

The Kingdom of Games

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BOARD GAMES

MAN, ANGRY BE NOT

Board game for 2-6 players

From the age of 5

Game equipment:

1 game board for 4 or 6 players

1 die with dots

16 (24) men in 4(6) colours

The aim of the game:

It is every player's task to walk all his men through the whole journey in the direction marked by the arrow, and to get them all on final fields, i.e. 4 fields of the same colour in the middle of the game board. The player, who gets there with all his men as first, becomes the winner. The other players continue in the game until they all get their men onto their final fields.

The beginning of the game:

In the beginning of the game players choose the game board which suits their number. Every player takes four men of the same colour and places them onto the container marked by the letter B and having the same colour as their men. Only one man is placed onto the field marked A where the game begins.

The game rules:

1. In the beginning every player tosses the die. The player, who has tossed the highest number, starts the game. Other players follow in the clockwise direction. The players advance on the game board in the direction of the arrow by as many fields as they have tossed with the die.
2. If a player tosses number 6, he has to place his man onto the starting field even in the case when this field is occupied by his own other man, because on every field there can be just one man. In such case the previously standing man is removed from the board and put onto the container.
3. If all the player's men are already in the game and the player has tossed 6, he will have another toss and will advance with one of his men by the total of two or more tosses.
4. When advancing, player's men are allowed to overtake opponents' men. All the overtaken fields are counted.
5. If a player gets his men to a field previously occupied by an opponent's man, this previous man is removed from the board and placed in its owner's container B and the newcomer takes his place on the board.
6. Men having been removed from the board may be put back in the game as soon as their owner tosses 6.
7. Men, that have walked all the way through the board are placed onto the fields of the same colour in the middle of the board marked with the letters a,b,c,d. These are called „home“ and are the finite goals of the journey. These „homes“ may be entered only from the field before the ones marked A. No man of different colour is not allowed to enter there. Player's man may enter the „home“ only after the player has tossed the exact number to enter onto an empty field in his „home“. If a player has not tossed the exact number to enter his home and he has not any other men in play, he must wait for his next turn. The men in the „home“ may be shifted in the same way as during the game if there is room for such movement.

The example: Player has already 3 men at „home“ on the fields A, b, c. His fourth man is standing on the last field before his field marked A. If the player tosses 5, he cannot move and has to wait for the next turn until he has tossed the required number 4 to get straight to the last empty home field, or lower numbers to regroup the men already being at home.

CHESS

Board game for 2 players from the age of 8

Game equipment:

1 Chessboard 8x8 squares
32 chessmen - 16 white and 16 black

Aim of the game:

To discard the opponent's king out of the game, it is called checkmate

The rules of the game:

Chessboard is a square board divided into 8x8 squares, i.e. 64 squares. For better lucidity the black squares alternate with the white ones. To enable notation of the play, every square is marked (a1-a8 to h1-h8). 64 squares form horizontal rows 1-8 and vertical columns a-h. For the game the chessboard is placed in such a way that both of the players have the white corner square on their right (white h1, black a8). Chess is a fight of two players; one of them is a general of white men and the second is a general of black men. Army is represented by 16 men on each side (1 king, 1 queen, 2 rooks/castles, 2 bishops, 2 horses and 8 pawns).

In the beginning of the game both players have equal forces.

Figure no. 1 shows the correct distribution of the men in the beginning of the game.

Game is begun by the player with white men. Further on players switch turns after each move. The men have different value, effectivity and way of moving according to their shape and name.

Following rule applies to all the men:

Every man may advance to an empty field or the field occupied by the opponent's man. If the opponent's man occupies a square, it is removed from the chessboard. One must not move to a square occupied by his own man. Men, except for the horse, must not jump over their own nor enemy's men. In one move it is possible to advance only with one man. The only exception is the rochade - see further.

In press men are marked as follows:

king K, queen Q, rook R, bishop B, horse H, pawn P

Advancing of individual men:

ROOK: (figure no. 2) - moves horizontally or vertically from any position. On the empty chessboard the rook controls 14 squares.

BISHOP: (figure no. 3) - moves diagonally along the diagonals of its own colour. It controls 13 squares from the middle of the chessboard, but only 7 squares from the corner square.

QUEEN: (figure no. 4) - combines in itself the possibilities of the rook and the bishop and therefore it is the strongest man on the chessboard. It may advance horizontally, vertically and diagonally without limitations.

HORSE: (figure no. 5) - has the most interesting way of moving from all men. From the field where it is standing, it may jump to the second following square in the shape of the letter L. For example: if the horse is standing on the square d5, it may move to one of the following squares: b4, b8, c7, e3, e7, f4, f6, provided that one of these fields is not occupied by a man of its own colour.

KING: (figure no. 6) - can advance to any other neighbouring square, provided that it is not endangered by an opponent's man nor occupied by a man of its colour. The king must not capture an opponent's man if it is covered (protected) by any other opponent's man. Thus the king can move 1 square to any side. The only exception is the rochade.

PAWN: (figure no. 7) - is the weakest man on the chessboard, because it can advance only forward by one square. Only from the initial position (white on the second and black on the seventh row) it may advance two squares forward. The pawn does not capture opponent's men the same way as he advances. It may capture only the men standing diagonally by one field ahead and it then occupies their position. If the pawn manages to get to the last row, it can be exchanged for any other man of higher quality (queen, rook, bishop or horse, but not the king). In such a way a player can gain more queens or other men than he had in the beginning of the game - fig. no. 8. There is one exception in the pawn's movement - capturing en passant - which allows the white pawn that has advanced to the 5th row (or the black pawn that has advanced to the 4th row), to capture the opponent's pawn which has advanced by two squares on the neighbouring column (so both are on the same row), but only immediately after it has happened.

fig. no. 1 fig. no. 2 fig. no. 3 fig. no. 4

fig. no. 5 fig. no. 6 fig. no. 7 fig. no. 8

fig. no. 9a fig. no. 9b

The value of individual men is derived from their moving range. The value of the pawn is the basic unit. The approximate value of men is following:

Light man (bishop or horse) is worth 3 - 3.5 pawns, rook is worth one light man and two pawns, queen is worth two rooks or three light men. This evaluation is only approximate and therefore not really exact. Factual value of men depends on their effectivity in given position.

Figure no. 9a shows the movement of the rook and the horse, figure no. 9b shows the movement of the bishop and the king.

The rochade

The rochade is a double move during which the king moves by two squares to the right or to the left and at the same time the rook moves onto the square, which the king has stepped over. By the rochade we mostly put the king onto the safer place and at the same time we put the rook into the play. We can execute the rochade only when we have not yet moved the king or the rook that takes part in the rochade, and when all the squares between the king and the rook are empty. When executing the rochade the king must not be endangered by any opponent's man and it cannot step onto the square endangered by an opponent's men nor cross such square.

The short rochade - the king moves to the square g1 (white) or g8 (black) and the rook on the square f1 (white) or f8 (black)

Fig no. 9 - position after the short rochade

The long rochade - the king moves to the square c1 (white) or c8 (black) and the rook on the square d1 (white) or d8 (black)

Fig. no. 10 - position after the long rochade.

