

Incompleat Gamester
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A Warm Welcome

Welcome, fellow gamer! This is another of my compendiums on public domain games. The entire purpose of this document is to collect as many games that seem interesting to me and I can record in a single place. As such, it is an ever evolving document.

Most of these games do have optional betting or drinking rules. The exact mechanisms for betting is mostly outside the scope of this document, but any sort of mechanism agreed upon by players may be used. A few words of caution! Some people have addiction conditions and may feel inclined to drink or bet too much, including their houses. As such, I do not encourage using these rules with these individuals. If drinking rules are used, provide something non-alcoholic. If betting rules are used, provide something like candy or potato chips.

The layout of this document is split up into several sections that are based on the type of game. The document is alphabetized both by section and by each game in the corresponding section.

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Note on Cribbage Boards

It's possible that some games may require keeping scores. Either inside games or between the games or both. There are wonderful ways of going about this. However, I recommend cribbage boards. It's their purpose when used with the old English game of Cribbage! Plus, doing so gives the play a more English Renaissance feel.

Converting Between Tarot Decks

Before going into the rules, it is worth mentioning there might be some issues with different tarot decks and their suits. This section discusses how to convert understanding between each suit and their associated decks with the French suits.

German-Suited

- Acorns are equivalent to Clubs
- Bells are equivalent to Diamonds
- Hearts are equivalent to Hearts
- Leaves are equivalent to Spades

Italian-Suited

- Baton/Staves are equivalent to Clubs
- Cups are equivalent to Hearts
- Coins are equivalent to Diamonds
- Swords are equivalent to Spades

Universal Waite

- Cups are equivalent to Hearts
- Pentacles are equivalent to Diamonds
- Swords are equivalent to Spades
- Wands are equivalent to Clubs
- The Major Arcana makes up the atouts and the Minor Arcana is everything else.

Credits

Games are meant to be played. As such, most of these games were played by myself and either my wife, Nina, or our kids, Henry and Olivia.

Furthermore, the development of the document itself wouldn't be possible without the usage of L^AT_EX and GNU Emacs.

Finally, the source for this document may be found on Rezrov.

Boards

These games can only be described as “using boards”. Dice might be involved to introduce some randomness.

Böse-Sieben-Spiel

Böse-Sieben-Spiel is an 18th-century German dice game that combines boards of various designs. Exactly the kind of design is up to the individual.

Number of Players

The game may be played with two or more players.

Set Up

- 2 six-sided dice
- A bunch of tokens
- One board

Before game play begins, the players determine turn order somehow. If the board contains a 4 spot, the players agree upon what happens. This could be nothing at all. It could be giving a token to the owner of the board. Really anything at all.

The Board

The board is constructed in any number of ways. It's really up to the individual board owner. However, as a general rule, all boards contain all numbers possible except 4, which is an optional one.

Game Play

The players take turns. If the acting player rolls 3, 5, 6, 8, 9, 10, or 11, a token is placed on the spot on the board, also called rooms, with a number associated with the number. If the number is occupied, the acting player takes the token in that room. If the acting player rolls 2, also called the “Lucky Pig”, they take all tokens in all rooms except the one occupied by the number 7. If the acting player rolls 12, all tokens in all rooms on the board are taken and the acting player is the “Konig”. If the acting player rolls a 7, they place a token on the 7 room regardless of how many are already there and is called the “Hochzeit”.

Winning the Game

The game ends once all tokens have been taken. The player with the highest amount of tokens will win the game.

Drinking

A variation of the game involves drinking when 7 is rolled. Upon rolling a 7, the acting player takes a drink, as well as getting all tokens in the 7 room.

Betting

Coins may be used instead of tokens. When coins are used, players provide an agreed upon amount of coins before the game starts. The winning player gets all the coins at the end.

Mancala

Mancala is an ancient African game dating back to at least 3rd century A.D. that uses capturing and sowing.

Number of Players

The game is played with two players

Set Up

- 24 stones
- A mancala board (2 x 6 houses and at either end of the board are two large houses called a mancala)

Before game play begins, the players determine turn order somehow. Next, place 4 stones in each of the small houses. Each player gets one side of the board, called a store.

Game Play

The players take turns. The current player picks up stones from a house and places (called “sowing”) a single stone inside houses starting with a house in their store until there are no more stones picked up. Either player’s mancala could potentially be a house that receives a stone. If the last house is empty and in the opposing player’s store, pick up all stones in the corresponding

house in the current player's store, placing the stones in their mancala. If the last house is in the current player's store, the current player gets another turn.

Winning the Game

The game ends once all stones are removed from all houses on one side of the board. At this time, if any player has stones on their side of the board, they pick those up and add them to their mancala.. The player with the highest number of stones wins the game.

Cards

These games are exclusively non-poker-based card games. The type of cards used are either the standard playing cards or tarot decks. For most of them, there are equivalencies made between the deck types. The exception to this idea are the Tarot-based games.

Le Tarot Français

This is a very, very, very old trick-taking game game that was introduced into France sometime in the 16th century, most likely through Italy. The goal of the game is to have the most number of points after a series of hands.

Number of Players

The game may be played with 4 players (with variants for different numbers).

Set Up

- Any French-suited tarot deck will suffice
- Something to keep score

Assemble 4 players. The players all agree on a number of hands that will be played. Shuffle the deck. Next, deal one card to the middle and then deal 3 cards to each player. Continue this until there are 18 cards in each player's hand and 6 in the middle, called the "chien". The player to the right of the dealer goes first in bidding.

Game Play

Each player makes a bid trying to outbid the other. If no bids are made, all players "throw in their" hands by giving their cards to the dealer, who also picks up the chien, and hands the deck to the next dealer to shuffle and start a new game. The winner of the bid is called the "taker".

Bids (from lowest to highest)

- **Petite** - If the bid, the taker will take the chien after showing it to the other players.
- **Garde** - If the bid, it is the same as petite but a higher bid.

- **Garde sans le chien** - If the bid, nobody looks at the chien but the taker will get it once all cards are discarded and played.
- **Garde contre le chien** - If the bid, nobody looks at it and the opponents get the points once all cards are discarded and played.

If petite or garde were the bids, the taker shows the chien to the other players and places them in their hand, they now discard face down 6 cards that are not atouts, kings, or the excuse (fool). If they cannot discard anything, they may discard atouts that are not a bout (1, 21, or excuse).

Tricks

Each round is called a “trick”. The taker plays a card from their hand called “leading”. All players must play a card from the suit of that card, preferably higher. If they do not have any cards of that suit, they may play an atout card. If an atout is the highest suit, an atouts must be played. The winner of the trick is the one with the highest card of that suit or atouts. The play order starts with the taker and proceeds to the right until all players play a card. And this is the end of the trick. The winner of the trick takes all the cards and places them into their trick pile. They will now lead the next trick. For example, if there are 2 atouts played: 21 and 5. In this case, the winner of the trick is the player who played 21.

Pip Rankings

Pips have different definitions of what is high depending on the suit. With the black suits (clubs and spades), 10 is the highest valued pip and 1, or Ace, is the lowest. The red suits (diamonds and hearts) have the ranking of the pips reversed, which means 1, or Ace, is the highest ranking pip and 10 is the lowest.

Card Values

Each card has a value when won in a trick. The following are their values:

- Bouts (21, 1, and excuse) = 4.5 points each
- Kings is 4.5 points each
- Queens is 3.5 points each
- Knights is 2.5 points each
- Jacks is 1.5 points each
- Everything else: 0.5 points each

The Excuse

Playing the excuse is an irregularity in the rules. If a player has the excuse in their hand, they may play it at any time regardless of what was led or the player has that suit. However, the excuse may not win the trick.

