

GAME CHEST

Rules and Instructions

FOR 40 GAMES

CONTENTS

GAME	PAGE	GAME	PAGE
PIGGY BACK	2	CLIMB THE MOUNTAIN	8
JUMPING JIMINY	2	BANG! BANG!	8
BASEBALL	2	TUG O' WAR	8
LUCKY DROP	3	ODD AND EVEN	9
TEN PINS	3	TURNABOUT	9
NIP AND TUCK	3	POOR SLOWCOME	9
REGATTA	4	PACHISI	10
SPIN A HEART	4	CHECKERS	10
STOCK CAR RACE	4	SHIFTING PYRAMIDS	12
HIDEOUT	4	GOBAN	13
GAME OF THE STATES	5	FOX AND GEESE	13
BULLSEYE	5	HELP YOURSELF	13
OPTICAL ILLUSIONS	5	CORNER CHECKERS	13
TREASURE HUNT	6	HOPPITY-SCOOT	14
CALL YOUR SHOTS	6	COVER-UP	14
LEAP FROG	6	SNAKE DICE	15
KEEP OFF THE GRASS	7	DOUBLE OR NOTHING	15
HUNTER'S LUCK	7	BAA, BAA, BILLY GOAT	16
LUCKY FIVE	7	COME AND GO	16
RODEO	7	PAY THE SPINNER	16

The playing areas for the first thirty-four games listed here are on the three game boards in your game box. The colored disks are the playing pieces or markers. At the start of a game each player states the color he will use.

Decide who will play first by any method agreeable to the group. All plays are to the left of the first player unless otherwise stated in the game rules.

1 • PIGGY BACK—2, 3, or 4 Players

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

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

TO PLAY—Take turns rolling the die and moving a marker the number of spaces indicated. *Only one marker may be started in a turn.*

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

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

Each time a player rolls a 6 he is given an extra turn.

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

WINNER—The first player to move his six markers to FINISH.

2 • JUMPING JIMINY—2, 3, or 4 Players

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

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

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

WINNER—The first player to jump over all fences to STOP.

3 • BASEBALL—2 Players

Use four markers for each player.

OBJECT—To score as in baseball.

TO PLAY—The player to bat first holds a marker about twelve inches above the baseball diamond and drops it. He then follows the instructions in the circle his marker mostly covers. If the circle says, "2 Base Hit," he places one of his markers on second base. He then drops another marker following the same procedure, then another, until he has three "outs." This ends his half of the inning.

The other player repeats the same procedure until he has three "outs" to end the other half of the inning. A game is nine innings. Regular baseball rules apply. Keep score as in baseball. If a marker rolls off the diamond it is "out."

WINNER—The player with high score after nine innings.

4 • LUCKY DROP—2, 3, or 4 Players

Use the baseball field and three markers for each player.

OBJECT—To score points by dropping markers on colored circles.

TO PLAY—The first player drops three markers, one at a time, from a height of about twelve inches. He then counts his score for the circles more than half covered by his markers. (Red circles count 1 point each; black—2; yellow—3.)

Each player follows the same procedure. If a marker rolls off the field the player loses 1 point. Keep score until each player has had ten turns.

WINNER—The player with high score after ten turns.

5 • TEN PINS—2, 3, or 4 Players

This game is played on the triangle of blue circles. Use ten markers of mixed colors. Use point number 1 of the spinner and the numbers on the smallest circle.

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

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

After each turn replace all markers on the circles. Play continues until each player has had twenty turns.

WINNER—The player with high score after twenty turns.

6 • NIP AND TUCK—2, 3, or 4 Players

Use the figure-eight track, spinner, and one marker for each player.

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

TO PLAY—Each player puts his marker on the starting space of his color. A player uses the spinner point bearing the number of his track. For example, green uses point number 3 and moves forward when spinner point number 3 points to green on either the outside circle or the smallest circle. (The middle circle is not used for this game.) Players take turns spinning and moving the number of spaces indicated. When the spinner points to O the player misses that turn.

Throughout the game players stay on the track of their color.

WINNER—The first player to return to START after going around both circles.

7 • REGATTA—2, 3, or 4 Players

Use the figure-eight track, spinner, and one marker for each player.

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

TO PLAY—Spinner point number 1 and the numbers on the second circle of the spinner card are used for this game.

Each player puts his marker on the starting space of his color. Players take turns spinning and moving in this manner: black first, yellow next, green third, and red last. Players move forward when they spin 1, 2, or 4. Whenever a player spins 3 he must go *back three spaces*. A player stays on the track of his color throughout the game. When a player spins 0 he stays where he is.