Fig. no. 9

Fig. no. 10

Aim of the game:

The most important man on the chessboard is the king. If it is attacked, it must step back or cover itself behind one's own man or take the attacking opponent's man. The attack on the king is called the check. If the king can not face such danger by any of afore mentioned ways, the check-mate appears, which means the end of the game. The aim of the game is therefore to discard the opponent's king of the game. The task of all men is to attack the opponent's king at a suitable moment and to protect their own king from being discarded. But not all the games end up in this way. When one of the players has prepared an attack, which cannot be deflected, or he has such crushing material supremacy, that enforcing of the checkmate is only a matter of time, his opponent may give the game up. The game ends up in the defeat when one of the players has run out of time.

In many cases the game can end up in a draw.

The game ending up in a draw:

1. None of the players has enough men or sufficient supremacy to enforce the checkmate.
2. If the player whose turn it is, can not move any men without subjecting his king to the check or without breaching the rules (so called stalemate)
3. If one of the players is checking the enemy's king steadfastly without enforcing the check-mate (draw by the infinite check)
4. If the same position appears for the third time in a row, the game can be stated as a draw by the player whose turn it is.
5. If no man have been taken during 50 turns.

Chess is played according to the rule touched-played. It means that when the player whose turn it is, has touched any of his men, he has to play with it, and when he has touched any of the opponent's men, he has to take it, provided that it would not mean breaching the rules. If he has touched a man whom is not possible to play with or the opponent's man, whom is not possible to take, it has no consequences. The move is regarded as finished when the player has dropped the man, or when he has taken his opponent's man out of the board and has dropped his own man.

If a player wants to correct the position of his man, he has to warn his opponent by saying „I am correcting“ (j'adoube).

Notation of chess games

Marking of the chessboard allows notation of all actions happening on it, including the whole games and positions in individual moves. In addition to notation and man name abbreviations we use also other abbreviations:

-	move	?	weak move
x	taking	!!	very forceful move
+	check	??	very weak move
=	mate	!?	forceful double-edged move
!	forceful move	0-0	short rochade
		0-0-0	long rochade

What should the beginner know?

As a result of manoeuvring abilities of individual men, it is obvious that they have mostly the highest efficiency, and thus also strength, when placed in the middle of the chessboard. For this reason, occupying or controlling the middle of the battlefield are fought for from the very beginning of the game. The small centre of the chessboard is formed by the squares d4, d5, e4, e5; the big centre is surrounded by the borders c3, c6, f6 and f3.

The most suitable starting move is to advance with the pawn in front of the queen or the king by two squares. Thus we not only begin the battle for controlling the centre, but we also leave space for

moving our bishops and the queen. During the battle for controlling the centre it is suitable to progress with our own men in such way that they support the battle for the centre and they cannot be easily pushed back. That's why we usually move the horses to f3 and c3 (white) or f6 and c6 (black), from where they can influence the small centre. When opening the game, do not move a single man too far, because such waste of time can lead to a very fast disaster. With every move we try to put a new man into play. The best is to progress with the king's wing of the army and to secure our king by the rochade, and then we can develop the queen's wing. The queen is usually put into play as last, because to put it into play too early is often dangerous. The opponent could use our queen's position to attacking it and sometimes even to capturing it. The result of the game depends on correct teamwork of our men and on the fierceness of our attack. Hasty attack, which is easy to deflect, often results in the waste of time and material. If we have opportunity, it is good to play with the opponent who is stronger than ourselves, because we can thus learn a lot and develop our experience. Studying good textbooks and master games can also help us to increase our abilities.

CHECKERS

Board game for 2 players
from the age of 6

Equipment:

Game board - chessboard 8x8 squares
24 stones - 12 white and 12 black

The goal of the game:

Player tries to capture all the opponent's stones or to block them in such way, that the opponent is not able to move.

The beginning of the game:

The game is played on the chessboard 8x8 squares with 12 stones of each colour. The chessboard is placed in such manner that both players have in the first row the black field on their left side. The game is played only on black squares. Players draw for the colour of stones to play with. Then they place their 12 stones on the black fields of the three rows closest to their edge of the chessboard. The player who has drawn the white stones, begins.

The rules of the game:

Players move their stones exclusively on the black squares diagonally, every turn only by one field. They cannot enter the field, which is occupied, by the opponent's or their own stone. The moves are directed only forward, it is not allowed to move backward. The stones are not allowed to get onto white fields. If a player's stone is standing on the field, which is in front of the opponent's stone, and the field behind the opponent's stone is free, he can jump over this opponent's stone and remove it from the game. If he forgets to do so, his opponent is allowed to remove that stone out of the board without losing his own turn. It may happen that a player can jump over and remove more than one opponent's stone in one turn, but only in case when, after the first jump, he is standing in front of another opponent's stone, behind which there is a free field. If a player manages to get his stone to the last row, either by jumping or simple moving, this stone then becomes „THE QUEEN“.

Placing another stone of the same colour on top of the stone, which managed to get to the last row, creates the queen. A player is allowed to gain more queens during the game. The queen is allowed to move and jump both forward and backward by arbitrary number of diagonally interconnected fields provided that these fields are empty. The queen is allowed to stand, after having jumped over an opponent's stone, not only on the field neighbouring to the stone having been jumped over, but also on farther fields on the same diagonal. If the queen after having jumped over the opponent's stone stands on the field from which - regardless of the direction and the number of field, but only diagonally - it can jump over another opponent's stone, then it goes on jumping over all the stones it is able to jump over on such a „cruise.“ If a player forgets to jump with the queen, his opponent

without loss of his turn may remove this queen from the board. The queen may be jumped over by a „plain“ stone, but it always has advantage of being able to jump in any diagonal direction and thus to avoid any possible danger.

GUZZLING CHECKERS

The game can be played in afore mentioned way with one difference, that the player who has lost all his stones as first, becomes the winner. Every stone, which may be jumped over according to the rules, must be unconditionally removed from the game. Who wants to win, must place his stones in such way that his opponent has to jump over them.

CORNER CHECKERS

Equipment: Chessboard 8x8 fields, 18 stones - 9 white and 9 black

The rules of the game:

The chessboard is placed on the table in such way that both players have its corner in front of them. The stones are placed on black fields - 1 in the first row, 3 in the second and 5 in the third. Stones may be moved by one field forward or to the sides. It is possible to enter both white and black fields. Moving backward is not allowed. The opponent's stones may be jumped over but without removing them from the board. One's own stones must not be jumped over. The player, who has occupied corresponding fields on the opposite side as first, becomes the winner.

BLOCKADE

Equipment: Chessboard 8x8 fields, 24 stones - 12 white and 12 black

The rules of the game:

Stones are placed according to the basic rules of checkers. They can move only on black fields by one square forward or backward. The opponent's stones are removed by capturing. A stone is captured at the moment when it has lost connection with other stones of its colour. The stone captured in such way is then removed from the board. The player, who lost all his stones, loses the game.

Equipment: Chessboard 8x8 fields, 28 stones - 14 white and 14 black

The rules of the game:

Both players begin with 12 stones, which are placed on the board according to the basic rules of checkers. The rules of this game are the same as well with exception that players may use also the 13th and 14th stone. In the beginning of the game players make an agreement about a certain field in their base rows on both sides. When this field is emptied, it is possible to place one of the reserve stones on this emptied field.

ROBBER AND GENDARMES

Board game for two players
from the age of 8

Equipment:

Chessboard 8x8 squares
5 stones - 1 white and 4 black

The rules of the game:

One of the players - the robber - has only one stone. His opponent plays with 4 black stones - gendarmes. The game is played on black fields only. Gendarmes are placed on 4 squares in the first row. The robber can be placed on any other black field. The gendarmes begin, they can move diagonally forward by one field. The robber can move also only diagonally, but he may move backwards as well. The goal of the game for the gendarmes is to surround the robber in such way that he is not able to move. If the robber has managed to sneak through the line of gendarmes, he wins, because the gendarmes must not move back.