If the trick is led with the excuse, the next player determines the suit.

If the excuse is not played on the last trick, the player who played the excuse will keep the card in their trick pile regardless if they won the trick or not. If the player playing the excuse is

not the winner of the trick, they must hand over from their trick pile a 0.5 card (more on this later) and hand it to the winner. If they do not have a 0.5 card, the moment they do, they must hand it to the player that had an excuse played during their winning trick.

If the excuse is played on the last trick, the winner of the trick gets the excuse.

End of the Hand

The hand ends once there are no more cards in any player's hands.

Scoring Bonuses

Poignée

Before play starts, if a player has a certain number of atouts, they will gain a poignée bonus. They are as follows:

- 10 atouts is 20 points (single poignée)
- 13 atouts is 30 points (double poignée)
- 15 atouts is 40 points (triple poignée)

To declare a poignée, the player with the correct numbers must show them before the first trick is played. The excuse is, for the purposes of a poignée, counted as an atout. The winner of the hand gets the poignée, even if they are not the one who declared it.

Petit au bout

If the 1 of atouts is played in the last trick, the winner of the trick gets 10 points.

Chelem

If a player takes all the tricks in the game, they will score a bonus if announced in advance.

- **Chelem annoncé** - a player (often the taker) announces chelem before the beginning of play. If they succeed, they receive 400 points. If they fail, they lose 200 points.
- **Chelem non annoncé** - a player wins all the tricks without announcing it and receives 200 points.

Scoring

At this point, the taker counts their trick pile points and the opposing players pool their tricks and count their card points.

First, the bid is applied. If petit, garde, or garde sans le chien bids were made, the chien cards are added to the taker's trick pile. If the bid was garde contre le chien, these are added to the opponent's trick pile.

Now, calculate the points won or lost by the taker. First, the taker receives 25 points. Next, determine the card point difference from a value based on how many bouts the player has. For the following bouts won the taker subtracts:

- 3 bouts means a taker subtracts 36 card points

- 2 bouts means a taker subtracts 41 card points
- 1 bout means a taker subtracts 51 card points
- 0 bouts means a taker subtracts 56 card points

Then, apply the petit au bout bonus if acquired or subtract if the opponents acquired it. Next, multiply the value by the bid:

- For petite, multiply by 1
- For garde, multiply by 2
- For garde sans le chien, multiply by 4
- For garde contre le chien, multiply by 6

Now, apply any poignée or chelem bonus. For example, by losing chelem annoncé, the taker will lose that many points.

If the taker has a positive score, the players lose that many points and the players lose that many points and the taker's score is multiplied by the number of opponents. If the taker has a negative score, the players each earn that many points and the taker loses that many points times the number of opponents. At all times, the total score earned by each player of a given hand is 0.

Winning the Game

After all agreed upon hands are played, calculate the total scores. The player with the highest score wins.

Variants

For 2 Players

Each player is dealt 36 cards in groups of 6 cards. The poignée atouts are changes as follows:

- Single poignée requires 15 atouts
- Double poignée requires 18 atouts
- Triple poignée requires 21 atouts.

Otherwise, the rules are the same as four-player French Tarot.

For 3 Players

Each player is dealt 24 cards in groups of 4 cards. The poignée atouts are changed as follows:

- Single poignée requires 13 atouts
- Double poignée requires 15 atouts
- Triple poignée requires 18 atouts.

Otherwise, the rules are the same as four-player French Tarot.

For 5 Players

Each player is dealt 14 cards in groups of 2 cards. The chien contains 7 cards. Otherwise, the rules are the same as four-player French Tarot. The poignée atouts are changed as follows:

- Single poignée requires 5 atouts
- Double poignée requires 8 atouts
- Triple poignée requires 10 atouts.

Teams

Players are divided into groupings matching the number of players. For example, if you have 8 people, there will be 4 teams of players

Maw

The old Irish card game that has changed little in the 400+ years of its existence. It is also called “Spoil Five”.

Number of Players

It works ideally with 4 or 5 players, but up to 10 may play.

Set Up

- A 52-card deck

Players pool 2-3 tokens that make up the pool.

The Deal

Deal cards to every player until one player receives a Jack of any suit, which determines the dealer for the round, passing the deal to the left for each subsequent round. The dealer adds another stake to the pool called the “dealer’s stake”. Shuffle the cards again with the neighbor cutting the deck. Deal a pack of 3 cards to each player followed by a pack of 2 cards. Place any remaining cards face down and turn over the top card for the trump suit.

Issues while Dealing

If you deal too many or too few cards, accidentally or intentionally expose a card that was supposed to be face down, you forfeit your turn as a dealer and dealing passes to the left. Optionally, if all players agree, you can add another dealer’s stake to the pool.

Robbing the Pack

If you are dealt the Ace of the trump suit and prior to the first trick, you may take turned up card that denotes the trump suit. If the turned up card is the Ace of the trump suit, the dealer may place a card face-down from their hand in front of them. When it is the dealer’s turn to discard a card, they take the card and may discard it immediately for effect or discard on a later turn.

Game Play

The player to the left of the dealer leads the first trick. If you can't follow the trump suit, discard any card. If you can follow suit, you may discard from that suit or the trump suit. If the trump suit is lead, you must follow suit with a trump suit. The winner of the trick is the one with the highest rank discarded.

Suit Ranking

The following are always the highest of the trumps (in order):

- 5 of the trump suit, also called the “five fingers”.
- Jack of the trump suit
- Ace of Hearts
- Ace of the trump suit if the trump suit is not Hearts

Furthermore, the ordering of ranking is different per suit:

- For the red suits, the court cards are the same as any other game in ranking. The 10 is high and Ace is low for the pips.
- For the black suits, the court cards are the same as any other game in ranking. The Ace is high and 10 is low for the pips.

In both cases, the Jack and Ace are only like this when they are not in the highest trumps category.

Winning the Game

The person with the highest number of tricks won at the end of 5 rounds, wins the game and the pool.

Jinking

If you win the first three rounds of the game, you may take the entire pool and win the game or lead the fourth round despite having lead before. This is called “jinking it”. If jinking it, receive an additional stake from every player in addition to the pool. Otherwise, you lose all claim to the pool, play ends, and the pool carries forward to the next deal.

Noddy

Noddy is an old English game that means “simpleton” and is the actual parent of the game of cribbage.

Number of Players

The game is played with 2 players.

Set Up

- A 52-card deck
- A cribbage board

Deal three cards to both players. Next, players choose the point values that are either 15, 21, or 31. Finally, cut the deck and the person who is not the dealer will flip over the top card. If it is a Jack, the dealer scores “Knave Noddy” and moves the peg 2 spots on the cribbage board.

Game Play

At the start of each turn, the player reveals a card from the deck. This card can be used in card combinations. Each turn, starting with the player who is not the dealer, the player announces, but does not reveal, their combinations. They then move the peg that many points scored. If the player exceeds the set score, the other player wins. If the player does not want to proceed any further, they announce “Go” and the next player goes. This is repeated until there are either no more cards in the deck or a player meets or exceeds the set score. Once the last card is played, that player pegs 1 point for the “Go” or 2 if the card makes it exacty the set score called the “Hitter”.

Scoring

When combining cards, Aces are low.

