Cribbage Instructions

For 2 to 4 Players / AGES 8+

CONTENTS

Wooden Cribbage Board; Deck of Playing Cards (also used for card games); 9 pegs

OBJECT

Be first to reach 121 points by counting combinations of cards during play, in hands and in the "Crib."

GAME SETUP

Two-player game: Each player picks a color and places 2 pegs in the starting positions on their tracks. The dealer deals 6 cards to each player. Each player looks at their hand and must then choose 2 cards to discard to the Crib.

Three-player game: Each player picks a color and places 2 pegs in the starting positions of 3 separate tracks. The dealer deals 5 cards to each player and one card to the Crib. Each player must then choose one card to discard to the Crib.

Four-player game: Opposite players are partners, and peg the same track. Each player picks a color and places 2 pegs in the starting positions on their tracks. The dealer deals 5 cards to each player. Each player must then choose one card to discard to the Crib.

The Crib

All cards discarded to the Crib are placed facedown together near the dealer. The Crib belongs to the dealer and is not used until the hand has been played. The remaining card deck is placed facedown next to the board.

The Starter

The player to the left of the dealer cuts the the remaining cards (removes part of the deck). The dealer turns up the top card of the lower portion and places it faceup on top of the whole deck. This faceup card is the Starter, and is not used while the hand is played. If the Starter is a Jack (called His Nobs), the dealer immediately scores 2 points (moves his or her peg ahead 2 holes on the track). This must be done before the dealer plays a card, or the 2 points cannot be scored.

Point Values of Cards

All face cards are worth 10 points; all other cards are worth their face values. Aces are worth 1 point.

HOW TO PLAY

The player to the left of the dealer plays a card by placing it in front of him or her and announcing its point value. Play continues clockwise, the next player playing a card and announcing the value of his or her card *plus the value of the previous player's card*. As each player plays a card, he or she announces the running total. The running total must never go over 31 points. If a player cannot play a card without going over 31, he or she says, "Go," instead of playing a card. The next player plays a card, if possible, or says, "Go," and so on, until a total of 31 is reached, then the count starts at zero again until all possible cards are played.

Scoring During Play

Keep score by jumping the pegs over one another the number of holes (points) you scored.

Scoring fifteens, pairs, triplets, fours and runs: A player scores points and pegs holes for reaching 15, and playing the last card in a pair, 3 of a kind, 4 of a kind. A player also scores for playing the last card in a run (3 or more cards in numerical sequence). NOTE: A run does not necessarily have to be in order: for example, a run can be 7, 8, 9 or 8, 7, 9. Ace is always low.

- If the cards reach the count of 15, that player scores two points.
- Any player who completes a pair scores 2 points.
- Any player who completes 3 of a kind scores 6 points.
- Any player who completes 4 of a kind scores 12 points.
- Any player who completes a run scores one point for each card in the run.

Any player who reaches exactly 31 points scores 2 points. If no player reaches 31, the player closest to 31 scores 1 point. The last card played scores one point, unless it reaches exactly 31; then it scores 2 points. All cards *must* be played. Any player with leftover cards after the hand is completed must play them and score for them, if possible.

Scoring of Hands

Now each player in turn, starting with the player to the left of the dealer, scores points for his or her hand, *including the Starter card*. The dealer does this last, first scoring his or her hand including the Starter, then scoring the Crib in the same manner, again including the Starter.

Each player, in turn, makes as many scoring combinations as possible:

- Combinations of cards that add up to 15 score two points for each combination (i.e., any face card plus 5).
- Pairs are scored as they are during play.
- Runs are pegged as they are during play, with extra points for double, triple and quadruple runs.

