of the numbers on the three dice are added together and jotted down on the list of players under the corresponding player's name. Whoever rolls a 2 or a 5 takes them away from the total. (Minus scores don't count, the lowest score is zero!! The player to have the lowest sum at the end of the round is the "like it small" and wins.

End of the game: A pre-agreed number of rounds are played and the end sum is the total of all the individual results.

Under Ten Wins

2 or more players

For the game you need: 3 dice, 50 tokens (e.g. cents, matches or other.)

Preparation and procedure: Firstly the tokens are distributed evenly amongst the players. Afterwards lots are drawn for a banker. They roll for everyone during the game and also have the responsibility of handing out the winnings and cashing in the lost tokens. They can also set the maximum for the stakes. Every player, with the exception of the banker, puts down their stakes before every game, that is to say, every player places as many counters in front of them as they believe they can afford to risk. Next the banker makes the first roll. If the score is under 10, all the players win the amount that they laid down. The banker has to pay out. Over 10 and the banker wins and cashes in all the stakes. The banker cannot give the bank to the next player any earlier than ten rounds – has to announce this one game in advance, however.



The Good Ten

2 or more players

For the game you need: 3 dice, pencil and paper

Aim of the game: To get as higher dice rolls as possible and to skilfully multiply them. Whoever manages this will be close to victory.

Preparation and procedure: Every player writes the numbers 1 to 10 one after the other under their name. Next players take it in turns to roll with three dice. Every player has one roll per round, with which they can reach a number between 3 and 18 (the three individual numbers are always added!). The total score always has to be put next to one of the 10 numbers. In between comes a times sign, which means that the product of the two numbers must be calculated.

An example for clarification of the game:

Player A:

**$1 \times 5 = 5$
 $2 \times 9 = 18$
 $3 \times 15 = 45$
 $4 \times 8 = 32$
 $5 \times 10 = 50$
 $6 \times 18 = 108$
 $7 \times 5 = 35$
 $8 \times 15 = 120$
 $9 \times 16 = 144$
 $10 \times 14 = 140$**

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Player B:

**$1 \times 7 = 7$
 $2 \times 6 = 12$
 $3 \times 17 = 51$
 $4 \times 4 = 16$
 $5 \times 11 = 55$
 $6 \times 7 = 42$
 $7 \times 17 = 119$
 $8 \times 13 = 104$
 $9 \times 15 = 135$
 $10 \times 11 = 110$**

651

In this example
player A wins.

At the end of 10 rounds the respective scores rolled as well as the calculated products are noted after the 10 numbers against every player's name.

These products are added up at the end which gives the end total for a game. The player with the highest total wins. The art of this game lies



in putting the results rolled next to the correct numbers from the very beginning in order to ensure the highest possible product. Thus players put high dice results after the high numbers, because ten times 17 obviously makes a lot more than three times 17.

Sixty Six

2 or more players

For the game you need: 3 dice and 5 matches for every player

Aim of the game: One shouldn't be the first to go over 66.

Preparation and procedure: Every player has one throw, whereby they roll the three dice. The score for a throw is added together and added on to the result of the player before. As such the total result becomes ever higher and slowly approaches the magic number of 66. The first player to reach 66 or go over it loses and has to pay one of their five matches, which they received at the beginning, into the pot. The loser starts the next game. Who is going to be the unlucky one this time...?

End of the game: The game is played until one player has no more matches left. The player to still have the most matches at this point is the winner.

7 GAMES WITH FIVE DICE

Stuck in the mud

2 or more players

For the game you need: 5 dice, pencil and paper

Preparation and procedure: At the beginning of each players turn, they will roll all 5 dice. If any of the dice turn up either the numbers 2 or 5, they are to be set aside, and are no longer in play. The numbers on the remaining dice are added together and tracked on the score board. The remaining dice are then rolled again. The player will continue the same process until all 5 dice show a 2 or a 5. The player will then be considered 'Stuck in the mud'. All points from the players turn are added together and tracked on the scoreboard.



The next player will have the opportunity to roll the dice and accumulate points until they also become stuck in the mud.

You may choose to play as many rounds as your time frame allows. Each player's final score will consist of their total points scored over all rounds played.

End of the game: The player who accumulates the highest number of points at the end of all rounds wins the game.

An example for clarification of the game:

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
Player 1	8+7+5 +2+4=26						
Player 2	6+3+2 =11						
Player 3	8+7+5+2 =22						
Player 4	14+6+7 +3+1=31						
Player 5	14+8+7+5 +2+4=40						