Pairs:

- A basic pair is worth 2 points.
- Pair royal (two of the same suit and also called “prial”) is worth 6 points.
- Double pair royal (four of the same suit) is worth 12 points.

If the points of the cards in play are worth 15 or 25 after the card is played, the player scores 2 points.

If the player has a run (cards in sequential but not same suit order):

- Three cards are worth 1 point.
- Four cards are worth 2 points.

If the player has a flush (cards in sequential but of same suit order):

- Three cards are worth 3 point.
- Four cards are worth 4 points.

If the player reveals a Jack of the same suit as the turn up card, that player scores 1 point.

Runs and flushes more than 4 cards are worth 1 point for every card above 4.

Winning the Game

The first player to not exceed the set score wins the game. If one player exceeds the set score, the player who does not exceed the set score wins.

Scarto

Scarto is an Italian game using tarot decks that translates to “waste”.

Number of Players

The game is played with 3 players.

Set Up

- Any 78-card tarot deck will suffice

Choose the dealer at random using any agreed upon method. The dealer deals packs of 5 cards to each player until each player has 25 cards. The last 3 remaining cards are placed in the dealer’s hand who then selects 3 cards from their hand that are not a king or the bouts with the excuse only discarded if no other atouts are available.

Game Play

The first trick is led by the player to the right of the dealer and each subsequent trick goes to the right of the current lead. The lead will lead with any card in their hand and each player, moving to the right, must discard (play) a card of the same suit. If they cannot discard a card of the same suit, called “following suit”, they may discard an atout. If they cannot discard an atout, they may discard any card knowing full well they cannot win the trick in this manner. The winner of the trick is the one who discards the strongest card. The winner takes the discarded cards, groups them together, and places them on their trick pile. The strength starts with atouts and goes down through the lead suit. For example, the 1 atout is stronger than the king but not as strong as the 21 atout. For spades and clubs, or clubs and swords, the King is stronger than Jack, which is stronger than the 10, which is stronger than the 1, or Ace, depending on the deck. For hearts and diamonds, or cups and either pentacles or coins, the King is stronger than Jack, which is stronger than the 1 or Ace, which is stronger than the 10. Game play continues until there are no more cards in the player’s respective hands.

End of the Game

Once all cards in the all player’s hands are discarded, the game ends and the scoring begins. In groups of 3, each player counts the face cards, which the bouts count as face cards for scoring. The scores are as follows:

- Roi (King) is worth 5 points.
- Dame (Queen) is worth 4 points.
- Cavalier (Knight) is worth 3 points.
- Valet (Jack) is worth 2 points.
- The bouts are worth 5 points.

Players then subtract 26 from their points and the player with the highest score is the winner.

Skat

This is a 200+ year old German trick-taking card game and is the national card game of Germany.

Number of Players

The game is played with 3 players.

Set Up

- A 52-card deck

Remove all cards of all suits lower than 7 with Aces high. Deal 10 cards to each player. Place the remaining two face down in a pile called the “skat”. Next, players place bids. The highest bidder goes first and is called the “soloist”. The soloist will then choose any potential trump suit.

Game Play

Players take turns playing cards from their hand. Ranking from highest to lowest, including their point values, are Aces (11), Ten (10), Kings (4), Queens (3), Jacks (2), the remainder are worth 0 points. The winner of each trick is determined by either the highest ranking card of the trump suit, if any, or the highest ranking card if no trump suit was played. This continues until there are no more cards remaining.

The Skat

At any time, the soloist may take the skat into their hand and afterwards discard two cards from their hand.

Winning the Game

At the end of the game, everyone calculates the point values of all cards won in the tricks. If the soloist wins 61 points, they are declared the winner. Otherwise, the other players win.

Tarocchini

This Italian tarot game from Bologna dates back to possibly the early 16th century and has changed very little since then.

Number of Players

The game is played with 2-7 players.

Set Up

- Any 78-card tarot deck will suffice, or, alternatively, the Tarocco Bolognese deck may be used

Before play begins, if the 78-card tarot deck is used, remove the 2-5 pip cards of all suits. Shuffle the deck and deal to all players using the French tarot rules.

Game Play

Play is similar to the French tarot rules, including suit rankings. Once all players have no cards in their hands, the game ends.

Atouts, tarocchi, and their names

The atouts are given different rankings. First, the excuse is called the Matto and is the lowest rank, even lower than the pip cards. Next, the 1 atouts is called the Begato and is ranked higher than Kings. After that are the Moretti, which are 2 through 5 atouts. After that, following their card value, are 6 through 17 atouts and called the numeri di scavezzo. The next four cards are ranked higher than the numeri di scavezzo, but have assigned names and are called the grande. The 18 atouts is called Luna. The 19 atouts is called Sole. The 20 atouts is called Mondo. Finally, the 21 atouts is called Angelo and is the highest ranked card. The tarocchi are the grande and Matto cards. The Matto and the Begato are collectively known as the contatori.

End of the Hand/Game

Once all cards are played, players count the combinations of cards that they have in their trick pile. Here are the associative combinations that are possible:

- Three tarocchi is worth 18 points, but all four are worth 36 points.
- Three Kings are worth 17 points, but all four are worth 34 points.
- Three Queens are worth 14 points, but all four are worth 28 points.
- Three Knights are worth 13 points, but all four are worth 26 points.
- Three Jacks are worth 12 points, but all four are worth 24 points.

Next, players calculate the point totals of each card in the trick pile. The following table shows the point values:

Name of the Card	Card Points
Angelo	5
Mondo	5
Sun	1
Luna	1
Numeri di scavezzo	1
Moretti	1
Begato	5
King	5
Queen	4
Knight	3
Jack	2
Pips	1
Matto	5

Next, calculate the cards by sorting the trick pile in sequence, called “cricche”. For each cricche, the contatori may not be used to substitute the Angel or any King. If it is an atouts, the sequence ends when a contatori is used as a wild card, unless they are used as wild for the 16 atouts or a grande card.

For each cricche, if a pre-condition is met, they are worth 10 points and all extra cards that are defined by that sequence are worth additional 5 points each card. They are pointed when removed from the trick pile as follows:

- If the Angel and at least of the next three grande are in the trick pile, all consecutive numbered atouts are considered the “extra cards.”
- If the King and at least two face cards of the same suit in the trick pile, the 1, or Ace, of the same suit is considered an “extra card.”
- If the two Moretti and another that may be considered wild in the trick pile, up to 6 total cards, including any wild cards, are considered the “extra cards.”
- If two Aces plus a third are in the trick pile, up to six 1, or Aces, with wild-cards are considered “extra cards.”

If three or more cricche are made, double the points received.

The player with the highest score wins. If tied, the game ends in a draw between the players with the same score.

Tarocchi Siciliani

This is a form of tarot played traditionally in Sicily.

Number of Players

The game is played with 4 players.

Set Up

- Any 78-card tarot deck will suffice
- Something to keep score

From the diamond suited cards, remove the 3 through 1, or Ace. From every other suit, remove the 4 through 1, or Ace.

Game Play

Game play is exactly the same as Le Tarot Français except with a smaller deck.

End of the Hand/Game

The game ends when no player has cards in their hand. The winner of the hand is the one who scores the most points.

Scoring

Each player gathers their trick pile and groups them into triplets. Each triplet is worth the value of the cards minus 2. If there are any remaining cards, subtract only 1 point from the value instead of 2.

- The bouts are worth 10 points.
- Atouts 19, 18, 17, and 16 are worth 5 points.
- The kings are worth 5 points.
- The queens are worth 4 points.
- The knights are worth 3 points.
- The jacks are worth 2 points.
- All other cards are worth 1 point.