  Double, triple and quadruple runs: If a run includes a pair, it counts a double run, plus a pair. For example, a double run of four (5,6,7,8,8) scores 10: 8 for the double run (4 points for 5,6,7,**8** and another 4 points for 5,6,7, second **8**) plus 2 for the pair of 8's. By the same rule, a triple run, such as 4,4,4,5,6, scores 3 runs of three and 3 pairs, for a total score of 15; a quadruple run, such as 6,6,7,7,8, scores 4 runs of three plus 2 pairs, for a total score of 16.
- A flush (4 cards of the same suit) scores 4 points.
- Five cards of the same suit scores 5 points.
- A Jack of the same suit as the Starter scores one point.

HOW TO WIN

The first player or team to travel along their path plus one extra point (121 points) wins the game!

Chess Instructions

For 2 Players / AGES 9+

CONTENTS

Wood Gameboard (the same board is used for Checkers), 32 Chess Pieces

OBJECT

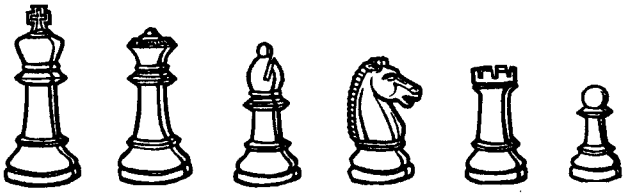
Force your opponent into Checkmate, by forcing his or her King into a position where it cannot move without being captured.

GAME SETUP

Chessboard terms: The vertical columns running from one player to the other are called *files*. The horizontal rows are called *ranks*. Diagonal lines are called *diagonals*.

Playing pieces: The playing pieces are as shown below:

KING QUEEN BISHOP KNIGHT ROOK PAWN



Sit at the chessboard so that the light-colored square is at the bottom right corner for each player. Set up the silver-toned playing pieces on the first rank from left to right as follows: Rook, Knight, Bishop, Queen, King, Bishop, Knight, and Rook. Then set up all of the silver-toned Pawns on the second rank, directly in front of the first-rank pieces. Then the opponent sets up the gold-toned playing pieces the same way on his or her side, except *the King and Queen are reversed* so that the gold-toned Queen starts on a dark square.

HOW TO PLAY

The silver-toned pieces always play first. On your turn, move one of your playing pieces according to the movement rules. Your turn is then over. Play continues as players alternate turns.

How Each Piece Moves

Only one playing piece may be moved on a turn, except when castling (see CASTLING). Except for the Knight, all playing pieces must move in a straight path. Playing pieces can move as follows:

The King may move one square in any direction, but never to a square that is attacked by an opponent's playing piece (a square to which an opponent's playing piece can move).

The Queen can move as far as you wish, in any unblocked direction (horizontally, vertically or diagonally).

The Bishop may move as far as you wish in any unblocked diagonal direction. The Bishop must remain on the same color square as it started the game on.

The Knight is the only piece that can move in two different directions, and can jump over another piece. The Knight can move one square forward or backward, then 2 squares left or right; or it can move 2 squares forward or backward, then one square to the left or right. The Knight's move looks like an "L", and always lands the Knight on a square of the opposite color from which it started.

The Rook may move as far as you wish any unblocked horizontal or vertical direction.

A Pawn must move straight ahead, one square at a time. There are two exceptions to this rule: 1) the first time a pawn moves, it may move forward one *or two* squares; and 2) to capture a piece, a pawn must move one square *diagonally* ahead. Pawns can also capture in a special way, called en passant. See CAPTURING A PIECE, below.

Once a pawn reaches the last rank on the opposite side of the board, it may be converted into any other playing piece except a King. Once converted, it takes on the movement capabilities of that piece. There is no limit to the number of pawns that can be converted during a game.

Capturing a Piece

Any time a playing piece ends its move on an opponent's playing piece, it captures that piece.

Capturing en passant: In this special rule, a pawn can be captured after taking a double-square move. If the pawn lands on a square with an opposing pawn adjacent to it, the opposing pawn may, on its next turn, move onto the square passed over by the first pawn, to capture it. If the opposing pawn does not take advantage of the en passant rule on its next turn, the first is safe from any future en passant capture.

Castling

This is a special move that allows both the King and the Rook to move on your same turn. It helps the Rook protect the King when it might otherwise be stuck behind a wall of pawns.