WINNER—The first player to move his boat around the double-circle track and back to his starting space.

8 • SPIN A HEART—2, 3, or 4 Players

Use two markers for each player, the spinner, and the circle of hearts inside the figure-eight track.

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

TO PLAY—For this game use spinner point number 1 and the numbers on the second circle of the spinner card.

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

WINNER—The first player with markers on two hearts of his color.

9 • STOCK CAR RACE—2, 3, or 4 Players

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

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

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

WINNER—The first player to move his car to **FINISH**.

10 • HIDEOUT—2, 3, or 4 Players

Use one marker for each player and the spinner.

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

TO PLAY—Use point number 1 on the spinner and the numbers on the second circle.

Each player puts his marker on one of the starting spaces. Players take turns spinning and moving as many spaces to the left as indicated by the spinner.

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

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

WINNER—The first player to move into the center HIDEOUT space.

11 • GAME OF THE STATES—2, 3 or 4 Players

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

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

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

WINNER—The first player to complete the circuit of states and to return to his home state.

12 • BULLSEYE—2, 3, or 4 Players

Use four markers for each player, paper, and pencil.

OBJECT—To score points by dropping arrows (markers) on the BULLSEYE or its surrounding rings.

TO PLAY—At each turn a player drops four arrows, one at a time, from a height of about twelve inches. At least one half of a marker must be inside a ring in order to score. A marker must be completely within the BULLSEYE to score 25 points.

After each turn a player tallies his points. The game continues until each player has had five turns.

WINNER—The player with high score after five turns of play.

13 • OPTICAL ILLUSIONS—Any Number of Players

Use the hat and the pile of blocks near the BULLSEYE game.

HAT—Look closely at the hat. Which is longer, the brim or the crown? After you have made your decision, measure them. You may be surprised.

BLOCKS—Count the blocks. How many did you count? Turn the board and count the blocks again. How many? Count them again with the board turned to another position. Do you always see the same number of blocks?

14 • TREASURE HUNT—2, 3, or 4 Players

Use the spinner and one marker for each player.

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

TO PLAY—Use point number 1 on the spinner and the numbers on the second circle of the spinner card. Red spins first, black next, yellow third, and green last. *Players must spin a 2 in order to start moving.* Taking turns with the spinner, each player follows the path of his color, obeying the instructions when he stops on a white space. When a player nears the end of his trail, he must spin the correct number to put him out.

WINNER—The first player to reach the treasure.

15 • CALL YOUR SHOTS—2 Players

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

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

TO PLAY—The first player puts his *shooter* (the fourth marker) on the red circle at the left. He places one of his three markers on black square 1. He then snaps the shooter in such a way that it will send the marker from the black square onto the stars. A player scores points for the stars mostly covered by the marker. When he has shot three markers he counts his points for that turn. (Red stars—2 points; Green—4; Blue—6; Yellow—8)

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

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

WINNER—The player with high score after six rounds of play.

16 • LEAP FROG—2, 3, or 4 Players

Use the spinner and one marker for each player.

OBJECT—To jump over all of the frogs.

TO PLAY—For this game use points number 1 and 3 on the spinner and the numbers on the second circle of the spinner card.

Players take turns spinning. When the total of the two spinner points equals 2, the player jumps over one frog. When the total is 4, player jumps over two frogs. When the total is 6, player jumps over three frogs.

Odd numbers are unlucky. When the total of the two points equals 3 or 5, the player must go back to START.

WINNER—The first player to reach STOP after jumping over all the frogs.

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

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

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

TO PLAY—Players take turns rolling the die and moving a marker the number of spaces indicated. Each time a player stops on a green space he is on *the grass* and must go back to START. As a player nears the end of the path he must roll the correct number to place him on STOP.

WINNER—The first player to reach STOP.

18 • HUNTER'S LUCK—2, 3, or 4 Players

Use the track with animal pictures, a marker for each player, and the spinner.

OBJECT—To score points by catching animals.

TO PLAY—Use point number 1 on the spinner and the numbers on the second circle of the spinner card. Take turns spinning and moving the number of spaces indicated. A player scores each time he stops on an animal space.

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

A player who lands on another player is given an extra turn. If that space has an animal, both players score. As a player nears the end of the trail he must spin the correct number to put him out.

WINNER—The player with most points when all players have gone out.

19 • LUCKY FIVE—2, 3, or 4 Players

Use one marker for each player and the spinner.

OBJECT—To score points by spinning to a player's color.

TO PLAY—For this game use spinner point number 1 and the color spaces in the largest circle of the spinner card.