Tarock

A German version of tarot.

Number of Players

The game is played with 4 players.

Set Up

- Any 78-card tarot deck will suffice
- Something to keep score

From the pip cards in the red suits (diamonds and hearts), remove the 10 through 5 cards. From the pip cards in the black suits (clubs and spades), remove the 6 through 1, or Ace.

Game Play

Game play is exactly the same as Le Tarot Français except with a smaller deck.

End of the Hand/Game

Hands and games end exactly the same as Le Tarot Français except pointing and scoring is different. The winner of the hand is the one who scores the most points.

Scoring

Each player gathers their trick pile and groups them into triplets containing one “counting” card (bouts or one courts) and 2 low cards. Each triplet is worth the value of the counting card. If there are no more counting cards, but more triplets, each triplet of low cards is worth 1 point. It is entirely possible that there are remaining cards that are not in triplets for a player. Two low cards in this case are worth 1 point and 1 low card would be worth 0 points.

- The bouts are worth 5 points.
- The kings are worth 5 points.
- The queens are worth 4 points.
- The knights are worth 3 points.
- The jacks are worth 2 points.
- The low cards are worth 1 point.

Troggu

Troggu is a tarot card game originating in Switzerland.

Number of Players

The game is played with 3-6 players.

Set Up

- Any 78-card tarot deck will suffice
- Something to keep score

Remove from the “red” suits the 7 through 10 and remove from the “black” suits the 4 through 1, or Aces. The high to low rankings are the same as French tarot.

Game Play

Each player will receive a number of cards in a grouping and to the “Tapp”, which is in the center. Deal to players a number of cards that depends on the number of players:

- For 3 players, deal to each player 6 + 6 + 6 groupings of cards.
- For 4 players, deal to each player 4 +4 +5 groupings of cards.
- For 5 players, deal to each player 4 + 4 + 3 groupings of cards.
- For 6 players, deal to each player 4 + 5 groupings of cards.

The remaining cards are placed in the Tapp. One player, called the Tappist, is chosen and the rest form a temporary team. Each player, starting with the Tappist, can say “ich nehm’s”, “ich gehe”, or solo. If no solo and someone says “ich nehm’s”, the game goes onwards.

Misere

If everyone says “ich gehe”, a Misere is played. No one receives the Tapp. The dealer leads the first trick and nobody is on the same team. The objective is to not get more than 58 points.

Exchanges

If there is no soloist, the Tappist takes the Tapp into their hand and discards that many cards face down. The exception is that no bouts or kings may be discarded. Another exception is if the Tappist holds all 4 kings, they may be discarded all of them if desired.

If someone said “solo” earlier, they are the Soloist and they may not look at or draw from the Tapp.

Play

Either the Tappist or the Soloist leads the trick with players to the right following the suit. A trick is won just like in French tarot.

End of the Hand/Game

Each side counts the cards in their tricks with Tappist and Soloist including the Tapp in their totals. The scoring is as follows:

- Bouts are worth 5 points each.
- Atouts 2- 20 are worth 1 point each.
- Kings are worth 5 points each.
- Queens are worth 4 points each.
- Knights are worth 3 points each.
- Jacks are worth 2 points each.
- Pips are worth 1 point each.

The winner is the one with more than 58 points, in which the Rappen is given to them. If a tie, the Rappen is not given out. The basic stake is 10 Rappen. This means if the Tappist or Soloist win, they receive 10 Rappen from each player. If the rest of the players win, they receive 10 Rappen from the Tappist or Soloist. For example, a Tappist will receive 40 Rappen for winning a 5 player game. In a Misere game, the player with the most points must pay 10 Rappen to all other players. For example, if the dealer wins a 5 player game, they must pay 10 Rappen to all players.

War

The classic game of capturing as many cards in a deck.

Number of Players

The game is played with 2 players.

Set Up

- One standard 52-card deck

Deal the entire deck evenly to all players, one at a time, and face down. Anyone may go first at any time.

Game Play

Both players flip the top card of their face down stack. The player with the highest card wins the trick if the card suits are different and takes both cards, placing them at the bottom of their stack. If they are of the same suit, both players flip a card face up and one face down. The player with the highest active face up card, gets all cards from the trick. If the face up cards are the same suit again, repeat the process of removing a card face down and face up until the new active face up card is not of the same suit.

Winning the Game

The game ends when one player has won all of the cards from another player.

Tarot Decks

A tarot deck may be used. The atouts are considered the same suit as the other active face up card.

Whist

The classic trick-taking game.

Number of Players

The game is played with 4 or more players. It is possible that players are divided into teams.

Set Up

- One standard 52-card deck

All cards are dealt face down to each player until the last card is undealt. Flip this card face up. It is the trump card and the suit of that card is the trump suit.

Game Play

Turn goes clockwise starting with the player to the left of the dealer. This player leads with a card by placing one face up from their hand. Play continues with players to the left that try to: play with the trump suit, play with the same suit as the card that was led, or just play a card. The trick is won when the player with the highest trump suited card is played. If no card was played using the trump suit, the highest card of the led suit wins the trick. The winner of the trick takes all the cards and leads the next round.

Winning the Game

The game is won when all cards are taken. The first six tricks taken do not count towards scoring. Starting with the seventh trick, every odd trick counts as one score. The player, or team if team play is chosen, with the highest score wins.

Tarot decks

Tarot decks may be chosen. If this is the case, the atouts are the trump suit and the last card is not assigned as the trump card.

Wish Solitaire

A solitaire game

Number of Players

The game is played with 1 player.

Set Up

- One standard 52-card deck

Remove the 2s through 6s of all suits. Deal out 8 piles of four cards each.

Game Play

Flip over the top cards of each pile. If there are any pairs of a kind, take them from the pile and set aside, flipping over the card underneath, if one exists.

Winning the Game

The game is won when all piles are exhausted.

Dice

The dice games in this part are exactly as the name implies: games using dice. There is often a serious luck based component to them.

Beetle

Players will be individually constructing a beetle.

Number of Players

The game may be played with two or more players.

Set Up

- Something to write with and on for each player
- 1 six-sided die

Roll the die to determine player turn order, rerolling ties.

Game Play

Each player takes a turn rolling the die. When they roll one of the following they draw that feature of the beetle, including the maximum:

1. Eye, which there are 2.
2. Antenna, of which there are 2.
3. Leg, of which there are 6.
4. Wings, of which there are 2.
5. Head, which there is 1.
6. Body, which is 1.

Winning the Game

The first player to complete their beetle, wins.

Chicago

Chicago is a fun party game.

Number of Players

The game may be played with two or more players.

Set Up

- 2 six-sided dice
- Something to keep score with

Determine the starting player by rolling the dice and the player with the highest goes first. All players agree upon the total number of rounds.

Game Play

Round 1 has a target score of 2. Round 2 has a target score of 3. And so on.

The acting player rolls once to get the target score of the round. If they get it, they earn that many points. The acting player then passes the dice to the player to the left. The round ends when all players have rolled once that round.

Winning the Game

The player with the highest score wins. In case of ties, roll dice to determine who actually wins.

Dix Mille

Dix Mille (or Dice 10,000) is a game where players try to be the first to score 10,000 points.

Number of Players

The game is played with two or more players.

Set Up

- 6 six-sided dice
- Something to write with and on

Players roll to determine turn order.