Castling can only be done when:

- Neither the King nor the Rook has moved from its starting position;
- There is a clear path between the King and the Rook;
- The King cannot possibly be captured on its original square, the square it moves through, or the square on which it ends its move.

To castle, move the King 2 squares toward the Rook you are castling with. Then move that Rook to the square through which the King passed. After castling, the King and Rook occupy adjoining squares.

HOW TO WIN

To win the game, you must trap your opponent's King so that it cannot escape. But if the King is attacked ("checked") and threatened with capture, it must get out of check immediately. If there is no way to get out of check, the position is a checkmate, and the side that is checkmated loses.

You may not move into check—for example, move into a direct line with your opponent's Rook if there are no other pieces between the Rook and your King. Otherwise, the Rook could "capture" the King, which is not allowed.

If you are in check, there are three ways of getting out:

1. Capturing the attacking piece.
2. Placing one of your own pieces between the attacker of your King (unless the attacker is a Knight).
3. Moving the King away from the attack.

If a checked player can do none of these, he or she simply concedes the game by saying, "Checkmate." If a King is not in check, but that player can make no legal move, the position is called stalemate and the game is scored as a draw, or tie.

Checkers Instructions

For 2 Players / AGES 6+

CONTENTS

Wood Gameboard (the same board is used for Chess),
24 Playing Pieces

OBJECT

Remove all of your opponent's checkers from the gameboard by capturing them.

GAME SETUP

Take 12 checkers of the same color and place them on all of the dark squares of the first three rows in front of you. Your opponent does the same.

HOW TO PLAY

Choose a player to go first. On your turn, move any one of your checkers by the movement rules described below. After you move one checker, your turn is over. The game continues with players alternating turns.

Movement Rules

- Always move your checker diagonally *forward*, toward your opponent's side of the gameboard. *Note:* After a checker becomes a "King," it can move diagonally forward *or* backward.
- Move your checker one space diagonally, to an open adjacent square; or *jump* an opponent's checker diagonally to the next open square adjacent to the checker you jumped. When you jump over an opponent's checker, you *capture* it (see *Capturing an Opponent's Checker*). During the same move, you may continue to capture with this checker by jumping more of your opponent's checkers if possible.
- If all squares adjacent to your checker are occupied (unless occupied by an opponent's checker that can be captured), your checker is *blocked* and cannot move.

Capturing an Opponent's Checker

If you jump an opponent's checker, you capture it. Remove it from the gameboard and place it in front of you.

Becoming a "King"

As soon as one of your checkers reaches the first row on your opponent's side of the gameboard, it becomes a King. Place another checker of the same color on top of it. Now this double-decker checker can move forward *or* backward on the gameboard.

HOW TO WIN

The first player to capture all opposing checkers from the gameboard wins the game!

Dominoes Instructions

For 2 to 4 Players / AGES 8+

CONTENTS

28 Dominoes, Velvet Bag

SETUP

Turn all of the dominoes facedown and mix them up. Each player draws five dominoes and stands them so that the dots are hidden from the other players. The remaining dominoes become the draw pile ("boneyard").

OBJECT

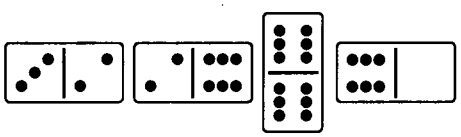
To win a round, be the first player to play all your dominoes. To win the game, be the first to score 100 points.

The first player to score 100 or more points wins the game. For a short game, play to a total of 50 points.

HOW TO PLAY (Basic Rules)

The player who draws the highest double domino (same number of dots on both ends) begins by placing that domino in the center. If no double domino is drawn, all dominoes are returned to the boneyard, mixed and redrawn. The person sitting to the left of the first player takes the next turn. The second player tries to match one of his or her dominoes to one end of the beginning piece. If the second player has no match, he or she must draw from the pile until a match can be made. Only one domino can be played at each turn. Dominoes are placed horizontally, except for doubles, which are placed vertically, as shown.

