

56 Games

Rules and Instructions

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PROOF
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PURCHASE

Games to Be Played on Platform

1 • PACHISI—Game of India—2, 3, or 4 Players

Use two dice and four playing pieces for each player.

OBJECT—To move four men around the board to HOME.

Each player chooses four markers of one color. Players take turns rolling the dice. The one with high score plays first. Thereafter, play progresses to the left.

Markers, called men, are entered, one at a turn, at the starting point on the right of a player's HOME PATH, and follow the arrows along the white path.

To start a man, it is necessary to roll a five on one die or a total of five on the two dice.

A player moves one man the number of spaces indicated by the total of both dice, or he can move one man according to one die and another man according to the other.

When overtaken by an opponent on any space except a diamond space, a man is captured and must start over. The captor then advances eight spaces. A man on a diamond space can be captured only by an opponent entering a man at a starting point. Two men on a space create a blockade. These men cannot be passed or captured.

The first pair rolled in any turn permits an extra roll of the dice.

THE WINNER is the first player to move his four men to HOME.

2 • SKIPPING STONES—2, 3, or 4 Players

Use one die and a playing piece for each player.

OBJECT—To move your marker from START to FINISH.

Each player chooses the color of marker he wishes. Players roll the one die to see who plays first. High score begins; play then moves to the left.

Players move to the first stone with the same number as the one they threw. For example: First player throws a 4, he moves to the first stone numbered 4. If a player throws a 6 he must go back to the stone with the same number as the one he is on. If a 6 is thrown at the start, player cannot move. A player must throw a 1 to finish.

THE WINNER is the first player to move his marker from START to FINISH.

3 • CLIMB THE LADDER—2, 3, or 4 Players

Use two dice and a playing piece for each player.

OBJECT—To move your marker from the bottom of the ladder to the top.

Each player chooses the color of marker he wishes. Players roll the dice to see who plays first. High score begins, play then moves to the left.

Use one die to start. Player must throw a 2 to move to the first rung, a 3 for the next rung and so on until he reaches the sixth rung. Then he takes both dice and throws for a 7 to move to the next rung.

THE WINNER is the first player to reach the top of the ladder.

Games to Be Played on Board A

4 • PIGGYBACK—2, 3, or 4 Players

Use one of the dice. Each player takes six markers.

OBJECT—To move six markers of a player's color from START to FINISH.

Take turns rolling the die and moving a marker the number of spaces indicated. Only one marker may be started in a turn. Each time a player rolls a 6 he is given an extra turn.

When the player stops on a space occupied by one of his own markers, he puts his marker on top of the one already there—piggyback. No more than three of the player's markers may occupy a space. At a later turn, the player moves all of the markers occupying the space, in a single move.

A player cannot stop on a space occupied by another color. Instead, he places his marker one space back of the occupied space.

As he nears FINISH a player must roll the correct number to put him out.

THE WINNER is the first player to move his six markers to FINISH.

5 • JUMPING JIMINY—2, 3, or 4 Players

Use a marker for each player and one of the dice.

OBJECT—To jump over all the fences from START to STOP.

Take turns rolling the die and following the arrows over the fences. Even numbers are lucky. Roll a 2 and jump over one fence. Roll a 4 and jump over two fences. Roll a 6 and jump over three fences. When a player rolls 1, 3, or 5, he stays where he is.

THE WINNER is the first player to jump over all fences to STOP.

6 • TEN PINS—2, 3, or 4 Players

Use ten markers of mixed colors and the dice.

OBJECT—To score points by removing markers from the circles on the triangle.

Place a marker on each of the ten circles. Each player, in turn, throws the dice and removes as many markers as indicated by the total of the two dice. Keep score on paper. If the total of the dice is more than 10, the player scores only 10 points.

After each turn replace all markers. Continue until each player has had twenty turns.

THE WINNER is the player with high score after twenty turns.

7 • NIP AND TUCK—2, 3, or 4 Players

Use one of the dice and one marker for each player.

OBJECT—To move a marker around the double track from START back to START.

Each player puts his marker on the starting space of his color. Players take turns throwing the die and moving on their own track the number of spaces indicated.