Game Play

Players have three chances, setting aside any dice they want to score for the particular roll, to score the most points possible. Dice scored in a round may not be scored with dice from a previous round. If the player does not have any scoring dice, their turn is over and the dice are passed to the next player. Once the player voluntarily stops or runs out of rolls, they score their turn and add it to their total score.

Scoring Results

Result	Points Earned
Single 1s	100 points
5s	50 points
Three 1s	1000
Four 1s	2000
Five 1s	4000
Six 1s	8000
Three of a Kind	100 times the face value
Four of a Kind	200 times the face value
Five of a Kind	400 times the face value
Six of a Kind	800 times the face value
Full House (three of one kind, two of another)	1,500
Three distinct pairs	1,000
Straight	1,500

If a straight is rolled, the player may roll again.

Winning the Game

The first player to reach 10,000 points wins the game.

Variant: Scoring 500 Points

One variant for Dix Mille is with scoring 500 points before a player may record their first score. This means until a player scores 500 points, they may not record a score, but can if they ever have a turn where they score 500 points.

Drop Dead

Drop Dead is a dice game of trying to roll the highest result before your turn ends.

Number of Players

The game may be played with two or more players.

Set Up

- 2 six-sided dice
- Something to write with and on

Players determine turn order in some fashion, preferably by rolling the dice and the turn order goes from highest to lowest or, alternatively, from lowest to highest.

Game Play

The acting player rolls their dice. If the total is 2 or 5 or any of the dice results are individually 2 or 5, the player “drops dead”, doesn’t record the result of those dice, and ends their turn. Otherwise, record the resulting total. Once the player ends their turn, they total their rolls.

Winning the Game

Once all players have taken a turn, the player with the highest score wins.

Betting

If the betting option is included, all players place wagers into the kitty. The winning player gets the kitty. If there is a tie, the kitty moves on to the next game.

Drinking

If the drinking option is included, the losing players take a drink at the end of the game.

Going to Boston

A game of getting the most points.

Number of Players

The game may be played with three or more players.

Set Up

- 3 six-sided dice
- Something to record scores with

Players agree to a certain number of turns.

Game Play

Players take turns rolling the dice, choosing the die with the highest pips. If there are multiple dice with the same pip, choose only one. Repeat with the remaining two, choosing the die with the highest pips. Finally, roll the last one. This is their score for that turn. Add this to the player's score.

Winning the Game

Once all players have reached the number of turns, the player with the highest score wins.

Mafia

The goal of this family friendly game is to get rid of all your dice before the other players.

Number of Players

The game is best played with 3 to 5 players.

Set Up

- 5 six-sided dice per player
- 5 tokens per player

Game Play

Before each round begins, each player rolls 2 dice to determine play order. Play continues from the starting player clockwise or counter-clockwise, which is the choice of the starting player.

The acting player rolls their dice, removing any that roll 1 from play and handing all 6s to the player to their left. When the first player has no more dice, all remaining players roll a die. The player with the highest roll loses one token. Return all dice to the owning player.

A new round begins with those players that still have tokens.

Winning the Game

The game ends when all but one player has lost all their tokens.

Midnight

The goal of this game is to get the highest score from dice rolls.

Number of Players

The game may be played with two or more players.

Set Up

- 6 six-sided dice

Players determine play order somehow.

Game Play

Each player takes turns following the predetermined play order. The acting player rolls all 6 of their dice and sets aside one. Reroll the remainder. This is repeated until there are no more dice to roll. If a 1 and a 4 are not set aside, the acting player does not score. If they do set aside a 1 and a 4, the remaining dice kept are totaled for their score.

Winning the Game

The player with the highest score wins. In case of ties, roll a six-sided dice until there is a winner.

Drinking

Like many games, there is a drinking aspect. Once the game is over, all but the winning player takes a drink. The drinking rules do not allow for tie resolution. In case of ties, those players do not drink.

Gambling

Like many games, there is a gambling aspect. Each player puts in an agreed upon wager into the kitty. The winner of the game takes all wagers from the kitty.

Pig

You're a big, fat pig eating food. Which player will eat the most food?

Number of Players

The game may be played with two or more players.

Set Up

- Something to keep score with
- 1 six-sided die

Roll the die to determine player turn order, rerolling ties.

Game Play

Each player takes a turn rolling the die. If anything other than a 1 is rolled, add it to their score for the turn. If a 1 is rolled, the player's turn ends and all points for the turn are lost. At any time, a player may stop rolling and add the score for their turn to their total score.

Winning the Game

Once a player reaches 100 points in their total score, they win.

Variants

Big Pig

The difference between pig and big pig is that there are now two dice and when two 1's are rolled, the turn ends for the player. Furthermore, if doubles are rolled, add twice the value to the score for their turn.

Hog

Before play starts, players decide on the maximum dice. Each turn the player chooses up to the maximum dice and must stick to that each the entire turn. If a 1 is rolled at any time, the turn ends and the player does not add the score for the turn to their total score.

Ship, Captain, Crew

An old game using dice where players assemble, in order, a ship, a captain, and a crew by rolling for them.

Number of Players

The game may be played with two or more players.

Set Up

- 5 six-sided dice

Determine player turn order somehow.

Game Play

Players take turns.

They roll their dice. If a 6 (ship) is found in this roll, set it aside. If a 5 (captain) is also found, set that aside, too. If a 4 (crew), set that aside, too. If none of this in-order combination is found, roll again up to a maximum of 3 total rolls. Once a ship, a captain, and a crew are set aside or on the same turn, the player's turn ends and the remaining dice are their score. If a player does not get a ship, a captain, and a crew on their turn, their score is 0.

Winning the Game

The player with the highest score is the winner.

Traditions

A few traditions are found in this old game. They concern mostly terminologies and ways to add “flavor” to the game.

Terminologies

If the player is last to roll their dice, they are called the “hammer”. The current winning score is the “point”. A player that rolls two for the scoring dice, it is called the “minimum”. A player that rolls any sixes in the scoring dice has rolled “boxcars”. A player that rolls two “boxcars” for the scoring dice, it is called “midnight”.

Betting

There are ways to add betting to these games. Betting is used with tokens, such as poker chips or money, into the kitty. Players will bet through any kind of betting method (e.g. anteing or blinds). Another way is for the players to try for a minimum score. The winner is the player who achieves the highest score. If no player gets the minimum score, the kitty stands for another round.

Drinking

When a winner is determined, all players but the winner takes a drink. Another approach is for the winning player to determine who drinks (e.g. by being rude and naming a player outright or by rolling a die to see who drinks).

Zambales

Zambales is a dice game played by peoples of the Zambales region in the Philippines and first recorded by William Alan Reed. Who can pair the dice in the allotted number of rounds?

Set Up

- 2 six-sided dice

Historically, the dice used for this game may used by the Zambales people had sides of “I”, “II”, “III”, “X”, “+”, and “#”. However, any six-sided dice, such as poker dice, may be used as long as they have equivalent faces.

Roll one six-sided dice to determine player turn order. Reroll any ties.

Game Play

Each player has 5 turns to get a single pair of faces on their dice. Once the pair is made, their turn is over.

Winning the Game

The winner is the player who has after no more than 5 turns rolled a pair of faces. If there is a tie, the person with the highest value of pair wins. If there is still a tie, roll a six-sided die to determine the winner.

Betting

Historically, wagers were made using small things like a kind of sweet potato, cigars, and tobacco leaves. However, any kind of betting mechanism may be used, as long as it's agreed upon by the players.

Generala

This family of games are using dice and a board and are based on the old South American game of Generala.

