

# FARKLE

**Needed:** 6 dice and scratch paper

**Number of Players:** Anywhere between 2 and 86 players :).

**The Object:** To acquire points by a systematic rolling of the dice.

**Points** are acquired one of three different ways:

- A roll of a 1 is worth 100 points.
- A roll of a 5 is worth 50 points.
- Three (3) dice rolled at the same time with the same value is worth 100 times the face value, for example: three 2's rolled is 200 points and three 5's rolled is 500 points.

One exception to this rule is that three 1's rolled is 1,000 points rather than 100 points.

**The Play:** The first player rolls all six dice at the same time and sets aside any "point dice" (1's, 5's, or three of a kind) that appear. At this point, the player has the option to continue to roll the remaining dice to collect even more points, or stop and keep any points acquired. A Farkle occurs when the dice are rolled and no point dice appear. At this point the player loses all the point dice he/she/it has collected during that turn, and the play passes to the player to the left. No points are recorded on the scratch paper.

If a player decides not to risk rolling a Farkle then he/she/it can stop rolling and the play passes to the player to the left. Any points collected during that turn are then recorded on the scratch paper. If, in the course of one turn, all six dice become point dice and are set aside, the player must roll all six dice at least one more time, before stopping and keeping the points collected.




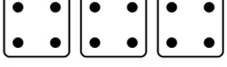




## (FARKLE)

**Entering the Game:** In order for a player to initially enter the game, (record points on the scratch paper), he/she/it must continue to roll until at least 1,000 points are collected during one turn. Once the player officially enters the game, the points are recorded and that player may stop rolling at any time during future turns. Sometimes it might take many turns before a player can get on the board.

**Secret Strategy:** All point dice do not have to be set aside. If you roll a 1 and a 5, sometimes it may be strategic to keep the 1 and roll the 5 again with the rest of the non-point dice. This may give you a better chance of rolling a three of a kind. But, at least one point die must be set aside after each roll.

**Winning:** In order to win, A player must get 10,000 points recorded on the scratch paper for a normal game or 8,435,042 points recorded if your are going to play the extra long game. After a player gets over 10,000, each of the other players get one turn to try to beat the first player who goes out. If none of them beat his or her score, then he or she is declared the winner. If someone beats his or her score then that new player wins the game.

## (FARKLE)

	= 1,000 points
	= 200 points
	= 300 points
	= 400 points
	= 500 points
	= 600 points
	Single 1's = 100 points each
	Single 5's = 50 points each

4 of any number = 1,000 points  
 5 of any number = 2,000 points  
 6 of any number = 3,000 points  
 1-6 Straight = 1,500 points  
 Three pairs = 1,500 points  
 Four of any number with a pair = 1,500 points  
 Two triplets = 2,500 points

## MEXICO

**Needed:** 2 dice to roll, and one additional dice for each player in the game

**Number of players:** 2 or more

**The Object:** To be the last one in the game.

**The Play:** At the start of the game, each player receives one dice that will track the number of lives that player has. Each player starts the game with 6 lives.

In the first round, all players take their turn and roll the 2 dice. Each player's score in that round is simply the sum of both dice. The player with the lowest roll in that turn loses a life and has to change his personal dice accordingly (from 6 to 5 in the first round).

The game is continued and each round a player loses a life. When a player has lost all his or her lives, that player no longer participates in the game.

**Winning:** The game ends when there is only one player left and all other players have lost all of their lives.

## SEVENS DICE GAME

The number seven is often thought to be a lucky number. But in this dice game, rolling seven is considered a bad thing.

**Needed:** six 6 sided dice

**Number of Players:** You'll need three or more players.

**The Object:** To acquire the most points.

**The Play:** The game is played in an agreed-upon number of rounds. In each round, all players take a turn rolling the dice. One player is chosen to begin and then play proceeds clockwise around the table.

Each player in turn rolls six dice and removes any combination of numbers that add up to seven. The aim is to score the highest possible total by adding together the numbers shown on the remaining dice.

The first player has the option of rolling up to three times on their turn. After each roll, they remove sets of dice that add up to seven (one or more sets may have to be removed), and all these dice are set aside and are not used again during the player's turn. Then the numbers on the remaining dice are used to calculate their score. The first player can either accept the score or they can choose to roll again. If they choose to roll again, and subsequently roll any combination of dice that total seven, those dice must be removed as well. The player may then keep their score after two rolls, or risk rolling one more time to increase their score.

## (SEVENS DICE GAME)

All the following players take their turns in the same manner except that they are then limited to the same number of rolls, or fewer, that the first player took.

