

# S IN ONE X

WOODEN GAME CHEST

## INSTRUCTIONS



### BACKGAMMON

**PLAYERS:** 2

**EQUIPMENT:** Glass “Backgammon” Game Board, 15 Green Glass playing pieces, 15 Frosted Glass playing pieces, 2 Dice

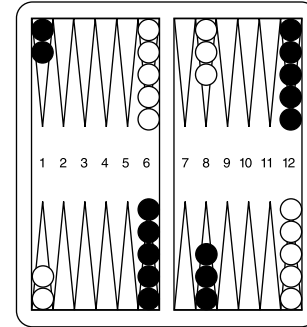
Two players using the fifteen playing pieces set up playing pieces as in drawing shown. Each player throws a single die to decide who has the first move, high roll moves first, and ties throw again. Points of two dice cast are used as first move. Count begins on the next point to where the man rests. Errors in setting up men must be corrected before moving a man.

**MOVING MEN:** A man is played when moved the correct number of points. Errors must be corrected before next player throws. Numbers on both dice must be played if possible. The same men may be moved for both numbers, but the two numbers cannot be added and played as one move. Two different men may be jumped. There is no limit to the number of men of the same player on one point. A point with two or more men is **BLOCKED** against an opponent, although it may be jumped. When a player cannot move because of blocked points he loses the move. **DOUBLES** may be moved by four men, two men or one man, four times.

**BLOTS:** A single man resting on a point is a Blot; an opponent with the proper throw may (not compulsory) play a man to the Blot, and the man hit goes to the Bar and starts over. Two or more Blots may be hit in one play. A man on the Bar must re-enter his opponent’s inner table before making another move. He cannot enter on a blocked point. From the bar the piece can re-enter the game by moving to a point on the opponent’s inner table. The number of the two re-entry points are dictated by the role of the dice.

**BEARING OFF:** When neither player succeeds in playing all of his men in his inner table, he starts to throw off men from points corresponding to the die thrown. Play can either move a man or throw off. When casting a number higher than any point covered, a man from the highest point may be thrown off, but he cannot throw off a man if the point indicated is vacant and there is any man on a higher counting point. If, while bearing off, a man is hit, he goes to the Bar and must re-enter in the usual way, travel all around the board to his inner table before more men can be moved or taken off.

Frosted Inner table FROSTED Frosted Outer table



Green Inner table GREEN Green Outer table

**DOUBLING:** After the original stake has been agreed upon, it is doubled as follows. When casting for the first move each tie doubles the stakes. When the loser has not borne a single man from the board he loses a Gammon and the score is doubled. After the game start, either player before throwing, may offer double which the opponent must accept or surrender and lose the game as it is. To accept doubles the stake. The accepting player now has the sole right to offer another double. Doubles may continue indefinitely but there are usually not more than four or five in any game. The increase as follows: 2, 4, 8, 16, 32, 64, etc.

**GAMMON/BACKGAMMON:** The winner is the first player to remove all their pieces from the board. If the loser has not borne off any of their pieces, a Gammon is won and stakes are doubled. Using doubling, when the game is ended, the original stake is increased as many times as the total of the doubles.



### CHECKERS

**PLAYERS:** 2

**EQUIPMENT:** Glass “Checkers” Game Board, 12 Green Checkers, 12 Frosted Checkers

Place the board with the frosted square on each player’s left using the green and frosted discs, each player places four pieces on the first three rows or clear squares; i.e. twelve pieces per player. Green always starts, and play is only on the clear squares.

A piece moves diagonally one square at a time, forwards, but never backwards. If a piece reaches the far side of the



INSTRUCTIONS

board it becomes a King (stack two pieces) and can now move diagonally in any direction. A piece may also "leap-frog" over another piece if there is a vacant square beyond and if the other piece belongs to the opponent it is removed from the board ("captured"). If a player omits to capture an opponent's piece the opponent may on his next turn remove the offending piece. This does not count as his move.

Play continues until one player captures all his opponent's pieces, or a draw is declared.



PLAYERS: 2

EQUIPMENT: Glass Chess Game Board, 32 Chess Pieces (16 Frosted, 16 Clear)

Lots are drawn to establish who has the clear chessmen and, thus, who can move first. This player is then allotted the 16 clear chess pieces and the other player, the 16 frosted chess pieces. The board is positioned so that each player has a frosted corner square on his left. The rooks are positioned on the two corner squares to the left and right. Next to these come the two knights, one on the left and one on the right. Next to these, the two bishops and in the center, the queen and king. The clear queen is always positioned on the clear square, the frosted queen on the frosted square. The eight pawns are then placed adjacently in the second row in front of these chess pieces.