MILL

Board game for 2 players
from the age of 8

Equipment:

Game board
18 stones - 9 white and 9 black

The goal of the game:

The goal of the game is to discard all the opponent's stones. For this purpose players try to assemble as many mills as possible, which means that they have to create a line of three stones of their colour. If one player manages to assemble the mill, he may remove any opponent's stone off the board.

The rules of the game:

In the beginning of the game all stones are outside the board. Players draw for the colour of stones and thus also for the right to begin. White begins. Players by turns place one of their stones onto the nodes on the board, they try to place three of their stones in one line, i.e. to create the mill. If a player succeeds, he takes any one of the opponent's stones off the board, but it is not possible to remove a stone, which is a part of a closed mill. Therefore they must try to prevent the other player from assembling the mill by placing their stones onto suitable points.

When both of the players have finished placing their stones, the game continues in such way that players by turns move their stones by one field along the lines. They try to assemble mills and thus remove the opponent's stones off the board. They can open their mills by moving one of its stones to an empty point in one turn and in the next turn they are allowed to close the same mill by moving the stone back to its previous position and thus take another opponent's stone off the board. Moves must be well thought out in advance for players to be able to connect several mills, because thus they get the advantage of being able to open one mill while closing the other at the same turn and to take one of the opponent's stones at each of their turns. If a player has only three stones left, he can jump them to any free point and thus prevent his opponent from closing his mill. He also has the last possibility to assemble his own mill. The player loses when he has only two stones left and he is thus not able to assemble the mill.

JUMPING MILL

This variant is played according to the same rules as the basic mill. The main difference lies in the fact that after all the stones have been placed onto the board, they jump instead of moving along the lines. The stone are moved in the same way as the horse in the game of chess: two points forward and one to the side, or one forward and two to the side. It is allowed to jump over one's own or the opponent's stones. It is allowed to jump only onto the point, which is not occupied. During this jumping players try to assemble the mill and thus remove one of the opponent's stone off the board. The player who has only three stones left may jump to any empty field as it is with the basic game of mill.

Example: possibilities of jumping with the stone on B.

LASKER'S MILL

When both mill players are equally strong, it often happens that the game of mill ends up in a draw. To prevent this, Emanuel Lasker has invented a new, thrilling variant of the game of mill. Already in the beginning of the game players may not only place their stones, but to move them as well. For the player who has succeeded in assembling the mill, it is recommended to open it with his next turn forcing thus the opponent to place his stone into this opened mill to prevent its being closed in the next turn. The first player has the advantage, because he has one move to spare. The player, who has more stones in reserve, has better chance to win, because these stones may be placed onto any field.

SHEEP AND WOLVES

Board game for 2 players

from the age of 7

Equipment:

Cross game board with the pictures of sheep and wolves

20 red men (sheep)

3 black men (wolves)

The aim of the game:

The player, who plays with the sheep, tries to move them to the safety of the yard (nine fields of orange colour). On the other hand, the player who plays with the wolves tries to prevent his doing so.

The rules of the game:

In the beginning players decide who plays with the wolves and who with the sheep. 3 wolves are placed onto the lowest line of the orange section of the cross board. 20 sheep are placed on the opposite side of the board. The row formed the fence and the lowest edge of the horizontal cross arms stays empty. The player with sheep opens the game.

The sheep's' movement: A move means moving one man from one field to another. The men may move only onto free fields along the lines and strictly only forward and to the sides. They cannot move diagonally or backward. The sheep must not jump over each other or over the wolves.

The wolves' movement: The wolves may move in all directions, i.e. including diagonally and backwards. Every wolf has to jump over a sheep if there is empty field behind the sheep. The sheep, which has been jumped over, is removed from the game (as in checkers). Wolf has to keep on jumping if there is an open field behind the next sheep. Attention! If a wolf forgets to jump or he does not jump on purpose, it is removed from the game! The sheep win if they manage to occupy all 9 orange fields of the yard or in case they have encircled the wolves anywhere on the board in such way that the wolves cannot move. The wolves win if they manage to jump over at least 12 sheep, because then there is not sufficient number of sheep left to occupy all 9 orange fields of the yard. The game can be played in several rounds. In such case a final victory in a game does not matter, because the game is played for the total of sheep placed in the yard. In the end of every round the player with sheep counts one point for each sheep placed in the yard. If he manages to occupy all nine fields of the yard, he gets the bonus 5 points. The player, who has reached the highest number of points in all rounds, becomes the winner.

BACKGAMMON

Board game for 2 players

from the age of 8

Equipment:

Game board - backgammon

30 stones - 15 white and 15 black

2 dice with dots

The game is divided into three parts:

1) Placing the stones

2) Advancing

3) Leaving the board

The aim of the game:

Every player tries reach with his 15 stones (with the help of smart use of points tossed with dice) his final fields and the leave the board with all his stones. The player, who manages that as first, becomes the winner.

Players move against each other. The white advances from the arrow no. 1 to the arrow no. 12, then he crosses to the arrow no. 13 and advances to the arrow no. 24 and out of the board. The black advances from the arrow no. 24 to the arrow no. 13, then he crosses to the arrow no. 12 and advances to the arrow no. 1 and out of the board. Players try to block each other during the game.

1) Placing the stones

In the beginning of the game all stones lie outside the board. Players toss dice. The player, who has tossed higher number, begins. Then players toss dice by turns. When placing, the players toss with both dice. After each toss they take two stones and place them on their side of the board as far from the edge as their tossed number has been.. White stones are placed onto the arrows 1-6 and black stones are placed onto the numbers 24-19. If the stones stand on the same arrow, they can be placed beside each other or on the top of each other. After all the 15 stones of both colours have been placed on the board, the second part of the game begins - ADVANCING

2) Advancing

Players toss both dice by turns. Player can choose the way of using the points tossed with dice. In case he can use only points on one die, he has to use the higher number. If he cannot move with neither tossed number, it is his opponent's turn. The player whose turn it is, can choose whether he moves two stones according to the numbers tossed on the dice, or just one stone, in which case he uses „extended“ move with one stone. During this move the number of dots is not added, the player makes two separate moves (if the first move is not possible, the player cannot make the second either). If a player tosses two identical numbers 1/1 to 6/6, he can make 4 moves by the number of arrows tossed on the dice, he can play with four stones, three stones, two stones and also with just one stone. But he must move a stone by the number tossed on the die. Stones of both players advance against each other. During advancing a stone may end up on an empty arrow, on the arrow occupied by one's own stones or on the arrow occupied by one of the opponent's stones. It cannot end up on the arrow where there are two or more opponent's stones. During all moves the empty arrows and the arrows occupied by one's own or opponent's stones count. The place where there are at minimum two stones of the same colour, is called the bundle. The opponent cannot enter such arrow. Every player tries to secure his own stones against removing of the board and at the same time tries to block the opponent's movement. If a player manages to occupy more neighbouring arrows, it is called the bridge. Such bridge is a serious obstacle for opponent's further movement.

Removing stones off the board: If a player's turn ends up on the arrow where there is only one opponent's stone, he beats it and removes it off the board (during „extended“ move it is possible to remove several opponent's stones). In his next turn the opponent first has to put the removed stone (stones) into play and only after that he can advance with some of the other stones at play. Removed stones are placed as in the beginning of the game onto arrows 1-6 or 24-19 according to the number tossed with dice. If the tossed number does not allow putting the removed stone into play (the arrows are occupied by opponent's bundles), the player concerned must not move any of his stones and waits for the next turn.