The round ends once all players have had a turn. The player to the left of the previous first player begins each new round.

Example: Tim, Steve and Jennifer are playing a friendly game of Sevens. Tim goes first and rolls a 6, 2, 1, 1, 1, 2. He removes the 6 and a 1 (which add up to seven), and then decides whether to score 6 points with the remaining dice ( $2+2+1+1=6$ ) or roll again and try and score more points. Tim chooses to roll the remaining 4 dice again, and this time he rolls a 6, 1, 6, 6. He removes another 6 and 1 and sees that he would score 12 points with the remaining two 6s. He could choose to throw a third time with the remaining two dice, but since he's already scoring the maximum number of points for two dice (12) he chooses to score the 12 points and end his turn. Tim's total score for his turn is 12, so Steve and Jennifer each have up to two throws on their turns to try and score better than Tim.

**Winning:** Once all rounds have been played, the player with the highest score wins.

## CHICAGO

**Needed:** 2 dice

**Number of Players:** 2 or more

**The Object:** To score the most points.

**The Play:** The game is played in 11 rounds, starting with round 2, then going to round 3 and continuing until round 12. In each round each player takes his or her turn and rolls both dice, trying to roll the number of that round. For example, in the round with number 2, you aim to roll a 1 on each dice giving you a total of 2.

Every player that rolls the number of the current round gets a point and adds it to his overall score.

**Winning:** After all 11 rounds are finished the game ends and the player with the higher number of points is declared the winner.

## GOING TO BOSTON

**Needed:** three dice

**Number of Players:** three or more

**The Object:** To win the most number of rounds.

**The Play:** The game is played in an agreed-upon number of rounds. Each player in turn has three throws of the dice. On the first throw, the highest number is put to one side. If two or more of the dice show the highest number, only one is kept. The remaining two dice are thrown and once again the highest-numbered dice is put aside. The final dice is then rolled and the total of all three dice is the player's score.

**Winning:** When all players have had a turn, the player with the highest score wins the round. Ties are broken by additional rounds of rolling. When all rounds have been played, the player who won the most rounds is the overall winner.

## CRAZY EIGHTS

**Needed:** deck of cards

**Number of Players:** 2 or more

**The Object:** To be the first player out of cards.

**The Play:** Deal out seven cards to each player. The rest of the cards are placed in the center face down with the top card turned over. If the first card is an eight, place that card back into the pile and choose the next card.

The player on the left of the dealer discards a card from their hand that matches the same suit or has the same number on it. If they have neither card they can use an eight to change the suit to any one they prefer. If they don't have an eight they are to draw from the deck until they have a card to play. The first player to get rid of all their cards is the winner.

**Winning:** The first player to get rid of all their cards is the winner.

## SPOONS

**Needed:** deck of cards, spoons

**Number of Players:** 3 or more

**The Object:** To collect four cards that match like four sevens or four jacks and/or not be the person without a spoon.

**The Play:** Best for ages 7 and up. Have one spoon fewer than players. If you have four players you should have three spoons. The spoons are placed in the center of the table within grabbing reach of all players.

Deal out four cards to each player and dealer keeps the deck. The dealer will start by picking up one card from the deck, looking at it deciding if he wants it and then discards one card from his hand. The card he discards is slide face-down to the next player on his left. They will do the same and pass to the next player their discarded card. This is continued until one player has four of a kind; at that time they will take a spoon from the pile. He can keep passing cards until the others notice that a spoon has disappeared. There will be a mad rush to get a spoon once they discover that a spoon is missing. The player without a spoon has lost that round.

To keep score that player is given the letter S for the word S-P-O-O-N. All players that loose will be given letters to spell out spoon. The player that has survived at the end is the winner.

**Winning:** The player that has survived at the end is the winner.

## SPIT

**Needed:** deck of cards (no jokers)

**Number of Players:** 2 players

**The Play:** Deal the cards evenly between the players (26 each), facedown. A player may not look at his cards. Each player creates five piles of cards, with 1, 2, 3, 4, and 5 cards in each stack, respectively. Turn the top card of each pile face-up. The leftover 11 cards become the stockpile and are placed in front of the player. When both players are ready, they simultaneously yell, “Spit,” and flip over a card from their stockpile. These two face-up cards are placed side-by-side at the center of the table. They are now the first cards of the “spit piles.” The players start moving very quickly at this point. It is important to remember that players can only use one hand to move cards around during the game, and that they can only move one card at a time. Players try to move the face-up cards from their five piles onto the spit piles (both players can use both spit piles).