Generala

Generala is an old Latin American dice game. It is the game that Yahtzee is based on.

Number of Players

The game may be played with two or more players.

Set Up

- 5 six-sided dice
- Something to write with and on

Players determine turn order in some fashion, preferably by rolling the dice and the turn order goes from highest to lowest or, alternatively, from lowest to highest.

Game Play

The acting player rolls the dice. They must roll some combination of dice listed in the “Results” section. They then select one or more scoring dice to be tucked away. At any time, all the dice or the remaining untucked away dice may be rolled. If not, the player can pass and add the score from the tucked away dice. If you do not get any scoring dice on the roll, the player scratches. The player must get their optimal score in at most three turns.

Results

- Ones, Twos, Threes, Fours, Fives, or Sixes (may only be taken once) is worth the summation of the individual faces (e.g. getting a 4-4-4 is worth 12 points)
- Straight (e.g. 1-2-3-4-5 or 2-3-4-5-6) is worth 20
- Full House (three dice results and two of another dice result, such as 3-3-3 and 2-2) is worth 30
- Four of a kind is worth 40
- Generala (five of a kind) is worth 50 (alternatively, 60)
- Double Generala (rolling Generala a second time in a game) is worth 100 (alternatively, 120)

Winning Conditions

The player who either has the highest score or the first to get a Generala on their first roll wins.

Betting

Players may add a betting element to the game by placing tokens, usually money or poker chips, into a kitty using any mechanism agreed upon by the players (e.g. anteing or blinds). The winner takes the kitty. If there is no winner, the kitty stands for another round.

Yamb

Yamb is a public domain dice game very similar to Yahtzee. The catch is there are different kinds of columns with different meanings. So, for example, there is an up column meaning it must be completed from the top to the bottom if completion points are to be made.

So, grab some six-sided dice and roll them bones after reading my interpretation and explanation of the rules.

Number of Players

The game may be played with two or more players.

Set Up

- 5 six-sided dice
- Something to write on.

On this writing thing, make a table consisting of an upper section and a lower section. The upper section is laid out with the following rows:

- Ones, which are the sum of all dice showing 1 pip.
- Twos, which are the sum of all dice showing 2 pips.
- Threes, which are the sum of all dice showing 3 pips.
- Fours, which are the sum of all dice showing 4 pips.
- Fives, which are the sum of all dice showing 5 pips.
- Sixes, which are the sum of all dice showing 6 pips.

The lower section is laid out with the following rows:

- Min, which is the sum of all dice rolled and is considered a minimum score.
- Max, which is the sum of all dice rolled and is considered a maximum score.
- Minimax, which is the value of Max - Min multiplied by the Ones value.
- Two pairs, which are the sum of two pairs of dice rolled + 10

- Straight, which is a straight sequential value. You have three tries to achieve it. The scoring on this is 66 points for the first attempt, 56 points for second attempt, 46 points for third attempt, and 0 points thereafter.
- Full house, which is three of one number and two of a different number, and has a score of the sum of all dice + 30.
- Carriage, which is four of the same pip, and has a score of the sum of all dice + 40.
- Yamb, which has all five dice of the same pip, and has a score of the sum of all dice + 50.

Next, there are four basic columns:

- Up, which must be filled starting with the ones and on down to Yamb.
- Down, which must be filled starting with Yamb and on up to Ones.
- Free, which can be filled in any order.
- Announce, which means players announce what they think their result will be.

There are four extra columns possible, too:

- Up-Down, which fills up from the bottom and top at the same time.
- Middle, which starts in the minimax section and fills in both directions at the same time.
- Hand, which each entry in the column can only be made after the first roll and no rerolls.
- Maximum, which can only be entered when the point value is close to the maximum value of that roll.

Play order is determined by rolling the five dice. The highest roller goes first and the lowest roller goes last.

Game Play

Each round starts with the first player. The player takes a turn by rolling all five dice, keeping whichever ones they want to keep. They then roll the unkept dice. Again, dice are potentially kept. They then roll again and keep whatever combined results were rolled of all the dice. If they do not get that value for the given column-row intersection, they must mark a 0. Otherwise, they mark the score for that intersection.

End of Game

Once all players fill out their columns, the game ends.

Each player totals their upper section. If a player gets a total of at least 63 points, they receive an additional 30 points. The players then total their lower section. This is their score.

The player with the highest score wins. In case of ties, roll dice to determine the winner.

Poker-Based

These games are all based on poker and, if they are dice-style games may use “poker dice”.

Liar's Dice

Liar's dice is a very old dice game dating to the Latin American Inca Empire during the 15th century and spread to Europe by way of the Spanish Conquistadors.

Number of Players

The game may be played with two or more players.

Set Up

- 5 six-sided dice
- 1 opaque cup per player.

Determine play order using whatever method works best for the players.

Wild Cards

Before play begins, if players want to have wild faces, all players agree on which one(s) are wild. Historically, Aces, or 1 piped faces, are wild.

Game Play

The game is simple. Each player rolls their dice in the cup and flips the cup onto the surface while not revealing the dice. Then, the first player peeks at their dice and bids what they think all players have. For example, a player may bid "2 fives" if they believe that amongst all players there are two fives rolled. The next player will go. If they think there are higher results among the players, they may say that will raise the bid or call out "Liar!", at which time all players reveal their dice. If the bid made by the previous player is correct, or at least minimally, the last player to bid wins. Otherwise, the player who called out "Liar!" wins and the last player loses one die. For example, the last player bids "2 twos" and there are 1 twos or anything else, the last player loses. Another example, the last player bids "2 twos" and there are 5 twos, the last player wins.

Raising the bid is simple. A player may add more dice to the bid, up to 5 dice. For example, raising the bid from "2 twos" to "5 twos" is possible. A player may also increase the face value. For example, a bid might be "2 twos", but another player may raise the bid to "1 three".

The loser of the last round starts bidding for the next round unless they're eliminated. A player is only eliminated if they do not have any remaining dice. In which case, the next player starts the bidding.

Betting

Players place bets using some sort of mechanism (e.g. anteing or blinds) into the pool called a "kitty" before the game begins. This can be done through any mechanism, but tokens placed in the kitty, such as poker chips or money, are preferred.

Once all bets are placed, the game proceeds as defined. The winning player gets the kitty. In case of ties, the kitty stands in the next round.

Meier

The goal of this game is to get the highest score from dice rolls.

Number of Players

The game may be played with two or more players.

Set Up

- 2 six-sided dice
- An opaque cup or bowl

Players determine play order somehow. Also, each player is assigned an agreed upon life total, which is typically 3, and is the same for all players.

Game Play

On each player's turn, they roll the dice in either a cup or bowl and place it face down. Then, the rolling player peeks at the dice, announces what the result is, whether or not it's the truth, ends their turn, and slides the dice, carefully, so as not to disturb the result, to the next player. The acting player may believe the passer and do the same as the passing player but announcing a value higher than the passing player with or without looking at the dice. However, if the passing player is believed to be a liar, the acting player reveals the dice. If the dice shows a result lesser than the value, the passing player loses a life. If the dice shows a greater or equal value, the calling out player will lose one life. In any case, the acting player starts a new round.

The results of the dice are not the total of the dice. Instead, it is denoted by, first, the highest die and then the lowest. For example, if 5-6 are rolled, the result is 65. There is a special roll called "Meier", which is 21. If "Meier" is announced, one of three things can happen. If the acting player does not look at the dice, they lose one life. If they look at the dice and it is "Meier", they lose two lives. If they look at the dice and it is not "Meier", the passing player loses two lives.