The bridge may be crossed only when the number on one tossed die allows crossing it and getting to empty or one's own arrow behind it.

The second part of the game ends, when a player has managed to gather all his 15 stones on the last 6 arrows - white on numbers 19-24, black on numbers 6-1. Then the last part of the game begins, but only rarely for both players at the same time.

3) Leaving the board

A player may start leaving the board only when he has managed to gather all his 15 stones on the last 6 arrows of the board - white on numbers 19-24, black on numbers 6-1. This leaving the board is again executed according to the numbers tossed with the dice. For example: a stone standing on the third arrow from the end of the board may leave the board when the number 3, 4, 5 or 6 has been tossed. If the tossed number is not enough for the stone to leave the board, it is simply moved by this number of arrows towards the end of the board. It is allowed to do both moves with the same stone.

Also this part of the game includes the rule of 4 moves when both dice show the same number. Sometimes it may happen, that a player whose stone has stayed behind, manages to throw out the stone of the player who has already started leaving the board. In such case, the player whose stone has been thrown out, has to stop leaving the board until he manages to put this stone back into play and advance with it onto one of his last six arrows of the board.

Recommendation: Due to the fact that there are many variants of this game worldwide, players may agree on alteration of these rules.

TRICK-TRACK

This game has the same basic moves as backgammon. The same rules apply to blocking the arrows with the use of bundles and to removing the opponent's stones off the board. The main difference is playing for points. Who has got 12 points as first, wins and he doesn't have to finish the game with all his stones.

The beginning of the game:

In the beginning of the game both players place their 15 stones into three towers onto their first arrow. For the white it is the arrow no. 1, for the black it is the arrow no. 24. In the next moves they advance against each other. The white advances from the arrow no. 1 to the arrow no. 12, then crosses to the number 13 and then he advances to the arrow no. 24 and then out of the board. The black advances from the arrow no. 24 to the arrow no. 13, then crosses to the number 12 and then he advances to the arrow no. 1 and then out of the board.

The arrows no. 1 and 24 are starting (finish) arrows and the stones lying on them are not in the game.

Advancing:

Players toss the dice. Who gets higher number, begins. The first player tosses both dice and makes his initial moves which depend on the numbers tossed with the dice. Players must first get all their 15 stones into the game and only then they can proceed to advancing. At this point of the game they may, nevertheless, decide whether to play with two stones or just with one in an „extended“ move. If there is only one stone left on the starting arrow, the player has to execute the move with this stone. He can make use of the „extended“ move, if it is not possible, he uses the number, which is more advantageous, and the second number is lost. If both dice show the same number in one toss, player makes the move (-s) and tosses once more.

Basket:

The arrows no. 12 (white) and 13 (black) are called the baskets where the moves are limited. Onto the basket itself it is first possible to enter only with two stones at once during one move. (**Example:** When having tossed 4/2 you can enter the basket by one stone from the arrow no. 8 and the second from the arrow no. 10). In the next moves the basket may already be entered with arbitrary number of stones (including one stone). From the basket stones may be moved arbitrarily with exception of the last two stones. These two stones may be moved only during one move. The opponent's basket is blocked even if it is empty. No move may end up in the opponent's basket. Only in the case when the player's basket is still empty and his move would end up in the opponent's basket, he may move his stone back to his basket, it means that his move is then one step shorter. Such move is allowed only if he is not able to move other stones to his own basket.

Removing opponent's stones off the board:

Single opponent's stones may be removed off the board in the same way as in Backgammon. Removed opponent's stones are placed back onto the opponent's starting arrow. The opponent must then first get these removed stones back to play. Only then he may execute other moves.

Leaving the board:

Stones may leave the board whenever they get to their finishing arrow or beyond it (for the white - arrow no. 24; for the black - arrow no. 1) The stones cannot be thrown out of these arrows.

Evaluation of points:

Every opponent's stone having been removed and every own stone having finished its journey count one point. If a player has managed to occupy his basket and has placed bundles on five arrows in front of the basket, he has built „the great bridge“ which represents an impossible-to-cross obstacle for his opponent. The great bridge has value of 2 points. When the player manages to keep this great bridge in the next move, he gets another 2 points.

A player wins if he has got at least 12 points. If his opponent has less than 7 points, the victory counts two times. If his opponent has less than 3 points, the value of this victory is tripled. If the opponent has not got any points, this victory counts four times.

Continuation:

Trick-track is often played in several rounds. The winner may decide whether he wants to play again from the beginning or whether he wants to continue in the game started. If the game is continued, all his points, which exceed the number of 12, are transferred to the next round. If the new game is begun, the exceeding points are lost. In the game that is continued first all the stones of the old one are played till the end. The player who has thus finished the old game, places his stones into three towers on the starting arrow. Then this player continues the same way as in the beginning.

EARTHWORMS

Board game for 2-6 players
from the age of 6

Equipment:

Game board with worms
6 men of different colours
1 die with dots

The aim of the game:

To get from the starting field no. 1 to the finishing field no. 100. During the game you can use ladders as shortcuts, but alas, if you step on the head of a mischievous earthworm. Before you can say Jack Robinson you will slip on its body and fall down where its tail is.

The beginning of the game:

The game is more thrilling when it is played for stakes prepared at the beginning. Then the players choose their men. The youngest player begins the game. The other players follow in the clockwise direction. The starting field has number 1 where all the men are placed.

The rules of the game:

The first player tosses the die and advances forward in the direction of the arrow by the number he has tossed with the die. The next players follow one after another and advance on the board. On one field there may be as many men as it is necessary.

The ladders:

If a player's move ends up on the blue field where the ladder begins, the player immediately climbs up to the upper end of it. In his next turn he goes on in the direction of the arrow.

The earthworms:

If a player's move ends up on the red field with the head of an earthworm, he immediately falls down to the end of its tail. In the next turn he goes on in the direction of the arrow.

The player wins, which has reached the field number 100 as first. But he has to reach it with the straight toss. If a player tosses higher number than it is needed to reach the final field, he does not play and it is the turn of the next player.

The game can be diversified by introducing more rounds. At the moment when one of the players has won, the other players count their missing fields. This number becomes their penalty. After finishing the whole game of more rounds, the total winner is the player with the lowest number of penalty points.

LITTLE GEESE

Board game for 2-4 players
from the age of 6

Equipment:

Game board with little geese
4 wooden little geese
1 die with dots

The aim of the game:

To walk one's goose through the board as quickly as possible and to get to the finish as first.

The beginning of the game:

Every player chooses his little goose. All the geese are placed on the starting field. The youngest player begins. The other players follow in the clockwise direction.