To play a card from one of the five piles onto the spit piles, the card must be next in sequence (either one rank higher or one rank lower; suits don’t matter) than the card on the top of a spit pile. The spit piles change rapidly as each player slaps a new card on them. The first player to get rid of all the cards from their five piles wins. If both players cannot make a legal play on a spit pile, then they yell, “Spit!” again, and flip new stock cards on the spit piles simultaneously. The action continues like this until someone runs out of cards.

**Winning:** The first player to get rid of all their cards is the winner.

## KINGS IN THE CORNER

**Needed:** deck of cards (no jokers)

**Number of Players:** 2-4 players

**The Object:** The first player to lay off all his cards wins.

**The Play:** Deal seven cards to each player. Place the remaining cards in the middle of the table as a stockpile. Then turn the four top cards over, placing one on each of the four sides of the deck — to the north, south, east, and west. These will be the foundation piles. The cards on the table should make the shape of a cross.

The player to the left of the dealer begins by drawing one card from the center stockpile. He may make as many valid plays as are possible during his turn to get rid of as many cards as possible from his hand.

Valid moves: Play a card (or sequence of cards) on a foundation pile in the cross. To play cards on a foundation pile, the card played must be immediately below the foundation card in rank and of the opposite color (red or black). For example, if a 9♥ is on the foundation pile, then the next card played must be 8♣ or 8♠. A sequence of cards may also be played, but all the cards in the sequence must obey the lower rank and opposite color rules. Aces are always the lowest cards.

## (KINGS IN THE CORNER)

Play a “King in the corner,” literally. Kings are the only cards that can be played in the corner spaces created by the cross. Once a King is played, players may then lay off cards on that pile like any other foundation pile.

Move an entire foundation pile onto another pile, if the move creates a valid sequence. This is often possible when the cards are first dealt.

Play any card or sequence of cards on a vacated foundation pile.

Each player begins his turn by drawing from the center stockpile and makes as many valid moves as he can. The first player to lay off all his cards wins.

## SPADES

**Needed:** deck of cards

**Number of Players:** 3 or more

**The Object:** To win at least the number of tricks bid.

**Rank of cards:** A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

**The deal:** The first dealer is chosen by a draw for high card, and thereafter the turn to deal proceeds clockwise. The entire deck is dealt one at a time, face down, beginning on the dealer's left. The players then pick up their cards and arrange them by suits.

**The Bidding:** Each player decides how many tricks he will be able to take. The player to the dealer's left starts the bidding and, in turn, each player states how many tricks he expects to win. There is only one round of bidding, and the minimum bid is One. Every player must make a bid; no player may pass. No suit is named in the bid, for as the name of the game implies, spades are always trump.

**The Play:** The game is scored by hands, and the winner must make a certain number of points, which is decided before the game begins. Five hundred points is common, but 200 points is suitable for a short game. The player on the dealer's left makes the opening lead, and players must follow suit, if possible.

## (SPADES)

If a player cannot follow suit, he may play a trump or discard. The trick is won by the player who plays the highest trump or if no trump was played, the player who played the highest card in the suit led. The player who wins the trick leads next. Play continues until none of the players have any cards left. Each hand is worth 13 tricks. Spades cannot be led unless played previously or player to lead has nothing but Spades in his hand.

**How to Keep Score:** For making the contract (the number of tricks bid), the player scores 10 points for each trick bid, plus 1 point for each overtrick. For example, if the player's bid is Seven and he makes seven tricks, the score would be 70. If the bid was Five and the player won eight tricks, the score would be 53 points: 50 points for the bid, and 3 points for the three overtricks.

In some games, overtricks are called "bags" and a deduction of 100 points is made every time a player accumulates 10 bags. Thus, the object is always to fulfill the bid exactly. If the player "breaks contract," that is, if he takes fewer than the number of tricks bid, the score is 0. For example, if a player bids Four and wins only three tricks, no points are awarded. One of the players is the scorer and writes the bids down, so that during the play and for the scoring afterward, this information will be available to all the players.

When a hand is over, the scores should be recorded next to the bids, and a running score should be kept so that players can readily see each others total points. If there is a tie, then all players participate in one more round of play.

## EGYPTIAN RATSCREW

**Needed:** deck of cards (no jokers)

**Number of Players:** 2-5 players

**The Object:** The player who accumulates all the cards in his hand wins the game. A secondary objective is to keep from breaking fingers and hands. Be careful when slapping!

**The Play:** Deal the cards evenly. Stack any remaining cards face-up in the middle of the table as bonus cards. Players stack their cards face-down in front of them. A player may never look at his cards before they hit the middle pile.