THE WINNER is the first player to return to START after going around both circles.

8 • REGATTA—2, 3, or 4 Players

Use one of the dice and one marker for each player.

OBJECT—To move a boat (marker) around the double track and return to START.

Each player puts his marker on the starting space of his color. Players take turns throwing the die and moving in this manner. Blue first, yellow next, green third, and red last. Players move forward when they throw a 2, 4, or 5. They move that number of spaces. When a player throws a 3 he must go back three spaces. A player stays where he is if he throws a 6. Player takes another turn if he throws a 1.

THE WINNER is the first player to move his boat around the double circle track and back to his starting point.

9 • WIN A HEART—2, 3, or 4 Players

Use two markers for each player and one of the dice.

OBJECT—To place two markers on hearts of a player's color.

When a player throws a number corresponding to a number on a heart of his color,

he places a marker on the heart. For example, a player with yellow markers must throw a 2 and a 4 in separate turns in order to place markers on hearts of his color.

THE WINNER is the first player with markers on two hearts of his color.

10 • LUCKY FIVE—2, 3, or 4 Players

Use one marker for each player and one of the dice.

OBJECT—To score points by throwing fives.

Players take turns throwing the die for a 5, one throw at a turn. When a player is lucky enough to throw a 5 he puts his marker on the 5-point space of his color. Thereafter, each time he throws a 5 he moves his marker down one space.

THE WINNER is the first player to score 50 points.

11 • TUG O' WAR—2 Players

Use one die and one marker.

OBJECT—To move the marker to your end of the rope.

Players sit facing the ends of the rope. Place a marker on the white circle.

Take turns throwing the die. The player whose turn it is to throw is the first to move the marker. He moves it as many spaces as shown on the die toward his end of the rope. Second player moves the marker back to his end the number of spaces he rolls.

THE WINNER is the player who moves the marker to his end of the rope.

12 • ODD AND EVEN—2 Players

Use one of the dice, a blue marker and a red marker.

OBJECT—To move a marker to the center circle.

Turn the board so that each player faces one end of the rope. The player near the blue end puts a blue marker on the circle nearest his end. The other player puts a red marker on the circle nearest his end.

Take turns rolling the die. Red moves one space toward the center each time he rolls an odd number—1, 3, or 5. Blue should move one space toward the center each time he rolls an even number—2, 4, or 6.

THE WINNER is the first player to move his marker to the center circle.

Games to Be Played on Board B

13 • TOUCHDOWN—2 Players

Use one marker and the two dice.

OBJECT—To move the football (marker) over opponent's goal for a touchdown.

Place the board so that each player faces a goal. Place the football (marker) in the center on the 50-yard line.

Players take turns throwing the dice and moving the *difference* between the numbers shown on the dice. Thus, if the first player rolls a 6 and a 4, he would move the football two spaces, or 10 yards, toward his opponents's goal. He would therefore be on his opponent's 40-yard line. The second player moves the football the opposite direction.

Players may set a time limit and the player with the most touchdowns at the end wins.

14 • TRACK MEET—QUARTER MILE RUN—2, 3, or 4 Players

Use one marker for each player and one of the dice.

OBJECT—To move your marker around the track and across the finish line.

Players throw the die in turn and move counterclockwise around the track the number of spaces indicated.

THE WINNER is the first player to move his marker across the finish line.

15 • TRACK MEET—HURDLE EVENT—2, 3, or 4 Players

Use one marker for each player, the dice, and two markers to be used as hurdles.

OBJECT—To move your marker around the track, over the hurdles and across the finish line.

Place the two extra markers in the center of each of the short ends of the track. These are hurdles.

Players take turns throwing the dice and moving the number of spaces indicated. Players must throw either a 7 or an 11 to clear a hurdle. If they throw either of these numbers when approaching the hurdle, they may clear it and proceed the amount of spaces thrown. Players may not clear a hurdle unless they have a 7 or 11 but must wait in the space behind until they throw either of these numbers.

THE WINNER is the player that crosses the finish line first.

16 • TRACK MEET—BROAD JUMP—2 or 4 Players

Use the dice and two markers.