The rules of the game:

Every player advances forward according to the number he has tossed with the die. On one field there may stand as many geese as it is necessary. When a player gets onto the red field, he has to follow following instructions:

The field no. 5:	The goose flees from the fox and advances to the field no. 8.
The field no. 9:	The goose is caught and must wait until 6 is tossed with the die.
The field no. 13:	Thanks to the hedgehog the goose wins the race - advance onto the no. 16
The field no. 15:	The lost feather is looked for - the player waits for the next round.
The field no. 18:	Flying goes faster - the player may toss once more.
The field no. 24:	The goose has caught cold - it must stay in bed until the next turn.
The field no. 30:	The goose gives a lift to the ladybug, which hurries to the no. 34.
The field no. 33:	The goose roller skates - quickly onto the no. 38
The field no. 36:	Who has eaten a lot, must take a rest - sleep two turns.
The field no. 40:	The goose has hurt its foot and must wait until another goose passes by. If there is no other goose behind - wait one turn.
The field no. 45:	With the balloon it goes much faster - move to the field no. 50
The field no. 49:	Your goose has won the title Miss-Goose - as a reward toss once more.
The field no. 52:	The goose has lost the way and has to go back onto the field no. 43
The field no. 57:	The goose is so deep in her thoughts that she forgets where to go and has to skip two turns.
The field no. 60:	The player who ends up straight on the number 60, wins If the player tosses higher number, he has to go back by exceeding number of steps.

MERRY-GO-ROUND

- **Man - Angry Be Not for the youngest players**

Board game for 2-4 players
from the age of 4

Equipment:

1 circular game board

1 die with coloured spots
16 men in 4 colours (red, green, yellow and blue)

The aim of the game:

Every player's task is to move all his men round the board in the direction of the arrow as far as the four fields of different colours in the middle of the board. The player who gets there as first, becomes the winner. Other players continue in the game until also they have got their men onto their finish fields.

The beginning of the game:

In the beginning of the game players distribute the men among themselves in such way, that every player gets 4 men of the same colour. Players place their men in containers. The containers are formed by four circles of the same colour in the corners of the game board. Each player places one man onto the starting field - the field of their colour marked with an arrow.

The game rules:

The youngest player begins the game. Other players follow in the clockwise direction.

The first player tosses the die and steps onto the first coloured field whose colour is identical with the colour tossed with the die. If a player tosses the colour identical with the colour of his men, he can choose either to put next of his men into play or to advance with the man (men) which has been already put into play. While advancing, a player may jump over the men of his or of other players, which stand in his way. All the fields jumped over count. If a player's move ends up on the field occupied by another player's man, he throws this man out of the board and puts it back in its container. Then he places his man on the emptied field. Men having been thrown out can be put back into play after tossing the right (one's own) colour with the die. Men having walked through the whole round are placed onto the four fields in the middle of the board.

These middle fields may be entered from the last field before the starting field with the arrow. These four fields are called „home“. No man of different colour may enter „home“. At „home“ the men cannot be thrown out. A player may make his man enter „home“ only after he has tossed the colour identical with the colour of any of the „home“ fields. Such field has to be empty to be allowed to enter onto. If a player doesn't toss the right colour and he has not any other men in game, he must wait for his next turn. Inside „home“ the men may be moved in the same way as in the game itself, provided that there is space for such movement.

HALMAH

Board game for 2 or 4 players
from the age of 8

Equipment:

Game board - 16x16 fields
2x19 men (red and blue) or 4x13 men (red, blue, green, yellow)

The aim of the game:

To get all one's men onto the opposite corner of the board and occupy the whole opponent's yard with them. The player, who manages to do it as first, becomes the winner.

The beginning of the game:

Players prepare men according to the number of players. If there are two players, they prepare 19 men each; if there are 4 players, they prepare 13 men each. These men are placed onto the marked corners on the board, each group always opposite to the other.

„Large yard“ - defined by the red lines holds 19 men (game for two players).

„Small yard“ - defined by the yellow lines holds 13 men (game for four players).

The game rules:

The oldest player begins the game. Other player follows in the clockwise direction. Moves can be made only with one's own men and they are compulsory (one must not give up a move). One move is:

- 1) Moving one man onto the neighbouring field in any direction (forward, backward, sideward or diagonally)
- 2) Jumping over one's own or the opponent's man provided that the field behind it is empty. If there is a suitable combination of men, it is possible to jump over more men. Jumping is possible in any direction.

The man having been jumped over is not thrown out but it stays on the original field! The strategy is to create a suitable combination of men, which would allow getting one's own man as far on the board as possible. At the same time we try to block the opponent's movement. A player may block even his starting yard where he acts in such a way that his opponent is not able to occupy it. But the player must make sure that he can get this blocking man quickly onto his finishing yard.

When the game is played with 4 players, it is possible that two players on the opposite corners cooperate and help one another. The team, which succeeds in getting all their men onto, their opposite yards as first, becomes the winning team.

EXACT HALMAH

In the beginning of the game each player marks his man, standing on the last corner field, with a thread or a sticker. Then the game is played according to the rules of halma After getting all men to the opposite corner, players must place the marked man onto the last corner field of the finish yard.

QUICK HALMAH

Equipment:

Game board - 16x16 fields

2x6 men or 4x6 men

The game rules:

In the beginning players place their man arbitrarily onto their „large yards“. Next the game is played according to the rules of halma and players try to get their men across the board onto any fields of the opposite large yards. The player, who manages to get his men to the opposite yards as first, becomes the winner.

HALMAH FOR THREE

Board game for 3 players

from the age of 8

Equipment:

Star-shaped game board

3x15 men (red, blue, green)

The aim of the game:

To move all one's men onto the opposite tip of the star-shaped board, which has the same colour as his starting tip. The player, who manages to get his men to the opposite yards as first, becomes the winner.

The beginning of the game:

Players place their men onto the black fields of three star tips according to the colour of their men. The occupied tips have to neighbour with empty tips on both sides.

The game rules:

The oldest player begins the game. Other players follow in the clockwise direction. Moves can be made only with one's own men and they are compulsory (one must not give up a move). One move is:

- 1) Moving one man along the line onto the neighbouring white or black field in any direction (forward, backward, sideward or diagonally)
- 2) Jumping over one's own or the opponent's man provided that the field behind it is empty. If there is a suitable combination of men, it is possible to jump over more men. Jumping is possible in any direction.

The man having been jumped over is not thrown out but it stays on the original field! The strategy is to create as quickly as possible a suitable combination of men, which would allow getting one's own man as far on the board as possible and at the same time it would allow to avoid the jam in the middle of the board where all the men meet. The player, who manages to get his men to the opposite tip of the star as first, becomes the winner.

SOLITAIRE

Board game for 1 player
from the age of 7

Equipment:

Cross-shaped game board of 45 fields
44 men (various colours)

The aim of the game:

To throw out all the men by jumping over them, except for the last one.

The beginning of the game:

The player places all men onto the board to occupy all the fields but for the one in the centre.

The game rules:

The player has to jump any man over any neighbouring man onto the empty field behind it. The man having been jumped over is removed from the board. Jumping is possible horizontally and vertically. It is not possible to jump diagonally or across the corner and jump has to be executed along the line. The aim is to remove as many men as possible. In the ideal case there should be only one man left in the end of the game. It is not easy, but it is possible.

CROSS**Equipment:**

Cross-shaped game board of 45 fields
9 men

The game rules:

The player places 9 men in the middle of the board to create a cross with arms of the same length. The aim of the game is to remove 8 out of total 9 men, so that in the centre there is only one man left.

TRINITY

Board game for 2 players
from the age of 7

Equipment:

Cross-shaped game board with the pictures of the sheep and the wolf
2x11 men

The game rules:

Two players take 11 men each, which they place in turns on any fields of the board. Two men of the same colour must never stand beside each other in horizontal nor vertical direction. When the players place their men in the described manner, they start to move them. The move is made always with one man, horizontally or vertically on the board and the players try to create horizontal or vertical row of three men of the same colour. Whenever a player manages to create such row, he removes any of the opponent's men off the board. The player, who has managed to remove 9 opponent's men off board, becomes the winner, because his opponent is not able to create the trinity anymore.