The following from lowest to highest are the potential results and their ranking:

32, 32, 41, 42, 43, 51, 52, 53, 54, 61, 62, 63, 64, 65, 11, 22, 33, 44, 55, 66, 21 ("Meier")

When a player loses all their lives, they are out of the game.

Winning the Game

The game ends once there is only one player remaining. This person is the winner.

Drinking

Like many games, there is a drinking aspect. Once the game is over, all but the winning player takes a drink. The drinking rules do not allow for tie resolution. In case of ties, those players do not drink.

Gambling

Like many games, there is a gambling aspect. Each player puts in an agreed upon wager into the kitty. The winner of the game takes all wagers from the kitty.

Poker Dice

Poker dice is a very old dice game that uses dice instead of cards to play the game of poker.

Number of Players

The game may be played with two or more players.

Set Up

- 5 specially pipped six-sided dice per player that contain faces from playing cards

Determine play order using whatever method works best for the players.

Using dice with Pips

It is entirely plausible that standard six-sided dice to play the game. The translation of faces may be as follows:

- 1 pip face is 9
- 2 pips face is 10
- 3 pips face is Jack
- 4 pips face is Queen
- 5 pips face is King
- 6 pips face is Ace

Wild Cards

Before play begins, if players want to have wild faces, all players agree on which one(s) are wild. Historically, Aces are wild.

Game Play

The game is simple. Each player rolls the dice to create “hands”. They may roll up to three times, keeping as many dice as desired from the previous roll. Each “hand” has a rank that determines which player wins.

Hand Ranking

Here is the ranking from lowest to highest

- Five of a kind
- Four of a kind
- Full house (3 of a kind and 2 of a different kind)
- Straight (9 - Ace)

- Three of a kind
- Two pair (Two of a kind and 2 of a different kind)
- One pair
- High card (Two results that have one of either King, Queen, or Jack and otherwise nothing)

Betting

First, before play begins all players need to agree what betting rules will be used (e.g. anteing or blinds). Next, some mechanism, preferably an opaque cup will be used to roll the dice. After that, when the dice are shaken in the cup, immediately flip the cup over in a way that does not reveal the results to other players. Next, each player may peek at their results at any time in a way that does not reveal the results to other players. Finally, players place bets into the pool called a “kitty” to determine who has the best hand. This can be done through any mechanism, but tokens placed in the kitty, such as poker chips or money, are preferred.

Once all bets are placed, all players reveal their dice results. The highest ranking player gets the kitty. In case of ties, the kitty stands in the next round.

Straight Poker

Poker is a very old card game.

Number of Players

The game may be played with two or more players.

Set Up

- A 52-card deck of playing cards

Determine play order using whatever method works best for the players.

Wild Cards

Before play begins, if players want to have wild faces, all players agree on which one(s) are wild. Historically, Aces are wild.

Game Play

The game is simple. Shuffle the deck and deal 5 cards to each player. The players then bet and raise until nobody will bet any more. At this point, all players reveal their hands. Each hand has a rank that determines which player wins.

Hand Ranking

Here is the ranking from lowest to highest

- Five of a kind
- Straight Flush (5 cards of sequential rank, all the same suit)

- Four of a kind
- Full house (3 of a kind and 2 of a different kind)
- Flush (same suit but not any sequence)
- Straight (9 - Ace)
- Three of a kind
- Two pair (Two of a kind and 2 of a different kind)
- One pair
- High card (Two results that have one of either King, Queen, or Jack and otherwise nothing)

Betting

First, before play begins all players need to agree what betting rules will be used (e.g. anteing or blinds). Next, some mechanism, preferably an opaque cup will be used to roll the dice. After that, when the dice are shaken in the cup, immediately flip the cup over in a way that does not reveal the results to other players. Next, each player may peek at their results at any time in a way that does not reveal the results to other players. Finally, players place bets into the pool called a “kitty” to determine who has the best hand. This can be done through any mechanism, but tokens placed in the kitty, such as poker chips or money, are preferred.

Once all bets are placed, all players reveal their dice results. The highest ranking player gets the kitty. In case of ties, the kitty stands in the next round.

Games within the Tables

These games use the tables similar to what’s found in the English game of backgammon.

Backgammon

An early Renaissance English game. Described here are the rules as laid out by Francis Willughby.

Number of Players

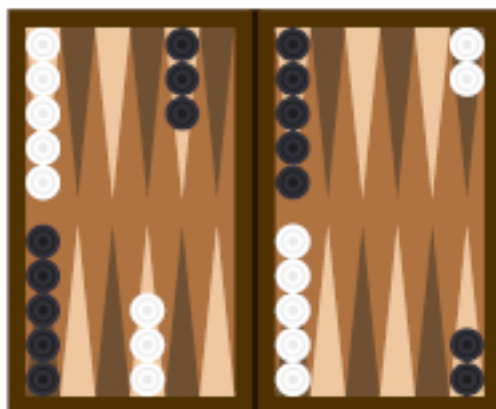
The game is played with two players.

Set Up

- Standard tables board
- 15 “men” of one color, typically black
- 15 “men” of another color, typically white
- 2 six-sided dice per player
- 1 cup per player

Players determine who goes first using any sort of method. The “black” player places 5 men on points 6 and 13, 3 men on point 8, and 2 men on point 24. The “white” player places 5 men on points 10 and 12, 3 men on point 17, and 2 men on point 1.

Here is a sample layout:



Game Play

The “black” player will move men to their home table, which are points 1 (their home point) through 6, and the “white” player will move men to their home table, which are points 19 through 24 (their home point). The men are moved by the current player rolling their dice in their cup and rolling them out onto the table. Each die represents movement of one man or both dice totaled represent the movement of a single man, pausing on the divider between each panel of the board.

There are a number of ways players can move. First, they may move to any point that has no men on it or points that they currently occupy. They may move to a spot with one opposing man and may “hit” a “blot”. Blots are points with just a single man. When hit, a man is removed from the board and must re-enter upon the roll of a dice. No other man may move in the meantime.

At any time, movement may be “blocked” if any point has 2 or more opposing men occupying it. When this happens, movement for that man stops. If a man rolls an “ace” and is blocked on the home point, they may not move.

A move is not final until the player’s dice are removed from the board. Until then, a move may be undone.

Binding Up the Tables

There is a situation where the opposing player has 2 men on all their home table points and a player has men that were hit. In this situation, a player may not have men be able to re-enter the table. Instead, players roll dice and whichever player gets the highest determines which point is broken up. When a point is broken up, the men at that point are considered for all intents and purposes hit and must re-enter the table accordingly.

Doubling Cube

Optionally, a doubling cube may be used. The faces on it are 2, 4, 8, 16, 32, and 64. When used, it is placed with the number 64 and on the center of the board. This is called “centered on 1”. A

player may propose to double the score. The opposing player may “take” it or “drop” the game, losing the game in the same fashion as described below. If the opposing player takes it and the cube is “centered on 1”, move the die to the 2 face. Every time a player proposes doubling and it is taken, the die is moved up to the next higher face. The effect of the doubling die is that it will double the final score received by the winning player.

Winning the Game

The player who, first, moves all their men on their respective home table and then “bears” them off the table, wins. To “bear off”, a player must get the exact number of moves to reach the side of the board. Outright winning the game this way is called “game” and grants the winning player 1 score. If the opposing player does not have a man that has borne off, this is called “gammon” and is worth 2 scores. If the opposing player has not yet removed any men from the board and the bar is empty and the winning player’s home table is empty, this is called a “backgammon” and worth 3 scores.