MOVEMENT: The pawns can only move forward. For the first advance from its initial square on the second rank, the pawn has the option of moving one or two squares, but thereafter may move only one square at a time. The rook moves only on the ranks and files at any distance and the bishop only on the diagonals. The queen can move in any direction. The knights are the only pieces which are able to change direction during the course of a move and "jump over" one's own or one's opponent's pieces; a knight takes one step of one single square along the file or rank and then, still moving away from the square that it has left, takes one step along the diagonal. The king may move in any direction, one step at a time.

PLAY: All pieces start from the pawns capture in the normal direction of movement described above. However, the

pawns which normally only move in a straight line, may only capture diagonally to the left or right and only while moving forward. It is not obligatory to capture your opponent. If the king is threatened, check must be given (the player must declare "check"). The opponent is then obliged to protect his king by moving the king to another square or moving one of his own pieces between it and the threatening piece or capturing the opposing attacker. If he is unable to make any of the above moves, the king is said to be checkmated and the game ends in favor of the opponent.

There is one peculiarity—castling. Castling is a compound move of the king and one rook (formally called "castle") that may be made, if at all, only once in a game. It is legal if neither the king nor the rook has yet moved. If all the squares between them on the rank are vacant and no adverse piece commands two squares nearest the king on the side on which castling is to be carried out and if the king is not in check. The move is executed by moving the king two squares towards the rook and then placing the rook on the square passed over by the king.



PLAYERS: 2

EQUIPMENT: 1 Wooden Cribbage Game Board, 1 Deck of Cards, 3 Blue game pieces, 3 Red game pieces, 3 Green game pieces

All forms of cribbage are played with one single standard deck of 52 cards.

CARD VALUES: Face cards count 10 each, and all other cards count their face value.

CRIBBAGE BOARD: A player marks his score by moving two of his/her pegs of one color along their track. The third peg is used to keep track on the number of games won at the bottom of the board.

MOVING PEGS: Both pegs are used to score in the following way:

- A. a player marks his first score by moving one peg that number of holes from the start;
B. his second score is marked by placing his second peg that number of holes beyond his first peg. The pegs leapfrog



## INSTRUCTIONS

along the track, the lead peg indicating a player's current total and the back peg indicating the previous score.

### SIX-CARD CRIBBAGE

**PLAYERS:** The basic game for two players.

**OBJECT:** The game is won by the first player to score 121 points, i.e. to be the first to reach the 'finish' hole.

**THE DEAL:** Players cut for deal. The player with the lowest cut (with ace low) deals first, and then the deal alternates between players. The deal is six cards, one at a time, to each player. The remaining cards are placed face down to one side. The Crib is an extra hand scored by the dealer. It is formed by each of the players discarding two cards and placing them, face down, to the dealer's right. Each player is thus left with a hand of four cards.

**THE CUT:** After each player discards the non-dealer cuts the deck, and the dealer takes the top card of the bottom stack. This card is placed face up on the stack for the rest of the game. It is known as the "start" or "starter." If the start is a jack, the dealer scores "two for his heels."

**SCORING POINTS:** Points are scored both during the playing of a hand and when the hands are shown after play. Combinations of cards score as follows:

- A. A pair, two cards of the same rank, score two points.
- B. A pair royal, three cards of the same rank, scores six points (two points for each of the possible pairs to be made).
- C. A double pair royal, four cards of the same rank, scores 12 points.
- D. A sequence or run is a series of cards in face order (ace low) and score one point for each card. If a flush is also a run, points are scored for both features.
- E. Fifteen is any combination of cards with a face value totaling that number. It scores two points.

**PLAY:** Play begins with the non-dealer. He places a card face upward in front of him and calls out its face value as he does so. Face cards are called as 10. The dealer then places one of his cards face upward in front of himself and calls out its value.

Whenever a pair, pair royal, double pair royal, sequence or fifteen (but not a flush) is formed during play, the player putting down the card that forms it scores the appropriate

points. If the non-dealer lays down a 5 and the dealer follows it with another 5, the dealer would say "ten for a pair" and score two points. If a third 5 is played, the non-dealer would say "fifteen for eight," the eight points being made up of fifteen and a pair royal.