OBJECT—To move your marker around the track and across the finish line.

If four play, players play as partners, each set of partners using one of the dice and one of the markers.

Opponents throw at the same time and player with high number moves. Thus if one player throws a 5 and the other a 3 the player with the 5 moves five spaces. Ties cancel each other. If four are playing, partners take turns rolling the die.

THE WINNER is the player or players that get their marker across the finish line first.

17 • CONTINENTAL STATES GAME—2, 3, or 4 Players

Use one marker for each player and one of the dice.

OBJECT—To travel from a state, through all the other states, and back to the state where the player started.

The first player puts his marker on his home state, or state of his choice, rolls the die, and moves with the arrows as many spaces as indicated. Other players, in turn, follow the same procedure. When a player rolls a 5 he must move back one space.

THE WINNER is first player to complete the circuit and return to his home state.

18 • GET THE BONE—2, 3, or 4 Players

Use one die and one marker for each player.

OBJECT—To be the first player to move his dog (marker) to the bone.

Each player rolls the die and moves the number of spaces indicated. Follow directions printed on certain spaces. These are either bonuses or penalties.

THE WINNER is the first player to get his dog to the bone.

19 • COLOR STUNTS—2, 3, 4, or 5 Players

Use one of the dice and a marker for each player.

OBJECT—To be the first player to move his marker around the board.

Each player picks a color; red, blue, yellow, or green. Players take turns throwing the die and moving the number of spaces indicated. When a player lands upon another

player's color he must perform a stunt designated by the owner. For example, blue lands on red's space; he must do a stunt that red asks. (This could be clapping his hands 3 times or walking around his chair, etc.) If he fails to perform the stunt he forfeits his next turn. If a player lands on his own color or orange, he is safe.

Follow the directions on bonus or penalty spaces when you land there.

THE WINNER is the first player to get his marker to the end and should receive a prize from the losers. This should be decided on before the game.

20 • COLOR CHIPS—2, 3, or 4 Players

Use one die and all the playing pieces.

OBJECT—To collect the largest amount of chips.

Players each select one playing piece for their marker; others are used as chips.

They now take turns throwing the die and moving the number of spaces indicated. The color of the square determines the number of chips each player gains or loses.

Red—Take 1 Orange—Take 2 Blue—Take 3 Yellow—Return 2
Green—Neither take nor receive

If players land on squares with directions they should follow those directions.

THE WINNER is the player that has the most chips after all have finished.

Games to Be Played on Board C

21 • STOCK CAR RACE—2, 3, or 4 Players

Use one marker for each player and one of the dice.

OBJECT—To move a car (marker) around the racetrack.

Each player puts his marker on START on one of the tracks. Take turns rolling the die and moving the number of spaces indicated. Orange spaces denote car trouble. When a player stops on an orange space he must move his car back to his starting position. As a player nears the end of the track he must throw the correct number to place his car on FINISH.

THE WINNER is the first player to move his car to FINISH.

22 • LEAP FROG—2, 3, or 4 Players

Use the dice and one marker for each player.

OBJECT—To jump over all the frogs.

Players take turns throwing the dice. When the total of the two dice equals 6, the player jumps over one frog. When the total is 8, player jumps over two frogs. When the total is 10, player jumps over three frogs. Odd numbers are unlucky. When the total of the two dice equals 3 or 5, the player must go back to START. Any other total on the dice is not used.

THE WINNER is the first player to reach STOP after jumping over all the frogs.

23 • KEEP OFF THE GRASS—2, 3, or 4 Players

Use one of the dice and one marker for each player.

OBJECT—To be the first player to move along the path to STOP.

Players take turns rolling the die and moving the number of spaces indicated. Each time a player stops on a green space he is on the grass and must go back to START.

A player must roll the correct number to place him on STOP.

THE WINNER is the first player to reach STOP.

24 • HUNTER'S LUCK—2, 3, or 4 Players

Use one of the dice and a marker for each player.

OBJECT—To score points by catching animals.

Players take turns throwing the die and moving the number of spaces indicated. A player scores each time he stops on an animal space.

