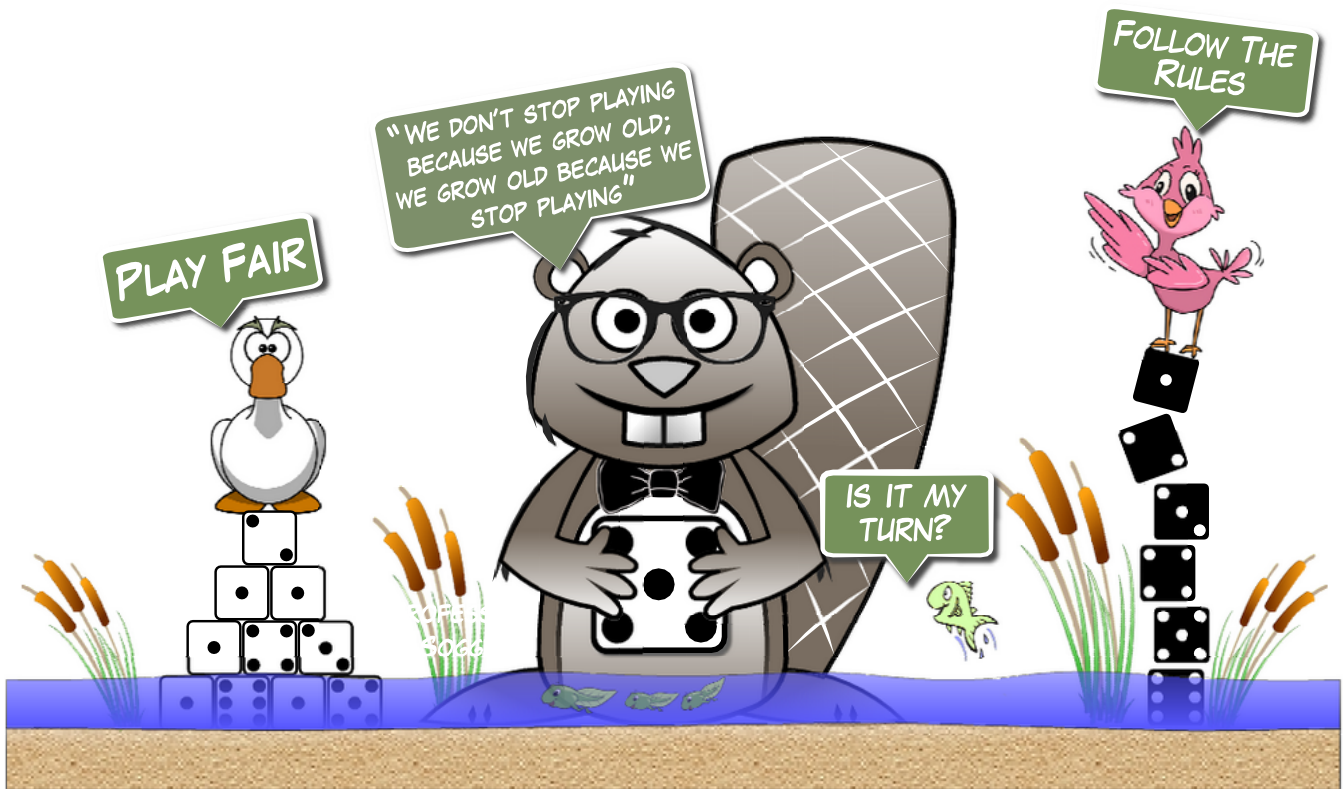


# SOGGY BOTTOM GAMES

# RULES



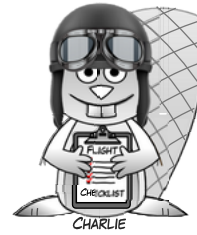
# **SOGGY BOTTOM GAMES PONDS SHEET INDEX**

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# ACES

## GAME RULES



### YONMOQUE 2 PLAYERS, 6 BEAVERS EACH

1. EACH PLAYER CHOOSES A DIFFERENT COLORED BEAVER EITHER BLUE OR GREEN.
2. WITH THE BOARD EMPTY, PLAYERS ALTERNATE TURNS PLACING A BEAVER, WITH THE BLUE PLAYER ALWAYS GOING FIRST. THE BLUE PLAYER TAKES THE FIRST TURN TO ENSURE THAT THE GAME IS BALANCED FAIRLY.
3. ON THEIR TURN PLAYERS MUST CHOOSE TO EITHER PLACE ONE OF THEIR BEAVERS ONTO THE BOARD OR MOVE A BEAVER OF THEIRS WHICH IS ALREADY ON THE BOARD. PLAYERS MUST EITHER PLACE OR MOVE A BEAVER; IF THEY CANNOT, THEY LOSE. PLAYERS CANNOT SKIP A TURN. ON EACH PLAYER'S FIRST TURN THEY MUST PLACE ONE OF THEIR BEAVERS ON THE BOARD