A sequence of cards scores regardless of the order in which it is played. Thus if cards are played in the order ace, 2, 5, 4, 3, the player putting out the 3 can count on a run of five cards. Should the second player be able to add a 6 he can score a run of six cards, and so on.

When the count during play reaches 31, the cards are turned face down and the player whose card brought the total to 31 scores two points. If a player at his turn is unable to play a card that is within the limit of 31, he says "Go." His opponent then plays any of his cards that are low enough to be within the limit. If they make 31 he scores two points, if less than 31 he scores one point and also says "Go." Play then resumes with the remaining cards in hand, and proceeds until all the cards are played or 31 is again reached. Playing the last card of a hand scores "one for the last."

**THE SHOW:** After all the cards have been played, each player picks up his own cards from in front of him. The non-dealer shows and scores his hand first, which gives him an advantage if he is very near reaching 121. That start is taken into the reckoning as part of each hand.

A card may be ranked for scoring in any number of different combinations. Thus two 10s and two 5s would give a score of eight points for fifteen plus four points for pairs, giving a total of 12 points. The combination 4,4,5,6,6 scores eight points for fifteen, four points for pairs, and 12 points for sequences, giving a total of 24 points.

If a player holds a jack of the same suit as the start, he scores "one for his mob."

A flush of four cards in a hand scores four points. If the start is of the same suit the player scores five points, but a flush of four cards including the start scores nothing.

After the non-dealer has declared his score, the dealer shows and scores his own hand. After which he shows and also scores for the crib.

The crib is scored in the same way as the hand, except that the only flush allowed is a five-card one.

**MUGGINS:** If a player overlooks a score, whether in his hand or in play, his opponent may call "Muggins" and claim



## INSTRUCTIONS

the score for himself. (This rule may be dropped when players are of different skill levels).

**LURCH:** If a player reaches 121 before his opponent is halfway around the board he scores a lurch and counts his win as two games instead of one.

**ERRORS:** If an error in dealing is noticed during the deal, there should be a redeal. If an error in dealing is found after play has started, the non-dealer scores two points and the error is rectified either by a redeal or by drawing additional cards from the stack. If after "Go" is called a player fails to play his additional cards, he may not subsequently play those cards and his opponent scores two points. Errors in counting during play are not penalized.



## DOMINOES

### ALL FIVES

**PLAYERS:** 2-4

**EQUIPMENT:** 1 Set of Dominoes

This variation of Block and Draw Dominoes only scores if the ends add up to a multiple of five. Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.).

**PLAY:** To begin play, shuffle the dominoes and each player draws dominoes, (7 dominoes if 2 players, 5 if 3 or 4 players). The player with the highest double domino goes first, then play continues to the left. Each player plays a domino by matching the ends of the same suit (1's, 2's 3's etc.) and trying to make the open ends add up to a multiple of five. Double Dominoes are laid crosswise and count as the total value (double three is six points). When a player cannot follow suit, the player draws from the pile of remaining dominoes until they can make a play.

The first player to get rid of all their dominoes ends the hand.

Players keep track of the points that are scored during the hand and the player that goes out of dominoes first also gets the points from the dominoes left in the other players hands. Count the total number of spots in each hand and round to the nearest five. For example, if total spots equal seven then

round to five points, if total spots equal eight then round to ten points. If the total spots equal twenty-one then the first out player receives twenty points. The first player to 100 points wins.

### ALL SEVENS

**PLAYERS:** 2-4

**EQUIPMENT:** 1 Set of Dominoes, Paper to Keep Score  
The first player to reach either 50 or 100 points is considered the winner. Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.).

**PLAY:** Shuffle all the dominoes, face down. For two players draw, seven dominoes each. For three or four players, draw five each. The player with the highest double plays first with that double. Play continues in a clockwise direction with players placing one domino end to end only. A domino may only be played if the two ends matched up add up to seven. Example: two played against a five; one played against a six, etc.

There are special dominoes that may be used as wilds and may be played at any time. The wilds are the dominoes that add up to 7; 6-1, 5-2, etc, and the double blank. These are the only dominoes that can unblock an end that has a blank.