Every subsequent round is played the same way, beginning with the player who has the highest double domino.



HOW TO WIN

The winner of the round is the first player with no dominoes or the fewest number of dots on any remaining dominoes, once all dominoes have been drawn and no more can be played. Rounds continue until a player scores 100 points and wins the game.

Scoring is as follows: The winner subtracts the number of points in his or her remaining dominoes from the total of his or her opponents' points.

The difference is the winner's score for the round. For example: Player A, the winner, has 3 remaining dots. Player B has 9 remaining dots and Player C has 21 remaining dots.
B (9) + C (21) - A (3) = 27 points.

GAME VARIATIONS

Bergen

For 2 or More Players

OBJECT

Make the dots on both ends of the line of dominoes equal and be the first to play all of your dominoes.

HOW TO PLAY

Each player draws 6 tiles. The tiles not drawn are pushed to one side to make up the boneyard. The player with the highest double places it in the center and scores 2 points. The player to the left of the first player takes the next turn. The line can be played in two different directions, left or right. When you can't make a match, you must draw from the pile until you get a domino you can play. If the open end of the domino you play has the same number of points as the domino on the other end, you get two points. If one of the dominoes at the end of the line is a double, you get three points.

The first player to play their last piece calls "Bergen." This is worth one point. If the game is blocked, so that no one can play any remaining dominoes, then each player counts the points remaining in his or her hand. The lowest hand wins one point, provided that it does not contain a double. Any hand containing a double receives zero points. If all hands contain doubles, count all the points except for the doubles. The hand with the lowest number of points wins one point.

HOW TO WIN

Be the first to score 15 points.

Bingo

For 1 Player

SETUP

Turn all dominoes facedown and mix. Arrange them side by side in one long row. Then turn them all faceup without altering their position.

OBJECT

Remove all of the dominoes.

HOW TO PLAY

Start from the left end of the row and count the dominoes aloud from 0 to 12. If the dots on the domino you touch equals the number you speak, you can remove it from the line.

When you get to twelve, start counting from 0 again. When you reach the end of the line, close up all the gaps and continue counting from left to right.

HOW TO WIN

Remove all of the dominoes.

Four Hand Texas

For 4 Players

SETUP

Place all the dominoes facedown and mix them up. Each player takes seven dominoes and sets them on edge so that the owner can see their values, but the other players cannot see them. Players sit opposite their partners.

OBJECT

Be the first to score 250 points.

HOW TO PLAY

The 5-5 and the 6-4 dominoes are worth 10 points. The 5-0, 3-2 and the 4-1 are each worth 5 points. Each round counts as a point. There are 42 possible points available per round.

Bidding is to the left of the starting player, who is the dealer. The dealer bids last. The double of the trump is highest. For example, if 3s are trump, then 3-3 is the highest, then come 6-3, 5-3, etc. Doubles may also be a bid. When made trump, the highest double takes the trick. No trumps may also be bid.

Each bidder bids the value of his or her hand. The other players may choose to raise or pass. 30 is the lowest bid that can be made to start. When a player bids a limit bid, 42 points, each of the other players may continue the bid by doubling. So the next bidder must bid 84 or pass. The third player must bid 168 or pass, etc. Bidding continues until one player scores the bid after all others have passed. Trumps are not named until after bidding has been completed. You must follow suit. If you cannot follow suit, you can either trump or discard. The bidder has the first lead. Each side scores the number of points actually taken unless the bidder fails to make their bid. Then the side not bidding counts its own score plus the amount bid. When limit bids of 42 have been made, the winner counts the amount of his or her bid. If a limit bidder loses their bid, their opponents add the amount of the bid to their score.

In playing no trump, the highest spot of the piece becomes the trump for that particular trick. Other players must follow that trump or discard. In no trump, the double is always the highest.

HOW TO WIN

The winner is the first to score 250 points. If the game is close when both sides go out, the bidder is always the winner, even if his or her points over 250 are less than the opposition's.