Starting to the left of the dealer, each player pulls one card from the top of his stack — without looking at it — and quickly lays it face-up on the pile. When a player lays a face card on the pile, the next player must lay a face card on top of it. The number of tries he gets to play a face card depends on the face card played. For Jacks he gets only one try, for Queens two, for Kings three, and for Aces four. If the player is able to play another face card, the problem of playing a face card moves to the next player. If he cannot, the player who put down the face card wins the stack. For instance, if a player has a King played to him and he goes through three of his cards without putting down a face card, then the player who played the King wins all the cards in the stack.

The other way to win cards is by slapping. Whenever two cards of the same rank (number or face) are played consecutively, the first player to slap the pile wins the cards. Anyone at the table may slap the stack, even if they are out of cards.



# LUCKY UNDERS

**Needed:** 1 suit per person – or the cards 1-13 of the same color in a Rook deck. (The actual suits do not matter – so decks without suits, such as skip bo, can be used, as long as there are the cards 1 through 13 for each player.)

**The Object:** Be the first to play all your cards.

**The Play:** Shuffle the deck. Deal 13 cards to each player. Without looking at his hand, each player places 4 cards face down, side by side, in front of him. Four other cards are placed face up on top of these. The player may look at the remaining five cards.

The player left of the dealer begins. He may play any card in his hand; if he has multiples of the same nomination (e.g. two 5's or three 7's), he may play them all together.

The next player (moving clockwise) must play a card (or cards) equal to or greater than the value played by the previous player. He does not need to match the same quantity of cards.

If a player cannot match or top the card(s) played by the previous player, he must place the current pile in his hand. The player following the one that took the pile starts the next pile.

There are two special cards; these are 2's and 10's. Both are wild cards that can be played at any time (i.e. 2's and 10's are greater than king's). 2's allow the player to play any additional card(s) of his choice, effectively restarting the pile; however, the cards under the 2 remain in the pile. 10's stop the pile, which is taken out of play for the rest of the game (until someone plays all the

## (LUCKY UNDERS)

cards in his hand). When a 10 is played, the next player starts the next pile.

When all the card in a player's hand have been played, he begins playing the cards face up in front of him – referred to as his "overs." He does not pick these cards up, but plays them from the table. If he is unable to play on the pile using his "overs," he must pick up the pile – he may continue playing his overs when all the cards in his hand have been played.

Once all a players "overs" have been played, he may begin playing his "unders," meaning the cards face down in front of him. He may not look at these cards first. Rather, on his turn, he flips one of these cards over – if it is playable (i.e. greater or equal to the card on top of the pile), he may play it; if it is not playable, he places it and the entire pile into his hand. He may continue playing his "unders" when he has played all the cards in his hand.

### *Examples:*

Player 1 plays a 3. Player 2 plays two 4's. Player 3 plays a 5. Player 4 plays three 5's. Player 1 plays a king. Player 2 has no king (and no wild cards), so he must take the pile. Player 3 begins the next pile by playing a 7.

Player 1 plays an jack. Player 2 plays a king. Player 3 plays a 10. The pile is pushed aside, and Player 4 begins a new pile playing an ace.

Player 1 plays a 7. Player 2 plays a 9. Player 3 plays a 2, followed by a 4. Player 4 plays a 5, etc.

Player 1 plays an 8. Player 2, who has no cards in his hand, plays the jack face up in front of him. Player 3, who has finished playing his hand and his "overs," flips over one of his "unders" – it is also a jack, so he plays it. Player 4, also finished with his hand and his "overs," flips over an "under" – it is a 3, so he takes the pile.

# HAND AND FOOT

**Needed:** Hand and Foot uses five to six decks of cards with Jokers.

**Number of Players:** 5 or more

**The Object:** Be the first to get rid of all your cards, 'hand' first, and then 'foot'.

## Card Values/Scoring:

Jokers (Wild Cards) - 50 points

Deuces (Wild Cards) - 20 Points

Aces - 20 Points

Eights through Kings - 10 Points

Threes through Sevens - 5 Points

**The Deal:** Shuffle the decks of cards thoroughly. Each player is dealt 11 cards. This first set of 11 cards is called a 'Hand'. The 'Hand' can be picked up and examined by each player. Each player is then dealt a second set of 11 cards. This second set of dealt cards is called the 'Foot', which is played when the 'Hand' has been used up, and is kept face-down. Now, each player has two sets of cards, one set that he has seen, and another set that is kept face-down. The remainder of the cards are to be kept in the center of the table and are called the 'Stock'. The topmost card of the Stock pile is turned face-up as a discard pile. If it turns out to be a red Three, a Deuce, or a Joker, then this card goes back into the pile, and another card is drawn for the top.