Squirrel—2 points Rabbit—3 Deer—4 Fox—5 Bear—6

If a player lands on the space occupied by another player he gets another turn. If that space has an animal, both players score. As a player nears the end of the trail he must throw the correct number to put him out.

THE WINNER is the player that has the most points when everyone has finished.

25 • CALL YOUR SHOTS—2 Players

Use three markers of a color and one of another for each player.

OBJECT—To score points by shooting markers onto the stars.

The first player puts his shooter (the fourth marker) on the red circle at the left. He places one of his three other markers on black square 1. He then snaps the shooter in such a way that it will send the marker from the black square onto the stars. A player scores points for the stars mostly covered by the marker. When he has shot his three markers he counts his points for that turn.

Red—2 points Green—4 Blue—6 Yellow—8

The other player follows the same procedure, using black square 2 and the red circle at the right. Play stops when each player has had six turns.

Before a player snaps a marker he may, if he wishes, call one of the star colors. If his marker covers more than half of a star that color, the player doubles the points for that color. But, if after calling a color he stops on a star of another color, he scores only half the points for that color. A marker must always cover more than half of a star in order to score.

THE WINNER is the player with high score after six rounds of play.

26 • RODEO—2, 3, or 4 Players

Use one of the dice and a marker for each player.

OBJECT—To be the first cowboy to arrive at the rodeo.

Each player is a cowboy on his way to the rodeo. Cowboys take turns rolling the die and moving as many spaces as indicated. When a player stops on a white space he must obey the instructions printed there. As a player nears the end of the trail he must roll the correct number to put him out.

THE WINNER is the first player to reach the rodeo.

Games to Be Played on Board D

27 • CHECKERS—THE GAME OF GAMES—2 Players

Use twelve red and twelve blue markers and the checkerboard.

OBJECT—To block your opponent's men so they cannot move, or capture all of them. Players choose colors and place them on the black squares in the three rows nearest them. See Diagram 1.

The player with the blue men moves first. After that players move alternately.

At the start all markers are single men and must move or jump forward diagonally from one black square to an adjoining black square. They may not move backwards, or move to a red square. Upon reaching your opponent's king row (last row on opposite side) your man is crowned by placing another checker on top of it, thus making it a "king." This ends your move and it is your opponent's play. A king can move or jump either forward or backward.

A man must jump an opponent's man if the square beyond is vacant. When a man is jumped he is captured and removed from the board. A player cannot jump his own men. Any number of men can be jumped at a turn if the square beyond each is vacant. See Diagram 2. Here the blue king jumped nine single men.

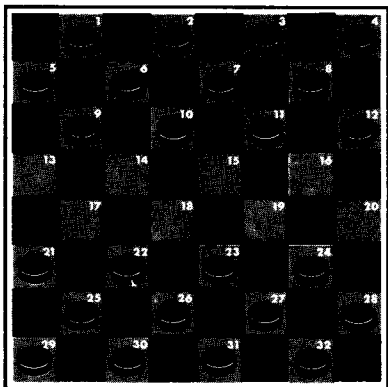


Diagram 1

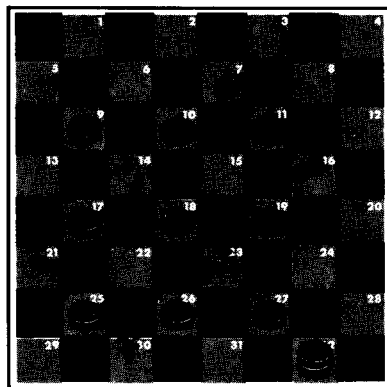


Diagram 2

INITIAL MOVES—Blue has seven possible moves at the start of the game, namely: 9-13; 9-14; 10-14; 10-15; 11-15; 11-16; and 12-16.

Red has seven possible responses; 21-17; 22-17; 22-18; 23-18; 23-19; 24-19; 24-20. However, some of Red's initial responses will not work against certain of Blue's initial plays. If Blue opens with 9-14, Red can play 21-17, but it would mean the outright loss of a man and certain defeat, all else being equal. The same holds true if Blue opens with 10-14. It is considered unwise to play 23-19 against 12-16 or 11-16.