Poker

For 4 Players

SETUP

Remove all blanks and 1-1 pieces and use 20 dominoes for this game. Turn all remaining dominoes facedown and mix them up. Each player gets 5 dominoes.

OBJECT

Win the hand by having a better hand than your opponents.

HOW TO PLAY

This game is played just like Poker except that the hands rank in the following order:

- One pair is any 2 doubles.
- Flush is any five of a suit such as 6-1, 6-2, 6-3, 6-5, and 6-6.
- Threes are any 3 doubles.
- Four straight is a sequence of fours such as 4-6, 4-5, 4-4, and 4-3.
- A full hand is three doubles and two of any suit, such as 6-6, 3-3, 2-2, 2-4, and 2-1.
- A five straight is a sequence of five such as 3-1, 3-2, 3-3, 3-4, and 3-5.
- Fours are any 4 doubles.
- Six straight is a sequence or rotation of sixes.
- A royal is 5 doubles.

When none of the hands described above are out, the best hand is determined by the rank of the highest piece.

HOW TO WIN

Have a better hand than any of your opponents.

Block

For 2 or More Players

SETUP

Mix the dominoes facedown. Each player draws 7 pieces.

OBJECT

Win a round by being the first player to play all of your dominoes. Be the first to score 100 points to win the game.

HOW TO PLAY

Each player tries to match the dots on one end of a tile from his or her hand with the dots on an open end of any tile in the layout. If a player is unable to match a tile from his/her hand with a tile in the layout, the player passes his/her turn to the player on his/her left. Each player may play only one tile per turn.

The first player to get rid of all dominoes announces "Domino!" and wins the game. If none of the players can make a play, the game ends in a block. If a game ends in a block, all the players turn the tiles in their hands faceup, count the dots on each tile, and add them together. The player with the lowest total wins the game and earns the points (1 point per dot) of all the tiles left remaining in his/her opponents' hands.

HOW TO WIN

The player who first reaches 100 points or more is the overall winner.

Card Game Instructions

For 2 or More Players / AGES 8+

Rummy

For 2-6 Players

BASIC RUMMY

Rummy games first appeared in the early twentieth century, and are probably derived from the Mexican game Conquian. These rules describe basic rummy. The game is best played with two to four players, but up to six can take part. Either a fixed number of deals are played, or the game is played to a target score. The number of deals or the target score needs to be agreed before beginning to play.

THE DECK

The standard deck of 52 cards is used. Cards in each suit rank, from low to high: **Ace 2 3 4 5 6 7 8 9 10 Jack Queen King**

THE DEAL

The first dealer is chosen randomly, and the turn to deal alternates if there are two players, and rotates clockwise if there are more than two. In a two player game, each player is dealt a hand of ten cards. Seven cards each are dealt if there are three or four players, and when five or six play each player gets six cards. The cards are dealt one at a time, and after the deal, the next card is placed faceup on the table to start the discard pile, and the remainder of the deck is placed facedown beside it to form the **stock**. The players look at and sort their cards.

OBJECT OF THE GAME

The object of the game is to dispose of all the cards in your hand. There are three ways to get rid of cards: melding, laying off, and discarding.

- **Melding** is taking a combination of cards from your hand, and placing it faceup in front of you on the table, where it stays. There are two kinds of combination which can be melded: sequences (also known as runs) and groups (also known as sets or books).
- A **sequence** or **run** consists of three or more cards of the same suit in consecutive order, such as 4♣, 5♣, 6♣ or 8♥, 9♥, 10♥, J♥.
- A **group**, **set** or **book** is three or four cards of the same rank, such as 7♦, 7♥, 7♠.
- **Laying off** is adding a card or cards from your hand to a meld already on the table. The cards added to a meld must make another valid meld. For example to the 4♣, 5♣, 6♣ you could add the 3♣ or the 7♣. You are not permitted to rearrange the melds in the process. For example, 2♣, 2♠, 2♦, 2♠ and 3♠, 4♠, 5♠ have been melded, you are not permitted to move the 2♠ from the group to the sequence, so as to lay off the A♠.
- **Discarding** is playing a card from your hand on top of the discard pile. You get rid of one card this way at the end of each turn.