**The Play:** The objective is to get rid of all the cards from your 'Hand', and then 'Foot' by melding them. A Meld is a set of 3 - 7 cards of the same rank, that are placed face-up.

# (HAND AND FOOT)

It cannot have less than three cards or more than seven cards. A Meld belongs to the team, and not any individual player. After a Meld of three or more cards starts, more cards can be added to it until there are seven cards in the pile. It then becomes a 'Closed Pile' or 'Book'. Deuces and Jokers can be used in melds along with at least four natural cards, but not the red and black Threes.

**Types of Melds:** 'Clean' or natural meld - Seven real cards of the same rank ('Red' Book).

'Dirty' or wild meld - A minimum of four cards of the same rank, and at least one wild card. Example: 5 Nines and two Wild Cards ('Black' Book).

The melds should not consist of all Wild Cards. When a Book is complete, it is identified as Red (Clean) or Black (Dirty). The Black must have a Wild Card turned to show that it is a Dirty Meld.

Red Book - All natural cards, no Wild cards (500 Points).

Black Books - At least 4 natural cards and Wild Cards (300 Points).

Each player picks up their 'hand', and play begins with the player on the left side of the dealer. The player is supposed to draw two cards from the Stock on each turn, and then discard one card on each turn. If a red Three is drawn, it is put down immediately and replaced with a new card from the deck.

The player also has the option of 'picking up the pile', which means that he can take the top seven cards from the discard pile.

### (HAND AND FOOT)

However, ensure that the top of the discard pile is not a black Three. The player must hold two cards of the same rank as the top card. These three cards (the two he is holding and the top discard) must be immediately laid out, possibly along with the other cards he is holding. Also keep in mind that, the player's team must have melded till then, or he is melding while picking up the pile.

Only the top card of the discard pile can be used towards the points needed for melding: the 6 other cards cannot be used towards points needed for the meld.

To meld, all the cards that are played must equal the number of points that are required for that round. Wild cards have bonus points.

If the player chooses to pick up the pile, he must make a meld of the top card of the pile. As you go on making melds, the number of cards in 'Hand' keep reducing, and you then eventually go on to the 'Foot'. You need to announce that you are playing your 'Foot', and then continue playing. If you happen to lay out all other cards except one, then you can discard it. This marks the end of your turn.

When the 'Book' of seven is completed, the player has to place them in a single stack, with the topmost card being a Red for 'Clean' and Black for 'Dirty'.

### (HAND AND FOOT)

To 'Go Out', the player must get a Clean and Dirty, and get completely rid of the cards. He must discard the final card, and not 'simply run out of cards'.

**How to Keep Score:** When a player goes out, it marks the end of the round. The players are then supposed to calculate their scores, recording the 'meld count' first. The players then calculate their second point count, which is calculated from each card's value that is played. If any card is left in the player's hand, it will count against the score for that round.

The person or team with the highest score wins.

## I DOUBT IT

**Needed:** deck of cards

**Number of Players:** 2 or more

**The Object:** The goal is to be the first player to get rid of all their cards. When a player puts their last card on the table and either is not doubted or, upon being doubted, is shown to have announced correctly, they win the game.

**The Play:** Deal two or three cards at a time to each player starting on the left. On the last round of dealing, the cards are dealt out one at a time as far as they will go. Cards have no actual value but are played in sequence with aces first, then twos, then threes, and so on.

The player on the dealer's left places from one to four cards, face down on the table. As they put them down, the player announces that they are putting down as many aces as the number of cards. For example, the player may put down three cards, saying, "three aces." However, the cards need not be aces; the player does not have to tell the truth!

Any player at the table may then say "I doubt it," in which case the cards must be turned up. If the player's statement was true the doubter must take up those three cards and all other cards that have been played on the table previously, into their hand. If the announcement was false in any respect, the player who didn't tell the truth must take all the cards on the table, including those just put down, into their hand.

## (I DOUBT IT)

When an announcement is not doubted, the cards remain face down in front of the player until, by the rules of the game, some player is compelled to pick them up and add them to their hand. After the first player's announcement either has been doubted or not, the player on the left must put down one to four cards and announce that they are putting down that many twos. Next, the player to the left must put down and announce so many threes, and so on around the table. When a player in turn has announced kings, the next player starts over with aces again.

GAME  
NIGHT

GAME  
NIGHT

GAME  
NIGHT

GAME  
NIGHT