DOMINO GAMES

For players from the age of 7

Equipment: 28 dominoes

DEAD END LANE / for 2 players

It is the easiest domino game. All the dominoes are shuffled after having been placed face down. Before the game starts, the players draw for the right of the first round. Then each of the players chooses 7 dominoes. The remaining dominoes are put aside for this round. When the round has been completed the remaining dominoes are shuffled again together with the ones that have been used during the first round. The beginning player places his first domino on the table. His opponent adds one of his dominoes. Afterwards they play one after another according to these rules:

- Before the game starts, the players make an agreement concerning the amount of achieved points - 50, 100 or any other number.
- In the beginning of the game the first player places any of his dominoes on the table. Further only the dominoes may be added, which have the same amount of dots as the ones already placed (2 comes to 2, 4 comes to 4, etc.)
- The dominoes with different number of dots on their halves are placed along the line, the doubles (dominoes with the same number of dots on their halves) across the line.
- Each of the players may add his domino only on the first or the second end of the line.
- The player who is not able to add any domino, says „FURTHER“
- The player, who succeeded in placing all of his 7 dominoes, calls „DOMINO“ and wins the round. His opponent reveals the dominoes he has left. The number of all dots on these remaining dominoes becomes the winner's point gain.
- If both players have some unused dominoes in front of them and they are not able to add to any side of the line, the game is in the „DEAD END LANE“. Then the players show their remaining dominoes one to the other. The player wins, whose total of dots is lower than that of the other player; his opponent's total becomes the winner's gain of points.
- In the next round the other player begins and they switch this starting role until the agreed amount of points has been reached by one of them and the game has thus ended.

DOMINO WITH RESERVE / for 2 players

All the dominoes are shuffled after having been placed face down. Every player takes 7 dominoes. The remaining dominoes stay as a reserve. The way of playing is the same as „DEAD END LANE“ with the following alteration. When one of the players is not able to add any of his dominoes, he takes one domino from the reserve. If this additional domino is not suitable either, the player keeps taking dominoes from the reserve until he is not able to add one on one or the second end of the line. It may be that he exhausts the whole reserve. The reserve is taken from also in a case when the player has already placed all his dominoes and it is his turn to play. After the reserve has been exhausted, the game continues as in the „DEAD END LANE“ variant with the exception that the points from single rounds do not add. The player wins the game, who has got rid of all his dominoes, or the total amount on his remaining dominoes is lower than the opponent's one.

MATADOR / for 2 players

In this game the following four dominoes are important.: the double 0/0, 6/1, 5/2, 4/3 - these are called „MATADOR“. Except for the first domino they are the dominoes, which's total of dots equals number 7. Shuffle all the dominoes placed face down. Before each game take away 3 dominoes at random in order that it is not possible to find out which dominoes are held by the other player. Before the game is started, draw for the right of the first turn. After that each player takes 3 dominoes from the reserve. First player places one of his dominoes on the table. The second player has to add such domino that the total of the adjacent sides equals number 7. If a player is not in hold of a domino with the appropriate number of dots, but he has a „MATADOR“ domino, he can place it on any side of the line not regarding the number on its face. His opponent then goes on as usual, he has to add a domino so that the total of adjacent dots equals 7. If you do not have the domino necessary or a „MATADOR“, take one domino from the reserve after another until you are able to add appropriate number. It may happen that the whole reserve is exhausted.

If you are not able to add any domino after the reserve has been exhausted, it is your opponents turn. The player wins who, after exhausting the reserve, gets rid of all his dominoes as first. If both players are not able to continue and they still have some dominoes left, they turn the remaining dominoes face up. The player with the lower total of remaining dominoes wins.

BERGEN / for 2 - 3 players

Shuffle all the dominoes placed face down. Each player takes 6 dominoes. The player, who has a double domino with lower total of dots, begins. He places the double domino on the centre of the table and gains 2 points. If no player has a double, the one who begins, is the one who has a domino with the lowest total of dots. Players then one after another place one domino on the left or the right side of the line according to the known rules. However, they try to add such domino, that there is the same number of dots - 3s, 4s, 0s - on each end of the line. Whenever a player succeeds, he gets 2 points. If a player adds a double with the same amount of dots as there is on the other end of the line, he gets 3 points. The player who according to the rules is not able or, for tactical reasons, does not want to place any of his dominoes, he takes one domino from the reserve. If he still is not able or does not want to play further, he exclaims „FURTHER“ and it is turn of his opponent. If the game ends in the dead end lane after the reserve has been exhausted, it is over. The player who has no double domino left becomes the winner. If two players have double dominoes in their stock, the player wins who has less of the doubles. If two players have one double in their remaining stock of dominoes, the one wins whose double's total is lower. If players do not have a double in their hand, the winner is the player whose total of remaining domino dots is lower.

The game then continues with the next round. The player, who has reached total of 15 points as first, becomes the total winner.

SEVASTOPOL / for 4 players

little stakes

The game is played for stakes - nuts, sweets, dried fruit etc. Each of the players puts 1 stake into the bowl, which serves as bank. The dominoes are shuffled. Every player takes 7 dominoes. A player who is in possession of the double 6/6 begins the game. The game then goes on clockwise, next player has to add any domino with number 6. Dominoes may be added not only on the ends of the line, but also on its sides. If a player does not have any domino with number 6, he says „FURTHER“ and skips his turn.

As soon as the cross has been built around the double 6/6, the next phase of the game begins. Players add dominoes on any arm of the cross according to the basic rules of domino game. The player, who has got rid of all his dominoes as first, gets three fourths of the „bank“. The others go on. The player, who has got rid of all his dominoes as second, gets the remaining one fourth of the „bank“. The last two players get nothing. Also in the second phase of the game there is a rule, that the player, who is not able to add a domino, says „FURTHER“ and skips his turn. If all the players get into the dead end lane, the game is over. The player with the lowest total of dots on his remaining dominoes becomes the winner and gets three fourths of the „bank“. The player with the second lowest total becomes the second in the game and gets the last portion of the „bank“.

TWENTY ONE / 2 - 4 players, family,

little stakes

This game is, in fact, a domino variant of the famous card game „Black Jack“. We do not stake money into the „bank“, but instead we use little stakes from a shared possession of all players - for example fruit, biscuits, chewing gums etc.

All the dominoes are shuffled beforehand and placed face down on the table. The players, in a clockwise order, take 2 dominoes each. They check them secretly and count all the dots. The aim of this game is to reach the number of 21 dots on one's dominoes or to get as close to this number as possible. If anybody finds his number too low, he may take one or more dominoes from the reserve. But this additional taking from reserve is not without risk. The player, who exceeds the number of 21 even by 1, loses possibility to win and to gain the „bank“. If no player wants to take any additional domino from the reserve, all the players reveal their dominoes and count the totals of dots. If nobody has reached the number 21, the player with the nearest lower total of dots becomes the winner.

SOLO DOMINO / 1 player

This game is very good to develop combinatory skills. First turn all the dominoes face down and shuffle them thoroughly. After that choose 5 dominoes at random and turn them face up. Choose the most suitable from these 5 dominoes and place it on the table as the basis of a domino line.