#### PLACING A BEAVER

1. WHEN PLACING ONE OF THEIR BEAVERS ONTO THE BOARD, IT MUST BE PLACED ON AN UNOCCUPIED SPACE. WHEN A PLAYER HAS ALREADY PLACED ALL OF THEIR BEAVERS ONTO THE BOARD, THEN THEY MUST CHOOSE TO MOVE A BEAVER.

#### MOVING A BEAVER SEE EXAMPLES BELOW

WHEN MOVING ONE OF THEIR BEAVERS WHICH IS ALREADY ON THE BOARD, THE BEAVER MAY MOVE ACCORDING TO EITHER OF THE FOLLOWING RULES;

1. IT MAY BE MOVED ONE SPACE TO ANY UNOCCUPIED NEIGHBORING SPACE (INCLUDING DIAGONALLY).
2. IF THE SPACE IT IS CURRENTLY ON MATCHES THE COLOR OF THE BEAVER, IT MAY BE MOVED AS MANY SPACES AS THE PLAYER CHOOSES IN A DIAGONAL STRAIGHT LINE ALONG SPACES OF THE SAME COLOR AS THE BEAVER. NEUTRAL ROCKS ARE CONSIDERED TO BE NEITHER BLUE OR GREEN.

#### TRAPPING AND REPLACING AN OPPONENTS BEAVER \*\*\*SEE EXAMPLES BELOW

A PLAYER CAN REPLACE ONE OR MORE OF THE OPPONENT'S BEAVERS TO THEIR COLOR BY TRAPPING THEM BETWEEN TWO OF THEIR BEAVERS. REPLACING ONLY HAPPENS WHEN A PLAYER MOVES ONE OF THEIR ACES INTO A POSITION WHICH TRAPS THEIR OPPONENT'S BEAVER(S).

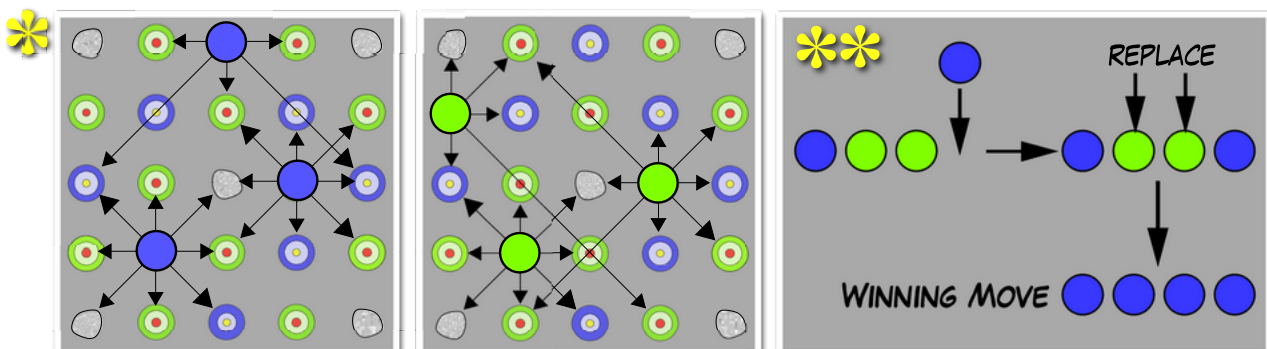
THE OPPONENT'S BEAVERS ARE NOT REPLACED IF A PLAYER TRAPS THEM WHEN PLACING A BEAVER ONTO THE BOARD. A PLAYER CANNOT CHOOSE TO NOT REPLACE THE OPPONENT'S BEAVERS, OR TO ONLY REPLACE SOME THEM. ALL OF THE OPPONENT'S BEAVERS MUST BE REPLACED WHEN TRAPPED BY A BEAVER MOVING. IF ON THEIR TURN A PLAYER TRAPS THEIR OWN BEAVER(S) BETWEEN TWO OF THEIR OPPONENT'S BEAVERS THEN THEY ARE REPLACED.

#### WINNING BY CREATING 4-IN-A-ROW

A PLAYER WINS THE GAME IF WHEN MOVING ONE OF THEIR BEAVERS TO A NEW SPACE THEY CREATE 4-IN-A-ROW. A PLAYER DOES NOT WIN THE GAME IF THEY PLACE A BEAVER ONTO THE BOARD TO CREATE 4-IN-A-ROW. THE GAME CONTINUES.