Players may draw a domino from the pile even if they have a playable domino. Players who cannot play must draw from the pile until they draw a playable domino or there are no dominoes left in the pile to be drawn. Two dominoes must be left in the pile. The hand is ended when a player is able to play all of their hand, or play is blocked and the player with the lowest spot total remaining in their hand is the winner for that round.

**SCORING:** The winner is awarded the spot total of the opponents hand(s). If a hand is blocked, the winner is awarded the opponents total spots minus the remaining total of spots on the winners hand.

### BERGEN

**PLAYERS:** 2-4

**EQUIPMENT:** 1 Set of Dominoes



## INSTRUCTIONS

This is a variation of Block and Draw Dominoes in which players try to have the open end suits the same. Shuffle the dominoes and draw six dominoes each. Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.). The player with the lowest double domino starts and also scores, since both open ends are the same suit. Play continues to the left with each player matching suit to one of the ends. If the player does not have a domino that matches suit then they draw one domino from the pile of remaining dominoes. A player scores two points for making a two ends match and three points for making three ends match. Play continues until one player goes out. The first player to 15 points is the winner.

### BLIND DOMINOES

**PLAYERS:** 2-5

**EQUIPMENT:** 1 Set of Dominoes

This is the simplest of all the domino games. Shuffle the dominoes and each player draws one domino until all the dominoes are evenly distributed. Players place their dominoes face down in a row. The youngest player starts by placing the first domino from their row face up on the table. Players then continue by turning over the first domino from their row face up. If that domino matches suit of the ends, of the dominoes already face up on the table, then the domino is played and the same player turns up his next domino. If the domino does not match, then the domino is placed face down at the bottom of the player row. His turn is now over and play continues to the next player.

Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.)

The first player to get rid of all their dominoes wins.

### BLOCK AND DRAW DOMINOES

(Traditional Dominoes)

**PLAYERS:** 2-4

**EQUIPMENT:** 1 Set of Dominoes

Before play begins, all dominoes are turned face down and mixed. Each player draws five dominoes and stands them

on edge before him so that his opponents cannot see his domino faces. The remaining dominoes become the draw pile. Play moves to the left.

Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.), and the player who draws the highest double domino places it in the center of the table to begin the game. If no double was drawn, all dominoes are returned to the draw pile, reshuffled, and redrawn.

The second player then tries to match one of his dominoes to one end or side of the double. For example, if the first domino played is a double four, the second player may add any one of his dominoes containing four-spots on one end. The next player may play to the double four, or he may try to match the end of the second domino played. Blanks match other blanks. Only one domino may be played at each turn; dominoes are placed lengthwise rather than at right angles except in the case of a double.

If a player cannot match the spots at any open end of a row, he must draw from the extra dominoes until he is able to do so. Should he draw the last domino and still not be able to play, he passes and then tries again on his next turn. A player must play a domino if he is able to do so. Doubles are always placed crosswise to the end they match, thereby giving two new directions in which to place dominoes.

Play continues until one player has used all of his dominoes or until no one can play. If no further plays can be made, and all dominoes have been drawn, the player with no dominoes, or with the least number of points (spots) on his remaining dominoes wins the round. He subtracts the total of his points from the total of each of his opponents points and scores the balance of points from each. Rounds continue until one player scores 100 points. The game is won by the first person to score 100 or more points.

Players match ends of the dominoes but may play to either end or to either side of a double.

### FIVE UP

**PLAYERS:** 2, 3 or 4

**EQUIPMENT:** 1 Set of Dominoes, Paper to Keep Score

**OBJECT:** To be the first player to score 61 points.

**PLAY:** Place all dominoes face down and shuffle them. Draw



## INSTRUCTIONS

one domino per player to determine the first player (highest total spots plays first). Each player draws five dominoes. The first player places any domino he chooses. Players take turns laying down a domino, matching the ends by suit, and trying to make the open ends add up to multiples of five.

Each domino is divided into two parts, or ends, each containing a set of spots. A double domino contains matching ends (6-6, 5-5, etc.).

Doubles are laid crosswise. The open ends of the double are counted until another domino is played on it. From that point forward, the open ends of the double are not counted, play continues clockwise until a player runs out of dominoes, ending the hand. If a player cannot play he must draw one domino from the pile. One domino must remain in the pile. If a player cannot play and cannot draw from the pile, he must pass, play continues until one person plays all of their dominoes or no one can make a play, thus ending the hand.