Once a game has started, a player must move any man he touches unless he states in advance that he is arranging his man.

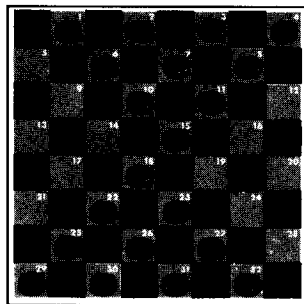
28 • SHIFTING PYRAMIDS—2 Players

Use ten red and ten blue markers and the checkerboard.

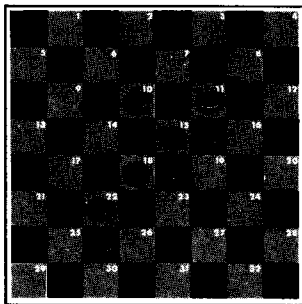
OBJECT—To move your men across the board and rebuild your pyramid.

Form pyramids on two sides of the board. See diagram. Players move, on black squares, in any direction in an attempt to rebuild a pyramid on the opposite side of the board. Moves are made by single spaces or by jumping one's own or one's opponent's men, in a single jump or a series of jumps. Men that are jumped remain on the board.

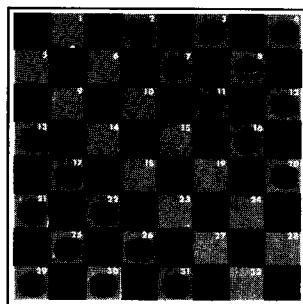
THE WINNER is the first player to rebuild his pyramid.



Shifting Pyramids



Goban



Corner Checkers

29 • GOBAN—2, 3, or 4 Players

Use five markers for each player and the checkerboard.

OBJECT—To place five markers, of the same color, in a row.

In this ancient Japanese game players place one marker at a time anywhere on the board. They try to form a row, either diagonal, horizontal or vertical. See diagram.

THE WINNER is the first player to get his five markers in a row.

30 • CORNER CHECKERS—2 Players

Use nine red and nine blue markers and the checkerboard.

OBJECT—To eliminate all of opponent's men.

Place the men in position. See diagram. Follow checker rules with these exceptions: men can move and jump sideways and forward; a king can be made only in the opposite single black square.

THE WINNER is the player who captures the most men.

31 • FOX AND GEESE—2 Players

Use four blue markers and one red marker and the checkerboard.

OBJECT—For the geese to corner the fox or for the fox to slip by the geese to reach the other king row.

Place four blue markers (geese) on black squares in one king row. Place a red marker (fox) on any black square in the opposite king row. Decide who will move first.

The geese try to corner the fox so that he cannot move. Use only the black squares. Geese can move forward, only. The fox can move either forward or backward. Neither can jump.

The game ends when the fox is cornered, or when he slips past the geese to the opposite king row. In this case the fox wins.

32 • HELP YOURSELF—2 Players

Use twelve red and twelve blue markers and the checkerboard.

OBJECT—To get rid of all of a player's men.

Place the men in position as for checkers. Use standard checker rules except that a

player tries to force his opponent to jump his men. A player must jump when he can and he must make the jump that removes the most men.

THE WINNER is the first player to lose all his men.

33 • HOPPITY-SCOOT—2 Players

Use six red and six blue markers and the checkerboard.

OBJECT—To move six men from one corner of the board to the opposite corner.

Each player lines his men up in a corner of the board that has two black squares—two men in one row and four in the next row.

Players take turns moving one man at a time, in an attempt to get all of them into the opposite corner. A man is moved only one space at a turn unless he is able to jump over one or more of his own men or his opponent's men. He may zig-zag in any direction, so long as there is a vacant space beyond the man to be jumped. Men are not removed from the board when they are jumped.

THE WINNER is the first player to move all his men to the opposite corner.

34 • TREASURE HUNT—2, 3, or 4 Players

Use one of the dice and one marker for each player.

OBJECT—To be the first player to reach the treasure.