PLAY

If there are two players, they take alternate turns starting with the non dealer. If there are more than two players, they take turns in clockwise rotation, beginning with the player to dealer's left.

Each turn consists of the following parts:

1. **The Draw.** You *must* begin by taking one card from either the top of the Stock pile or the top card on the discard pile, and adding it to your hand. The discard pile is faceup, so you can see in advance what you are getting. The stock is facedown, so if you choose to draw from the stock you do not see the card until after you have committed yourself to take it. If you draw from the stock, you add the card to your hand without showing it to the other players.
2. **Melding.** If you have a valid group or sequence in your hand, you may lay one such combination faceup on the table in front of you. You cannot meld more than one combination in a turn. Melding is *optional;* you are not obliged to meld just because you can.
3. **Laying off.** This is also *optional.* If you wish, you may add cards to groups or sequences previously melded by yourself or others. There is no limit to the number of cards a player may lay off in one turn.
4. **The Discard.** At the end of your turn, one card *must* be discarded from your hand and placed on top of the discard pile faceup. If you began your turn by picking up the top card of the discard pile you are not allowed to end that turn by discarding the same card, leaving the pile unchanged — you must discard a different card. You may however pick up the discard on one turn and discard that same card at a later turn. If you draw a card from the stock, it can be discarded on the same turn if you wish.

If the stock pile has run out and the next player does not want to take the discard, the discard pile is turned over, without shuffling, to form a new stock, and play continues.

A player wins an individual hand by either melding, laying off, or discarding all of his or her cards. Getting rid of your last card in one of these ways is called *going out.* As soon as someone goes out, play ceases. There can be no further melding or laying off, even if the other players have valid combinations in their hands.

SCORING

When a player goes out, the other players add up the value of all the cards still remaining in their hands, as follows:

Face cards (K,Q,J) . . . . . .10 points each

Ace . . . . . .1 point

Number Cards are worth their spot (index) value.

The total value of all the cards in the hands of the other players is added to the winner's cumulative score.

HOW TO WIN

The game continues with further deals until a player reaches the points target that was decided before the game began, or until the agreed number of deals has been played. The player with the highest point total wins the game.

Hearts

For 3-6 Players

CARDS

The standard deck of 52 cards is used. With other than four players strip low ranking cards to make the deal even. Six players: 2♦, 3♦, 2♣, 2♠. Five players: 2♦ and 2♣. Three players: 2♦. The cards in each suit rank: **A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2**. Each heart is worth one point. The Q♠ counts for 13 points.

DEAL

The entire pack is dealt to each player one card at a time beginning with the eldest hand.

PLAY

The eldest hand makes the opening lead. Each of the following players must play in suit if they can. If they cannot they may play any card in their hand. The trick is won by the highest card of the suit led. The winner of the trick leads the next trick.

SCORING

The number of hearts taken by each player is counted and added to that player's point total, plus 13 for the Q♠. When a player passes 100, the player with the least number of points wins the game.

Optional Rules

There are many variations to Hearts. You may play with any of the following rules you like:

- Widowing: Instead of stripping the deck with players other than four, the excess cards are dealt into a widow which is either taken by the first trick or by the first point trick.
- Passing: Before the first lead of a hand or round each player passes three cards to the player on their right (usually the cards that he/she least desires). Each player must pass before looking at the pass he or she is receiving. With five or six players only two cards are passed.
- Players often rule against playing point cards out of suit on the first trick (against that uncommon occurrence that a player is dealt void in a suit).
- Hearts is sometimes played that hearts cannot be lead until hearts have been "broken". Hearts are broken when at least one heart has been played out of suit on a trick.
- Hearts is sometimes played that no points may be laid on the first trick.
- Hearts is often played that whomever has the 2♣ leads it to begin the hand or the 3♣ is played if the 2♣ is not available (dealt into a widow). Additionally, some players refine this rule by saying that only the player's lowest club may be played on the first trick.
- Some players consider the Q♠ to break hearts as well as any heart when playing with the rule where hearts cannot be lead until hearts have broken. Occasionally, it is further ruled that the Q♠ cannot be played until hearts have "broken".
- Hearts passing rule is often modified so that the players first pass left or right, then the opposite direction, then across. Also, some include a "hold" hand where no passing takes place. For example, if play is going clockwise, 1st hand: pass left, 2nd hand: pass right, 3rd hand: pass across, 4th hand: hold. And so on until the games ends. Note: with six players it becomes more complicated, usually recited: left, right, 2 people to the left, 2 people to the right, across, hold. The result is that eventually you will have passed at least once to all players including yourself (the hold hand).
- Some players simplify the "Passing rule" to alternating left and right passes, leaving out the other passes.
- Hearts is often played with a take-all or slam rule. Referred to as "Shooting the Moon" or "Running Them". To slam in Hearts you must take all hearts and Q♠. If a player is successful in shooting the moon 26 is subtracted from his or her score OR 26 is added to each of the other player's scores. Some also rule that this is at the discretion of the player that shot the moon. Rarely, players will not include the Q♠ as being needed to complete the run of the hearts.

HOW TO WIN

When a player's score passes 100, the player with the least points wins the game.

Crazy Eights

For 2 or More Players

OBJECT OF THE GAME

Crazy Eights is a game for two or more players, in which the object is to get rid of the cards in your hand onto a discard pile by matching the number or suit of the previous discard. There is a huge number of variations of this game, and many alternative names. It is sometimes called **Crates**, **Switch**, **Swedish Rummy**, **Last One** or **Rockaway**.

BASIC GAME

The basic game of Crazy Eights uses the standard 52 card pack. The dealer deals (singly) five cards to each player (seven each if there are only two players). The undealt stock is placed facedown on the table, and the top card of the stock is turned faceup and placed beside the stock to start the discard pile. Starting with the player to dealer's left, and continuing clockwise, each player in turn must either play a legal card faceup on top of the discard pile, or draw a card from the undealt stock. The following plays are legal:

1. If the top card of the discard pile is not an eight, you may play any card which matches the rank or suit of the previous card (for example, if the top card was the king of hearts you could play any king or any heart).
2. An eight may be played on any card, and the player of the eight must nominate a suit, which must be played next.
3. If an eight is on top of the pile, you may play any card of the suit nominated by the person who played the eight.

HOW TO WIN

The first player who gets rid of all their cards wins, and the other players score penalty points according to the cards they have left in their hands: 50 for an eight, 10 for a picture, and spot cards at face value (one point for an ace, two for a two and so on).

Poker Dice Instructions

For 2 or More Players / AGES 8+

CONTENTS

5 Poker Dice

OBJECT

The object is to throw the highest poker hand in either one or two throws as desired.

HOW TO PLAY

The game is played with five poker dice whose sides bear the playing card denominations: Ace, King, Queen, Jack, Ten and Nine; Ace being high. The Ace is also sometimes played wild.

Any number can play and each player throws one die to determine the order of play, highest man going first, next highest second, and so on.

The first player throws all 5 dice. After the first throw, the player may stand pat or may draw (as in draw poker) by throwing one, two or three of the dice again. The object is to secure high poker hands which rank as follows: five of a kind, four of a kind, full house (three of a kind plus a pair), straight (any five cards or numbers in numerical sequence), three of a kind, two pair, one pair.

The extra die or dice not included in one of the above hands do not have any value. If a player throws 4 jacks, for instance, the fifth die does not help to decide the winner in case of ties. Tying players throw off.

HOW TO WIN

The player with the highest ranking hand wins. In the two-handed game the best three hands out of five wins.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian consumers, please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4G 1G2.

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