Players take turns spinning for their color, one spin at a turn. When a player is lucky enough to spin his color, he puts his marker on the 5-point space of his color. Thereafter, each time he spins his color, he moves his marker down one space to indicate his score.

WINNER—The first player to score 50 points.

20 • RODEO—2, 3, or 4 Players

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

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

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

WINNER—The first player to reach the rodeo.

21 • CLIMB THE MOUNTAIN—2, 3, or 4 Players

Use the mountain of colored circles, the spinner, and one marker for each player.

OBJECT—To climb to the center circle at the top of the mountain.

TO PLAY—For this game use all four points of the spinner and the numbers on the largest circle of the spinner card. This circle is divided into four sections labeled—FRONT, BACK, LEFT, RIGHT.

After a player spins, he states which two of the four possible directions he will move his marker—LEFT and FRONT, LEFT and BACK, RIGHT and FRONT, or RIGHT and BACK. The two points of the spinner tell him how many spaces to move in each of the two directions he has chosen. (BACK is toward the top of the mountain. FRONT is near the circle marked START.)

Players take turns spinning and moving the number of spaces indicated by the two points of the spinner. Each player tries to maneuver his marker so that he can climb to the top of the mountain. Two markers cannot occupy a space at the same time.

WINNER—The first player to reach the top center circle.

22 • BANG! BANG!—Any Number of Players

Use one marker for each player, pencil, and paper.

OBJECT—To score points by dropping a marker on the ducks.

TO PLAY—Players take turns dropping a marker onto the duck pond by holding it about twelve inches above the board. In order to score, the marker must cover the eye of a duck. Players tally points after each turn.

WINNER—The first player to score 50 points. For a longer game play to 75.

23 • TUG O' WAR—2 Players

Use the circles and rope in the center of one of the boards, the spinner, and one marker.

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

TO PLAY—Turn the board so that each player faces one end of the rope. Place a marker on the white circle.

Use points number 1 and 3 of the spinner. Before the game begins, each player states which point he will use. The numbers on the second circle of the spinner card indicate the number of spaces a player is to move the marker toward him.

Take turns spinning. With each spin both players move the marker. The player whose turn it is to spin is the first to move the marker. (Example, if spinner point number 1 stops on 2 and point number 3 is on 4, the player who has chosen point 1 moves the marker two circles nearer his end of the rope. Player using point 3 moves the marker four circles toward his end of the rope.)

WINNER—The player who moves the marker to his end of the rope.

24 • ODD AND EVEN—2 Players

Use the circles and rope in the center of one of the boards, one of the dice, a black marker, and a red marker.

OBJECT—To move a marker to the center circle.

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

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

WINNER—The first player to move his marker to the center circle.

25 • TURNABOUT—2, 3, or 4 Players

Use one marker for each player and the spinner. Play on the double track near the rope and circles.

OBJECT—To move a marker from START to FINISH.

TO PLAY—For this game use point number 1 of the spinner and the numbers on the second circle of the spinner card.

Take turns placing marker on START, spinning, and moving with the arrows. Each time a player stops on a star he must, at his next turn, reverse and move in the opposite direction. A player who is lucky enough to stop on the first star may reverse at his next turn and move toward FINISH, thus winning the game. Players who are not lucky enough to stop on a star must follow the arrows to FINISH.

WINNER—The first player to reach FINISH.

26 • POOR SLOWCOME—2, 3, or 4 Players

Use one marker for each player and the spinner.

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

TO PLAY—For this game use spinner point number 1 and the numbers in the colored sections of the largest circle of the spinner card. In order to move, a player must spin to the color of his marker.

Players take turns placing a marker on START, spinning, and moving with the arrows the number of spaces indicated by the spinner. If a player does not spin to his own color he stays where he is until a later turn.

Play continues until each player is out of the woods. The last one is SLOWCOME.

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

Use two dice and the game board.

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

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

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

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

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

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

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

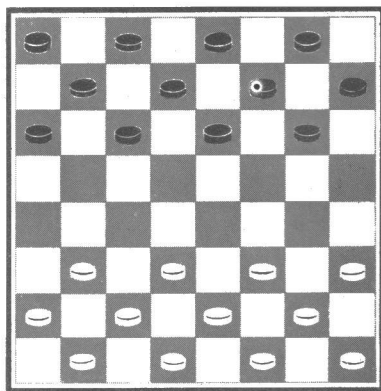
THE WINNER is the first player to move his four men to HOME.