Red throws first, blue next, yellow third, and green last. Players must throw a 1 in order to start moving. Taking turns with the die each player follows the path of his color, obeying the instructions when he stops on a white space. When a player nears the end of his trail, he must throw the correct number to put him out.

THE WINNER is the first player to reach the treasure.

35 • COPS AND ROBBERS—2 Players

Use two blue markers and two red markers placed on their respective squares.

OBJECT—To trap your opponent.

The player with the blue markers (cops) plays first and tries to trap the player with the red markers (robbers). He moves one of his markers into the empty space, then red moves and so on until one or the other is trapped (cannot move).

THE WINNER is the player that traps his opponent.

36 • COLOR-O—2 Players

Use all of the markers.

OBJECT—To cover your section of colored squares first.

Hold box of markers so they can't be seen. Take turns drawing. If you draw a color that matches one of your boxes you cover it with the marker. If all boxes of that color are covered you return the marker to the box.

THE WINNER is the first player to cover all of his boxes.

Games to Be Played on Board E

37 • HIDEOUT—2, 3, or 4 Players

Use one marker for each player and one of the dice.

OBJECT—To move a marker into the center area of the playing field.

Each player puts his marker on one of the starting spaces. Players take turns throwing

the die and moving as many spaces clockwise as indicated.

If a player's move brings him to a space already occupied, he must leave his marker where it was. When a player stops on a space with a black arrow, he follows the arrow into the space indicated. At his next turn he moves clockwise as many spaces as indicated by the die.

When a player stops on a purple space he is given an extra turn. Stopping on a pink space means that a player misses a turn.

THE WINNER is the first player to move into the center HIDEOUT space.

38 • SKI-SPREE—2, 3, or 4 Players

Use a marker for each player and one of the dice.

OBJECT—To see who can make three trips up and down the hill first.

Players roll the die and move the number of spaces indicated. If they land on a black space they have had a collision and must lose a turn. If they land on a blue space they have smooth sailing and may throw the die again. A green space means gain of speed, move ahead two spaces. A red space means deep snow and you must slow down. On next move go only half of the number on the die. 6 or 5, move 3; 4 or 3, move 2; 2 or 1, move 1.

THE WINNER is the first player to make three trips up and down the hill.

39 • TURNABOUT—2, 3, or 4 Players

Use one marker for each player and one of the dice.

OBJECT—To move a marker from START to FINISH.

Take turns placing marker on START, throwing the die and moving the number of spaces indicated, in the direction pointed by the arrows. Each time a player stops on a star he must, at his next turn, reverse, and move in the opposite direction. A player who is lucky enough to stop on the first star may reverse at his next turn and move toward FINISH. Players who are not lucky enough to stop on a star must follow the arrows to FINISH.

THE WINNER is the first player to reach FINISH.

40 • POOR SLOWCOME—2, 3, or 4 Players

Use one marker for each player and the dice.

OBJECT—To avoid being the last player out of the woods.

Each player chooses a number from 1 to 6. Players may choose the same number. Players then take turns placing a marker on START and throwing the dice. In order to move they must throw the number they picked before starting on one of the dice and then move the number indicated on the other. In case of doubles, player gets another turn. For example, if a player picked 5 for his number and threw a 5 and a 3, he would move 3 spaces. If a player does not throw his number he stays where he is.

THE WINNER is the first player out of the woods.

41 • GIVE AND TAKE—2, 3, or 4 Players

Use the two dice and a marker for each player, plus the rest of the markers divided among the players to be used as chips.

OBJECT—To win the most chips.

Players roll the dice, move, and put or take chips according to the following: even number—move that number of spaces without adding or taking chips; odd number—

move and put one chip in the pot; seven—move back to corner and put 2 chips in pot; doubles—take 3 chips and move half of number. If you land on a black space you must start over.

THE WINNER is the player with the most chips after everyone finishes.

42 • POT O' GOLD—2, 3, or 4 Players

Use one of the dice and a marker for each player.

OBJECT—To be the first player to reach the Pot O' Gold.

Players take turns rolling the die and moving the number of spaces indicated. Different colored spaces mean different things.

Blue—Move ahead 2 spaces, you have solved another clue.