As a next step add further dominoes on one or the other end of the domino line according to the basic domino rules. If you manage to add, for instance, 4 of the original dominoes take another 4 from the reserve and turn them face up. And again, add as many dominoes as you can on either side of the domino line. It is important to place as many dominoes as it is possible. And again, take the same number of dominoes from the reserve, which you have managed to place in the line. This rule is valid for all the rounds of the game: as many dominoes you have been able to add in the line, so many you can take from the reserve.

You become the winner in case of having placed all the dominoes on the table. If you do not succeed in this and you have some dominoes left, which cannot be placed in the line, you lose. It may happen,

that you lose before the reserve has been exhausted. This situation appears when you have taken 5 dominoes from the reserve, but you are not able to place any of them on the right or the left side of the domino line.

THREE SQUARES

For 1 player

Take the double dominoes 3/3, 4/4, 5/5 and 6/6 out of the domino set. You will have 24 dominoes left to assemble three squares according to the following rules. The total of dots on all sides of the assembled squares have to be the same. Begin with the total 12, and then try the total 15. After that try to find any other possible total. Do not forget that corner domino squares count twice, both horizontally and vertically.

MIKADO

- taking sticks away

Number of players is not limited
from the age of 5

Equipment:

41 sticks of various colours

The aim of the game:

This interesting game requires being calm, precise and concentrated. The task is to collect as many precious sticks - Mikado's - as possible and thus to gain the most points. The player with the highest total of points becomes the winner.

The beginning of the game:

In the beginning of the game one of the players takes the bundle of Mikado sticks and grips it in his hand. He puts the gripped fist on the table or on the floor, so that the Mikado's are pointing with their tips up. Then he quickly releases the grip so that the falling Mikado's form a heap on the table or on the floor. If the sticks have flied too far away, repeat this action once more.

The game rules:

The youngest player begins the game; others follow in the clockwise direction. The player whose turn it is begins to collect sticks one after another. If any stick moves other than the one being collected, the game is interrupted and it is the turn of the next player. There are several ways to collect the sticks. Classical one is that a player presses the pointed tip of the stick to the board and thus lifts the body of the stick which he can then grab with his second hand and collect it. It is possible to use another stick for lifting the stick being collected and so on. The game is finished after the last stick has been collected. The number of rounds depends on the agreement among the players. The player, who has the highest total of points, becomes the winner.

Point values of sticks:

1 piece	Mikado with a spiral worth 20 points	(1x20 = 20 points)
5 pieces	Blue-red-blue sticks worth 10 points	(5x10 = 50 points)
5 pieces	Red-blue-red-blue-red sticks worth 5 points	(5x5 = 25 points)
15 pieces	Red-yellow-red sticks worth 3 points	(15x3 = 45 points)
15 pieces	Red-blue sticks worth 2 points	(15x2 = 30 points)

The total number of points of all sticks in the game: 170 points

DICE GAMES

Success in dice games depends mostly on good luck. Therefore, these games are especially suitable for adults who play with children. The children have the same chance to win as the adults. Most of the dice games are suitable for children from the age of 6. For most games a pencil and a sheet of paper are necessary. Game men can be used instead of tokens.

SWING

number of players is not limited

Equipment:

1 die

The game rules:

Every player tosses 7 times in a row. Points in the 1st and 2nd toss are added, points for the 3rd toss are deducted, the 4th toss is added, the 5th toss is deducted, the 6th toss is added and the 7th toss deducted. Who has the highest number of points, becomes the winner.

MEAN THREE

number of players is not limited

Equipment:

1 die

The game rules:

The game is played for arbitrary number of rounds. Who tosses 3, falls out of the game. The player, who has the highest number of points in the end of the game, becomes the winner.

SIXTEEN

number of players is not limited

Equipment:

1 die, matches or tokens.

The game rules:

In the beginning of the game players must prepare two times more matches (tokens) than the number of players plus one match. For example, with four players there are 9 matches, which are placed in the centre of the table. In every round the task is to get as close to the number 16 as possible. The best total of points is 15. First two tosses are without any risk, because their total cannot exceed 12. After the first two tosses a player must decide whether to toss further. If he has decided to toss further, he has to toss again two times. This rule applies also for any further tosses. Attention! If a player has tossed more than 15, he is out and he has lost the round. If he has tossed less than 16, he notes his points and it is the turn of the next player to toss the die. If none of the players has fallen out, the player who has lower number of points loses. If the players have equal number of points, the round is lost for the player who has tossed this number as first. The player who has fallen out of the game or who has lost it has to take one match and he begins in the next round.

After all the matches have been taken away, only the players, who have got some matches, continue in the game. Who loses a round in this part of the game, gets one match from the player who has won it. The player, who has got all the matches, loses the whole game.

COW'S TAIL

number of players is not limited

Equipment:

1 die, matches or pencil and paper

The game rules:

Every player places or draws in front of them „cow's tail“ (see picture). The first row is formed by six matches, second by five matches, third by 4 matches and so on. Players toss one after another. A player always removes or scratches the row equal to his tossed number. The row already scratched is certainly not scratched again. The player who has scratched out all his rows as first, i.e. has got rid of his cow's tail, becomes the winner.

The game can be modified in such way, that the matches are removed without regard to their position.

PLAY ON SIX

number of players is not limited

Equipment:

1 die

The game rules:

One of the players draws a table with six rows for numbers 1-6 and with the number of columns equal to the number of players. Players toss die one after another. After each toss the leader of the game fills in the table the player's tossed number, but the player himself decides, in which row his points should be written in. The number of tossed points is multiplied by the number of the row and the result is immediately written in. Tossed 6 written in the row no. 6 equals 36 points, but the same tossed 6 in the row no. 1 equals only 6 points. Every row may be used only once. After six rounds the points are added and the player with the highest number of points, becomes the winner.

AIRSHIP

number of players is not limited

Equipment:

1 die, matches or pencil and paper

The game rules:

At first the great airship is drawn (see picture), which is divided into 5 sections. The nacelle of the airship gets number 6. It is the loading space. Every player then receives 6 matches.

The player take turns in tossing the die. The player who has tossed from 1 to 5, places one match onto the appropriate airship section. If there has been a match already, he can take it and does not have to give any match. The player, who has tossed 6, must always give away a match, because the nacelle can hold unlimited number of matches.

The player, who has not got any more matches, is out of the game. The player, who stays in the game as last, becomes the winner. He can take all the matches stored in the nacelle.

HIGH HOUSE NUMBER

number of players is not limited

Equipment:

1 dice, pencil and paper

The game rules:

The goal of the game is to toss the highest 3-figure house number. Every player has three tosses. After each toss the player must immediately choose which position this number represents.

MERRY SEVEN

number of players is not limited

Equipment:

2 dice, tokens, pencil and paper

The game rules:

At first the game board is drawn according to the picture. Individual spaces have to be large enough for all the players to be able to stake their bets separately. Every player gets the same amount of tokens. One of the players takes the dice and the bank. This player plays against all the others. Players make bets before each toss. They can stake as many tokens as they want on any spaces. After the staking has finished, the banker tosses the dice. When the total of points equals to a number on the left side of the drawn board, the banker gets all the tokens lying there, including the ones bet on the number 7. Then he must pay two times all the bets on the right side of the board. When the total of points equals to a number on the right of the drawn board, the banker gets all the tokens lying there, including the ones bet on the number 7. Then he must pay two times all the bets on the right side of the board.

If the banker tosses 7, he gets the tokens from both sides. But he must pay three times the tokens bet on number 7.

After each payment the staking starts anew. Who has no more tokens falls out of the game.