28 • CHECKERS—The Game of Games—2 Players

A checkerboard has thirty-two light and thirty-two dark squares. Place the board so that the left corner nearest each player has a single dark square. The twelve dark and twelve light checkers are here referred to as "Black Men" and "Red Men."

SETTING UP THE MEN—Players choose colors and place the twelve black men and the twelve red men as shown in diagram 1.

(Black Side)



(Red Side)

Diagram No. 1

The Regular Board and Men Set to Play

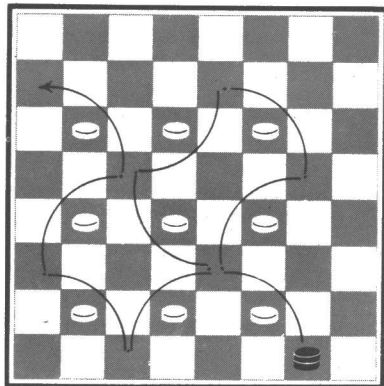
OBJECT—To block your opponent's men so they cannot move, or to capture all of them.

WINNER—The player making the last move.

TO START—The player with the black men moves first. After that players move alternately.

MOVING THE MEN—At the start all markers are single men and must move or jump forward diagonally from one black square to an adjoining black square. Men must not cross over or rest on a red square. Upon reaching your opponent's king row (last row on opposite side) your man is crowned by placing another checker on top of it, thus making it a "king." This ends your move and it is your opponent's play. If there is another man to be captured, outside the king row, it cannot be captured until your next move. A king can move or jump either backward or forward.

(Black Side)



(Red Side)

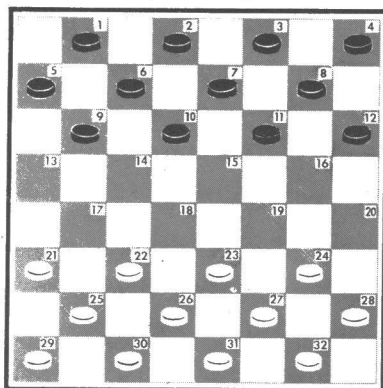
Diagram No. 2

The Black King Jumps the Nine Men

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

THE NUMBERED BOARD—In order to study plays and positions, each playing square on the checkerboard is numbered. Diagram 3 shows position of men at the start of a game.

(Black Side)



(Red Side)

Diagram No. 3

The Numbered Board

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

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

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

Suggestions for a Good Checker Game

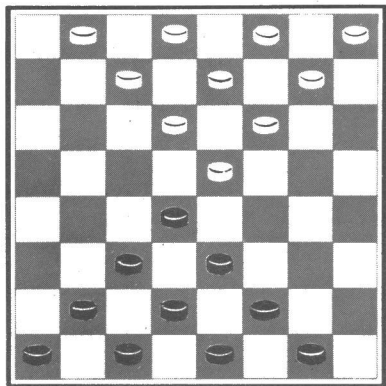
1. Play your men to the center of the board. Avoid side moves which usually are weakening. The strongest initial move is 11-15; the weakest is 9-13.
2. Play from your single corner and attack your opponent's double corner. Keep your own double corner as strong as possible.
3. Having men stationed on, or controlling, squares 14 and 19 is good tactics, provided they are amply supported. These are two of the key squares in the struggle for control of the board.
4. Maintain a "bridge." If you are playing with black men, keep them on squares 1 and 3. This makes it difficult for your opponent to obtain a king. When playing with red men keep them on squares 30 and 32.
5. Always move with a motive, or an over-all plan.
6. Be alert for a chance to sacrifice a man if, in return, you can obtain a king.

29 • SHIFTING PYRAMIDS—2 Players

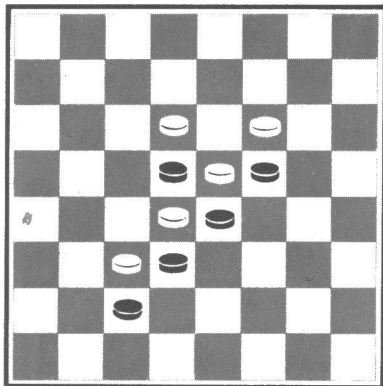
Use the checkerboard, ten red, and ten black checkers.

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

WINNER—The first to rebuild his pyramid.



Shifting Pyramids



Goban

30 • GOBAN—2, 3, or 4 Players

Use the checkerboard and five markers for each player.

In this ancient Japanese game players try to place five markers, of the same color and one at a turn, in a row anywhere on the board. The row can be diagonal, horizontal, or vertical. See diagram.

WINNER—The first to place his five markers in a row.