House Rule: Doubling Dice

One particular house rule is that you add one result in the case of doubles on the dice. For example, rolling two 1s, it’s now three 1s.

Irish

Irish or the Irish Game was the predecessor to backgammon and was played in Renaissance England. Described here are the rules as laid out by Francis Willughby.

Number of Players

The game is played with two players.

Set Up

- Standard tables board
- 15 “men” of one color, typically black
- 15 “men” of another color, typically white
- 2 six-sided dice per player
- 1 cup per player

Players determine who goes first using any sort of method. The “black” player places 5 men on points 6 and 13, 3 men on point 8, and 2 men on point 24. The “white” player places 5 men on points 10 and 12, 3 men on point 17, and 2 men on point 1.

Game Play

The “black” player will move men to their home table, which are points 1 (their home point) through 6, and the “white” player will move men to their home table, which are points 19 through 24 (their home point). The men are moved by the current player rolling their dice in their cup and rolling them out. Each die represents movement of one man or both dice totaled represent the movement of a single man, pausing on the divider between each panel of the board.

There are a number of ways players can move. First, they may move to any point that has no men on it or points that they currently occupy. They may move to a spot with one opposing man and may “hit” a “blot”. Blots are points with just a single man. When hit, a man is removed from the board and must re-enter upon the roll of a dice. No other man may move in the meantime.

At any time, movement may be “blocked” if any point has 2 or more opposing men occupying it. When this happens, movement for that man stops. If a man rolls an “ace” and is blocked on the home point, they may not move.

Binding Up the Tables

There is a situation where the opposing player has 2 men on all their home table points and a player has men that were hit. In this situation, a player may not have men be able to re-enter the table. Instead, players roll dice and whichever player gets the highest determines which point is broken up. When a point is broken up, the men at that point are considered for all intents and purposes hit and must re-enter the table accordingly.

Winning the Game

The player who, first, moves all their men on their respective home table and then “bears” them off the table, wins. To “bear off”, a player must get the exact number of moves to reach the side of the board.

Todas Tablas

This is a variation of Irish that has a different initial placement of men. The “black” player places 5 men on points 13 and 19, 2 men on point 24, and 3 men on point 17. The “white” player places 5 men on points 6 and 12, 2 men on point 1, and 3 men on point 8. It also varies with additional winning and losing conditions. A player may win if they hit all their opponent’s men. A tie occurs if no movement may take place.

Nard

A Persian game that is often considered the ancestor to backgammon.

Number of Players

The game is played with two players.

Set Up

- Standard tables board

- 15 “men” of one color, typically black
- 15 “men” of another color, typically white
- 2 six-sided dice per player
- 1 cup per player

Players determine who goes first using any sort of method. The “white” player places on their home side 3 men on points 6 and 8 and 2 men on points 3 and 7. On the “black” side, place 2 men on point 1 and 3 on point 12. The “black” player mirrors the “white” player. Roll a die to see who goes first.

Game Play

The “black” player will move men to their home table and the “white” player will move men to their home table. The men are moved by the current player rolling their dice in their cup and rolling them out onto the table. Each die represents movement of one man or both dice totaled represent the movement of a single man, pausing on the divider between each panel of the board.

There are a number of ways players can move. First, they may move to any point that has no men on it or points that they currently occupy. They may move to a spot with one opposing man and may “hit” the a singular man at a given point. When hit, a man is removed from the board and must re-enter upon the roll of a dice. No other man may move in the meantime.

At any time, movement may be “blocked” if any point has 2 or more opposing men occupying it. When this happens, movement for that man stops. If a man rolls an “ace” and is blocked on the home point, they may not move.

A move is not final until the player’s dice are removed from the board. Until then, a move may be undone.

Winning the Game

The player who, first, moves all their men on their respective home table and then “bears” them off the table, wins. A player may not bear off until all their men are in their home table. When bearing off, an exact die roll must be made to move the man into the pocket.

Scoring

For every man in the inner table the opponent has, earn 1 point. For every man in the outer table, earn 2 points. For every man in the 2nd quadrant, earn 3 points. Finally, for every man in the 1st quadrant, earn 4 points.

Tiles

These are tiles games, primarily dominoes.

Block Dominoes

The most basic game using dominoes.

Number of Players

The game is for 2 - 4 players.

Set Up

- Any dominoes set will do

Place all the dominoes face down and shuffle them. For 2 players, both players draw 7 dominoes from the shuffled dominoes. All other player counts, the players each draw 5 dominoes.

Turn order is then determined using any sort of method desired.

Game Play

The first player will play a domino on the table and is called the “set”. All subsequent players place a domino next to the appropriate side that matches one of the sides of the played domino. If a double sided domino (one that has the same amount of pips on both sides) is used, it is played at a different angle and no dominos may be played on the top or bottom of the double sided domino. However, they may be played on either side.

If a player cannot play a domino, they are blocked and must pass to the next player.

Winning the Game

The first player to play all their dominos down says “domino” and wins. If all players are blocked, reveal the hands and count the pips. The player with the lowest pip count wins.

In any case, their score is the total of the other hands.

Draw Dominoes

A more advanced version of Block Dominoes.

Number of Players

The game is for 2 - 4 players.

Set Up

- Any dominoes set will do

Place all the dominoes face down and shuffle them. For 2 players, both players draw 7 dominoes from the shuffled dominoes. All other player counts, the players each draw 5 dominoes. The remaining dominos are called the “boneyard”.

Turn order is then determined using any sort of method desired.

Game Play

The first player will play a domino on the table and is called the “set”. All subsequent players place a domino next to the appropriate side that matches one of the sides of the played domino. If a double sided domino (one that has the same amount of pips on both sides) is used, it is

played at a different angle and no dominos may be played on the top or bottom of the double sided domino. However, they may be played on either side.

If a player cannot play a domino, they are blocked and must draw a domino from the boneyard until a play may be made. The exception is if the boneyard is exhausted. For 2-player games, this is when there are 2 dominos. For 3- and 4-player games, this is when there is 1 domino.

Winning the Game

The first player to play all their dominos down says “domino” and wins.

If the boneyard is exhausted, reveal the hands and count the pips. The player with the lowest pip count wins.

In any case, their score is the total of the other hands.

Muggins Dominoes

An advanced version of Block Dominoes.

Number of Players

The game is for 2 - 4 players, with forming teams as an option for 4 players.

Set Up

- Any dominoes set will do

Place all the dominoes face down and shuffle them. Each player draws 5 dominoes. The remaining dominos are called the “boneyard”.

Turn order is then determined using any sort of method desired.

Game Play

The first player will play a domino on the table and is called the “set”. All subsequent players place a domino next to the appropriate side that matches one of the sides of the played domino. If a double sided domino (one that has the same amount of pips on both sides) is used, it is played at a different angle and no dominos may be played on the top or bottom of the double sided domino. However, they may be played on either side.

If a player cannot play a domino, they are blocked and must draw from the boneyard until they can play a domino. The exception is if the boneyard is exhausted. For 2-player games, this is when there are 2 dominos. For 3- and 4-player games, this is when there is 1 domino.

Players score when the both ends of the domino line, with doubles counting both sides, are multiples of 5. For each multiple of 5, the player scores 1 point.

Winning the Game

The first player to play all their dominos down says “domino” and wins.

If the boneyard is exhausted, reveal the hands and count the pips. The player with the lowest pip count wins.

In any case, add to the winning player’s score the total of the other hands.