ALL OR NOTHING

number of players is not limited

Equipment:

1 die, pencil and paper

The game rules:

The goal of this game is to get 301 points. The beginning player starts tossing the die. The points that he gets, are added. He goes on tossing as long as he wishes. Whenever he chooses to interrupt his tossing, his points are written down and it is the turn of the next player. Points are as follows: 5=50 points, numbers 2, 3, 4, 6 keep their value.

Attention! When a player tosses 1, he has to stop tossing and all his points in a given round are nullified. Who reaches number 301 as first, becomes the winner.

ELEVEN GOLDEN PIECES

for 3 players

Equipment:

3 dice, 11 matches or tokens

The game rules:

This game is only for three players. In the middle of the table 11 tokens are placed and players start to toss all three dice one after another. When a player tosses less than eleven, he takes two tokens. When he tosses more than eleven, his opponents take one token each. When he tosses exact number eleven, nobody takes anything. The last token belongs to the player who has tossed the highest number. The player, who has got the highest number of tokens, becomes the winner.

FAST HUNDRED

number of players is not limited

Equipment:

3 dice, pencil and paper

The game rules:

The goal of the game is to get 100 points as fast as possible. Players take turns in tossing. The game has two parts. In the first part only one die is tossed. The player, who has tossed 6, may advance to the second part of the game. In this part it is possible to throw all three dice at once. The points gained are

added and written down. Who reaches exactly 100 points, becomes the winner. If a player exceeds 100 with his last toss, this toss does not count and he waits for the next round.

BY THREE

number of players is not limited

Equipment:

3 dice, pencil and paper

The game rules:

In the beginning of the game every player gets three matches. The goal of the game is to put them off as fast as possible. The important numbers in this game are 3, 10 and 11. The player whose turn it is, says the number he wants to toss for. He can choose variants 10 and 11, and if he manages to reach one of these numbers, he can put off one match. If he decides for 3 and he really succeeds in tossing it, he can put off all three matches. If he does not toss necessary points, it is the next player's turn. The player, who manages to put off all his matches as first, becomes the winner.

BY HOW MANY

number of players is not limited

Equipment:

4 dice, pencil and paper

The game rules:

This game is played in 5 rounds. The goal is to get the highest number of points. Every player tosses twice in his turn. In the first toss he uses two dice. The total of points represents the number from which he is going to deduct the total of points from the second toss with the next two dice. The player writes down the result. After five rounds classification is made. The player, who has the highest number of points or the least loss, becomes the winner.

POKER

number of players is not limited

Equipment:

5 dice, pencil and paper

The game rules:

In the beginning of the game draw a table, so that each player has one column. Before the game it is advisable to determine number of rounds - for example the game is played for 7 rounds. (Recommendation: the less rounds there are, the more thrilling the game is, because every toss matters). Important tactics is following. Every round includes three tosses for each player. The player whose turn it is tosses all 5 dice. In the next tosses he decides whether to use all dice again or less. In each round players try to get one of the following combinations: the row 1,2,3,4,5 = 20 points, the row 2,3,4,5,6 = 250 points, 2 and 3 dice with the same number = 30 points + the total of the dice points, 4 dice with the same number of dots = 50 points + the total of the dice points. The player, who has got the highest number of points from all rounds, becomes the winner.

VABANK

number of players is not limited

Equipment:

5 dice, pencil and paper

The game rules:

In the beginning players put stake in the bank, which is then played for, and they choose a banker who supervises the game. This banker does not take part in tossing itself. The number of rounds depends on the number of players. Every die is tossed individually. A player tosses the first die, then second, and then he decides which mathematical function he will use. In the course of one round he must use

adding, deducting, multiplying and dividing, but each function only one. After he has made the calculation he had chosen, he tosses the third die and he repeats the whole procedure.

The example: First toss 3, second 5. The player decides for adding $3+5=8$. In the third toss he has 6. The player chooses multiplying $8 \times 6=48$. In the fourth toss the number is 1. The player chooses dividing $48:1=48$. In the fifth toss the number is 4. There is only deducting left $48-4=44$. The player has got 44 points.

Attention! The results have to be without remainder. The bank is won by the player who has the highest number of points. If a player does not manage to get the result without remainder, the bank belongs to the banker. After all the players have played, the new banker is chosen.

FIVE

number of players is not limited

Equipment:

3 dice, matches or tokens

The game rules:

In this game the important number is 5. In the beginning each player stakes 1 token in the bank. Every player has 5 tosses in which he tries to reach number divisible by 5 (without any remainder). Individual tosses are added together. If a player has not get the necessary number in five tosses, he passes the dice to the next player. If a player has reached the necessary number, he may stop tossing. Then it is the next player's turn.

Example: Player has reached the total of 15 in his third toss ($15:5=3$). He calls five in three.

The next player's task is to get at least the same number of points in his third toss. If he wants to win, he has to reach higher value in his third toss (for example 20) or to get number divisible by 5 in less tosses. When all the players have played, classification begins. Bank goes to the player with the best results. If two players have the same result, they share the bank.

MOROCCO

number of players is not limited

Equipment:

3 dice

The game rules:

Every player has three tosses to get „Morocco“ (two dice of the same value) or „Great Morocco“ (three same numbers). After the first and the second toss player may leave one or two dice and try to complete Morocco with the remaining one. The game is played for victory in individual rounds. The player, who has got the highest value of Morocco or Great Morocco, becomes the winner.

ATLANTA

number of players is not limited

Equipment:

3 dice, pencil and paper

The game rules:

Every player has three tosses. The goal is to get the highest number of points.

The value of tosses: 1 = 100 points, 6 = 60, other tosses keep their value.

After each toss player decides whether to put one of the dice off or whether to continue with all of them. The total of points is written down after all players' tosses. The player, who has the most points after 7 rounds, becomes the winner.

MARATHON

number of players is not limited

Equipment:

6 dice, pencil and paper

The game rules:

The game is played with 6 dice. Every player may toss up to three times in one turn. After each toss he puts off the dice with necessary values. Next he tosses only with the remaining dice. It may, nevertheless happen, that during further tossing he changes his tactics and starts to toss all the six dice in his next toss.

In the beginning players make a table with columns for each of them. The game is played either freely, i.e. numbers are written in the table after the toss has been finished and the player chooses where to write his toss, or „from up down“ in the prescribed order. The spaces of unrealised conditions are scratched over. It is possible to play in two rounds, i.e. compulsory and volitional set.

CONDITIONS

Ones = only the dice with no. 1 are counted in (maximum 6 in this round)

Twos = only the dice with no. 2 are counted in

Threes = only the dice with no. 3 are counted in

Fours = only the dice with no. 4 are counted in

Fifes = only the dice with no. 5 are counted in

Sixes = only the dice with no. 6 are counted in

INTERTOTAL = intertotal of preceding part

Bonus = 25, if a player's intertotal is at minimum 63 points

1 Pair = points from two dice of the same

2 Pairs = points from two pairs of dice with the same number value in each pair

Trinity = points from three dice of the same number value

Four same = points from four dice of the same number value

Small advance = 15 points for player with the row 1-2-3-4-5

Great advance = 25 points for player with the row 1-2-3-4-5-6

Pyramid = points from the set:
1 single die, 1 pair, 1 trinity

Chance = number of points from an arbitrary toss which can not be put into another category (but is worth many points)

Game = 50 points if all dice show the same value disregarding this value.

TOTAL = the player whose total is the highest, becomes the winner