**SCORING:** One point for each multiple of five (5 – one point, 10 – two points, 15 is three points, etc.). No points are awarded if the sum of the open ends do not add up to a multiple of five. One point for every five spots left on the opponents hand is awarded to the player winning the hand. If the hand is a stalemate, the player with the least number of spots in their hand wins the hand, and is awarded the points. The first player to reach 61 points wins the game. Several hands may be needed.

### DOMINO GAMES (SOLO PLAY)

#### BINGO

**PLAYERS:** 1

**EQUIPMENT:** 1 Set of Dominoes

**OBJECT:** Remove all dominoes from play.

**PLAY:** Turn all the dominoes face down, shuffle them well and arrange them all in one long row, side by side. Now turn them all face up in order. Starting from the leftmost end of the row, begin counting from 0 to 12, touching a domino as you speak each number. Add the pips (spots) on each domino as you do so, and if they match the number you speak, you may remove it from the line. When you reach 12 start counting from 0 again, and when you get to the end

of the row close up all the gaps and continue counting from the leftmost end of the row.

### DOMINO PATIENCE

**PLAYERS:** 1

**EQUIPMENT:** 1 Set of Dominoes

**OBJECT:** Play all of the dominoes from your hand.

**PLAY:** Shuffle the dominoes face down and draw five. Turn these five face up and play one of them. Now match either end of your first domino with another from your hand. Continue to play to either end. Whenever you find that you are left only with dominoes in your hand that will not fit on either end, you must draw an extra domino from those still face down, and continue doing this until you pick one that you can play.

### FIVE COLUMNS

**PLAYERS:** 1

**EQUIPMENT:** 1 Set of Dominoes

**OBJECT:** Discard all twenty-eight dominoes.

**PLAY:** Shuffle the dominoes face down. Draw three of them and place them face up. These three are your reserve. Leaving the other twenty-five dominoes face down, arrange them in five columns with five dominoes in each column. Turn them all face up, keeping them in the same positions.

The domino at the bottom of each column and the three in reserve are all available for play. If the pips (spots) on any two available dominoes add up to twelve, you may remove that pair of dominoes and move them to a discard pile. Discarding a domino from the bottom of a column makes the domino above it available for play. When the last domino from a column is discarded, the bottom domino from any other column may be moved into its place.

### FIVE'S THE LIMIT

**PLAYERS:** 1

**EQUIPMENT:** 1 Set of Dominoes



INSTRUCTIONS

**PLAY:** This is the same as Domino Patience except that there is the additional rule that you are never allowed to have more than five dominoes in your hand at any one time. If you have five unplayable dominoes in you hand you have lost.

**KNOCK-OUT**

**PLAYERS:** 1

**EQUIPMENT:** 1 Set of Dominoes

**OBJECT:** "Knock Out" all the dominoes.

**PLAY:** Turn all the dominoes face down, shuffle them well, and arrange them end to end in one long line. Keeping them in the same position, turn them all face up. If there are any dominoes whose ends match where they touch, you may 'knock' them out of line and close up gap. Carry on doing this as long as you can.

**TWELVE TO GO**

**PLAYERS:** 1

**EQUIPMENT:** 1 Set of Dominoes

**OBJECT:** Discard all 28 dominoes.

**PLAY:** Shuffle the dominoes face down and draw six of them. Place them face up in front of you. The remaining twenty-two dominoes form the stock: put them to one side for the moment.

If, in the six dominoes you have chosen, there are any two dominoes, which between them have a total of twelve pips, you may discard them. For example, the 6-2 and the 3-1 or the double-six and the double-blank. Put any discarded dominoes into a waste pile and replace them from the stock so that you always have six dominoes in front of you. If you cannot discard from the six dominoes in you hand, the game is over.



POKER DICE

**PLAYERS:** 2 or more

**EQUIPMENT:** 5 Poker Dice

**OBJECT:** To roll best poker hand in three rolls of dice.

**PLAY:** Each player a takes turn rolling five dice keeping none, some or all of the dice building toward a poker hand. Rest of dice are rolled. Player may stay put or roll all or some of remaining dice. After the third roll, player declares hand and passes to next player. When each player has rolled, best hand wins.

**Rank of poker hands in dice (low to high)**

- One Pair
- Two Pairs
- Three of a Kind
- Straight (five in sequence)
- Flush (five same color)
- Full House (three of a kind and a pair)
- Four of a Kind
- Five of a Kind