31 • FOX AND GEESE—2 Players

Use the checkerboard, four black checkers, and one red checker.

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

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

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

32 • HELP YOURSELF—2 Players

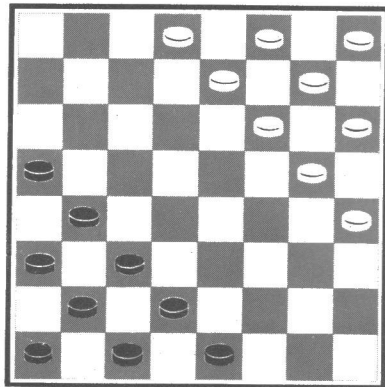
Use the checkerboard and twenty-four checkers.

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

Place the men in position as for checkers. Use standard checker rules except that a player tries to force his opponent to jump his men. A player must jump when he can and he must make the jump that removes the most men.

WINNER—is the first player to lose all men.

33 • CORNER CHECKERS—2 Players



Corner Checkers

Use checkerboard, nine red, and nine black men.

OBJECT—To eliminate all of opponent's men.

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

WINNER—Player who captures most men.

34 • HOPPITY-SCOOT—2 Players

Use the checkerboard, six black men, and six red men.

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

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

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

WINNER—The first to move all of his men to the opposite corner.

35 • COVER-UP—Any Number of Players

Use two dice, markers, paper, and pencils.

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

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

1	2	3	4	5	6	7	8	9

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

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

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

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

WINNER—The player with most numbers covered after eight rounds of play.

A Typical Game of Cover-up for Player "A"

First Round—"A" turned up a 5 and 6. He covered both numbers and put X in the first box (the box under 1).

Second Round—"A" turned up a 5 and 2. Since a player must use both numbers, he added the 5 and 2 and covered the 7. He put X in the second box.

Third Round—"A" turned up a pair of 2's. He covered the 2 and put X in the third box, showing that he had had three turns.

Fourth Round—"A" turned up 6 and 2. He could have covered the 8. Instead, he worked out this combination: $8 = 3 + 1 + 4$. So he covered the 3, 1, and 4—thus covering three numbers instead of one. He then put an X in the fourth space to show that he had completed four turns. If "A" is lucky he may be able to cover all numbers in eight turns.

1	2	3	4	5	6	7	8	9
X	X	X	X					

36 • SNAKE DICE—Any Number of Players

Use two dice, paper, and pencils.

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

Each player writes numbers, from 2 through 12, on paper—omitting 7.

2 3 4 5 6 8 9 10 11 12 (Leave a space between 6 and 8.)

Take turns rolling the two dice. The one with high score plays first.

The first player rolls the two dice and crosses out the number indicated by the sum of the two numbers he turned up. For example, if he turned up 3 and 2, he crosses out 5 on his paper. He continues to roll the dice until he rolls a 7, or a number he has already crossed out. In either case he loses the dice to the player at his left.

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

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

37 • DOUBLE OR NOTHING—Any Number of Players

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

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

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

WINNER—The first player to draw a circle around each number.

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

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

OBJECT—To draw lines that represent a goat.

EXPLANATION—Each side of the die represents a part of the goat.

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

TO PLAY—Take turns rolling the die—one roll at a turn. When a player rolls a 1 he starts his goat by drawing the body. (Numbers must be rolled in the order listed above and parts of the goat must be drawn in that sequence. The two horns must be drawn before the legs, etc.)

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

WINNER—The first to call, "Baa, baa, Billy Goat!"

39 • COME AND GO—2, 3, or 4 Players

Use two dice, markers, paper, and pencils.

OBJECT—To take as many markers as possible.

TO PLAY—Draw a circle on paper, at least six inches in diameter. Write 7 in the center. Around the circle write numbers from 3 through 11. Each player takes five markers—the colors are not important.

Each player, in turn, rolls the dice and places a marker on the number representing the total of the two numbers he rolls. (Example, if he rolls 3 and 2, he places a marker on number 5.)

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

WINNER—The player with most markers at the end of the game.

40 • PAY THE SPINNER—2 Players

Use the spinner, ten red checkers, and ten black checkers.

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

TO PLAY—Each player starts with ten men (checkers). Take turns with the spinner, using spinner points 1 and 3 and the numbers on the second circle of the spinner card.

At each turn a player collects from his opponent the difference between the numbers indicated by the two spinner points. (Example, if spinner point 1 stops on 4 and point 3 stops on 1, the player collects three men from his opponent— $4-1=3$.) The game ends when one player has lost all of his men.

WINNER—The player who succeeds in taking all of his opponent's men.