Red—Wait one turn to repair equipment.

Green—Move back one to search for missing equipment.

Purple—Move back three, you had a poor start.

Yellow—Take another turn, a landmark is in sight.

Black—Start over, you forgot something.

Games to Be Played on Board F

43 • SHOOT—2 Players

Use the dice and one marker for each player.

OBJECT—To be the first player to finish.

Each player gets one of the dice. Place markers on START, each player using their own column. Throw the dice to see who plays first. High number begins. As you throw, keep track of what was thrown before.

If you make a total of 7—move ahead 3.

If you make a pair—move ahead 1.

If you make three of a kind—move ahead 2.

If you make four of a kind—move ahead 6.

If you make a run of three—move ahead 4.

If you make a run of four—move ahead 5.

If you make a total of 11—move back 3.

THE WINNER is the first player to get his marker all the way around.

44 • SEARCH—2, 3, or 4 Players

Use a marker for each player and one of the dice.

OBJECT—To be the first player to reach the jewels.

Each player is a detective searching for missing jewels. Players move according to the number they roll on the die. If a detective lands on the same square as another detective he can send that detective back to the nearest car the color of the square they are on or of the colored square closest in front of them.

Players may change direction anytime they reach a blue square on an even number.

To reach the jewels you must roll the exact number.

THE WINNER is the first detective to reach the jewels.

45 • CHIPS AHEAD—2, 3, or 4 Players

Use one of the dice, a marker for each player and divide the remaining markers evenly among the players. These extra markers are used as chips.

OBJECT—To collect the most chips.

Each player puts 5 chips on the jewel box before the game begins. Take turns rolling the die and moving the number of spaces indicated. Players take or add chips according to the colors of the cars when they land in those spaces.

Purple—take 3 chips

Orange—take 4 chips

Green—add 2 chips

Black—add 3 chips

Players may move any direction when they land on a blue square with an even number on the die. To reach the jewels the exact number must be thrown otherwise player must move past the jewels. The game ends when one of the players reaches the jewels.

THE WINNER is the player with the most chips. This is not necessarily the player that reached the jewels.

46 • TRI-ROW—2 Players

Use eighteen playing pieces, nine of each color.

OBJECT—To capture your opponent's men.

Players alternate placing one piece at a time on either a corner or an intersection of the black lines until all pieces are placed. Each player tries to get tri-rows (three in a row), while preventing his opponent from getting any. No capturing is done until all the pieces are placed.

When all the pieces are placed the players take turns moving their men, one at a time. These may be moved anywhere along a line, from corner to intersection or intersection to intersection, in an attempt to form a tri-row. When a player succeeds in forming a tri-row he captures and removes one of his opponent's men. He may not remove a man from a tri-row, however.

When a player has only three men left he may jump them anywhere on the board.

THE WINNER is the player that tri-rows his opponent down to two men.

47 • PICKING DAISIES—2, 3, or 4 Players

Use one of the dice and a marker for each player. Use the remaining markers as chips.

OBJECT—To pick the most daisies (collect the most chips).

Players take turns throwing the die and moving their marker the indicated amount of spaces. When they land on a daisy with a bee on it they collect a chip.

THE WINNER is the player with the most chips when all are finished.

48 • TIC-A-TAC—2 Players

Each player takes five markers of the color of his choice.

OBJECT—To get three markers in a row, horizontally, vertically, or diagonally.

Players take turns placing one marker at a time in one of the spaces.

THE WINNER is the first player to get three in a row. Sometimes neither player wins.

49 • LUCKY TOSS—2 Players

Use the dice and twelve red markers and twelve blue or black markers.

OBJECT—To cover the most spaces.

Players take turns throwing the dice and placing a marker on the combination number that corresponds to the numbers on the dice.

THE WINNER is the player that has covered the most spaces when all are covered.

Games to Be Played Without a Board

50 • COVER-UP—Any Number of Players

Use two dice, markers, paper, and pencils.

OBJECT—To cover all numbers, from 1 through 9, in eight or fewer turns.

Each player makes his own score sheet by drawing nine double rows of spaces. He numbers the top row from 1 through 9. Each player rolls the dice. The one with high score plays first, the person at his left is next, etc., around the group.

At each turn a player rolls the two dice and covers the numbers he turns up. He then draws an X in the space under 1 to show that he has had one turn. When the dice are rolled, the numbers that turn up can be covered in any of the following ways:

1. As single numbers, using one from each die.
2. Added together to make one number.
3. Added together, then split into combinations of numbers that equal the total of the two numbers turned up. These are used singly.

A player must use the numbers on both dice he turns up, except with a pair. As there is only one of each number to be covered, with a pair, only one number can be covered. A pair is never totaled or split into combinations.

Whenever a player cannot use both numbers he turns up, he loses his turn to the player at his left, remembering to place an X on the score sheet to designate that turn.

THE WINNER is the player with the most numbers covered after eight rounds of play.

51 • SNAKE DICE—Any Number of Players

Use two dice, paper, and pencils.

OBJECT—To roll each number, except 7, from 2 to 12.

Each player writes numbers, from 2 through 12 on paper, omitting 7. (Leave a space between 6 and 8.)

Take turns rolling the two dice. The one with high score plays first. He rolls the dice and crosses out the number indicated by the sum of the two numbers he turned up. He continues to roll the dice until he rolls a 7 or a number he has already crossed out. In either case he loses the dice to the player at his left.

Each time a player turns up 7 he must draw a wavy line on his paper to represent a snake. A player with seven snakes is out of the game.

The game continues until a player has crossed out all of his numbers before he has seven snakes, making him the winner.

52 • DOUBLE OR NOTHING—Any Number of Players

Use two dice. Provide each player with paper and pencil.

OBJECT—To roll a pair of each number from 1 through 6.

Each player writes numbers from 1 through 6. Players take turns with the dice, one roll at a turn. When a player rolls a pair he draws a circle around that number on his paper. Pairs need not be rolled in sequence.

THE WINNER is the first player to have circles around each number.

53 • BAA, BAA, BILLY GOAT—Any Number of Players

Use one of the dice. Provide each player with paper and pencil.

OBJECT—To draw lines that represent a goat. Each side represents a part of the goat.

1—BODY 2—HEAD 3—HORNS 4—LEGS 5—WHISKERS 6—TAIL

Take turns rolling the die—one roll at a turn. When a player rolls a 1 he starts his

goat by drawing the body. (Numbers must be rolled in the order listed above and parts of the goat must be drawn in that sequence.)

The game continues until one player completes the drawing of his goat and calls out, "Baa, baa, Billy Goat!" This player wins.

54 • COME AND GO—2, 3, or 4 Players

Use two dice, markers, paper, and pencils.

OBJECT—To make as many markers as possible.

Draw a circle on paper, at least six inches in diameter. Write 7 in the center. Around the circle write numbers from 3 through 11, skipping 7. Each player takes five markers of any color.

Each player, in turn, rolls the dice and places a marker on the number representing the total of the two numbers he rolls. When a player rolls a total of 2 or 12, he puts a marker on 7. If he rolls a number already covered, he takes the marker from the number instead of putting a marker on it. A player who rolls a total of 7 may take all of the markers on 7. Play stops when one player has lost all his markers, or when all markers have been removed from the numbers.

THE WINNER is the player with the most markers at the end of the game.

55 • PAY UP—2 Players

Use the dice, ten red markers and ten blue markers.

OBJECT—To take all of the opponent's men.

Each player starts with ten men. Take turns with the dice. At each turn a player collects from his opponent the difference between the two numbers he has rolled. (Example—If dice turn up 4 and 1, the player collects three men from his opponent.) The game ends when one player has lost all of his men.

THE WINNER is the player who has taken all of his opponent's men.

56 • GET 'EM—2 Players

Use the dice, ten red markers and ten blue markers, and paper and pencil.

OBJECT—To win all of opponent's men.

Each player rolls the dice five times and totals the five scores. When each player has done this they subtract the lowest score from the highest and player with the lowest score pays the other player the difference between their scores. One marker per point.

THE WINNER is the player that collects all of the other player's markers.