#### LOSING BY CREATING 5-IN-A-ROW

A PLAYER LOSES THE GAME IF THEY CREATE 5-IN-A-ROW. A PLAYER CAN LOSE THE GAME BY MOVING OR PLACING A BEAVER TO CREATE 5-IN-A-ROW.





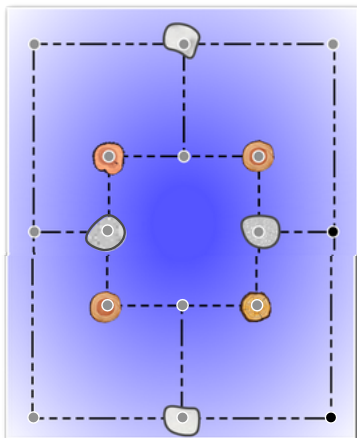
WALLY

# CLOWNS

## GAME RULES



SALLY



### SIX MEN'S MORRIS

2 PLAYERS, 6 BEAVERS EACH

EACH PLAYER HAS SIX BEAVERS, OR "MEN". PLAYERS TRY TO FORM 'MILLS' THREE OF THEIR OWN MEN LINED HORIZONTALLY OR VERTICALLY ALLOWING A BEAVER TO REMOVE AN OPPONENT'S MAN FROM THE GAME. A PLAYER WINS BY REDUCING THE OPPONENT TO TWO BEAVERS, OR BY LEAVING WITHOUT A LEGAL MOVE.

#### PHASE 1: PLACING PIECES

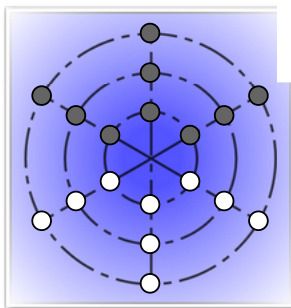
THE GAME BEGINS WITH AN EMPTY BOARD. THE PLAYERS DETERMINE WHO PLAYS FIRST, THEN TAKE TURNS PLACING THEIR MEN ONE PER PLAY ON EMPTY POINTS. IF A PLAYER IS ABLE TO PLACE THREE OF THEIR BEAVERS ON CONTIGUOUS POINTS IN A STRAIGHT LINE, VERTICALLY OR HORIZONTALLY, THEY FORMED A MILL AND MAY REMOVE ONE OF THEIR OPPONENT'S BEAVERS FROM THE BOARD AND THE GAME, WITH THE CAVEAT THAT A PIECE IN AN OPPONENT'S MILL CAN ONLY BE REMOVED IF NO OTHER PIECES ARE AVAILABLE. AFTER ALL MEN HAVE BEEN PLACED, PHASE TWO BEGINS.

#### PHASE TWO: MOVING PIECES

PLAYERS CONTINUE TO ALTERNATE MOVES, THIS TIME MOVING A BEAVER TO ADJACENT POINT. A PIECE MAY NOT "JUMP" ANOTHER PIECE. PLAYERS CONTINUE TO TRY TO FORM MILLS AND REMOVE THEIR OPPONENT'S PIECES AS IN PHASE ONE. A BEAVER CAN "BREAK" A MILL BY MOVING ONE OF HIS PIECES OUT OF AN EXISTING MILL, THEN MOVING IT BACK TO FORM THE SAME MILL A SECOND TIME (OR ANY NUMBER OF TIMES), EACH TIME REMOVING ONE OF HIS OPPONENT'S BEAVER. THE ACT OF REMOVING AN OPPONENT'S MAN IS SOMETIMES CALLED "POUNDING" THE OPPONENT. WHEN ONE PLAYER HAS BEEN REDUCED TO THREE BEAVERS, PHASE THREE BEGINS.

#### PHASE THREE: FLYING

WHEN A PLAYER IS REDUCED TO THREE PIECES, THERE IS NO LONGER A LIMITATION ON THAT THE PLAYER OF MOVING TO ONLY ADJACENT POINTS: THE PLAYER'S BEAVERS MAY "FLY" FROM ANY POINT TO ANY VACANT POINT.



### PRETWA 2 PLAYERS, 9 BEAVERS EACH

THE BEAVERS ARE INITIALLY PLACED ON THE INTERSECTION POINTS OF ONE OF THE CIRCLES, AS SHOWN AT LEFT. THE ONLY INTERSECTION POINT VACANT IS THE CENTER POINT. INTERSECTING LINES AND CIRCLES WILL BE REFERRED TO AS "POINTS".

1. PLAYERS ALTERNATE THEIR TURNS USING ONE BEAVER TO EITHER MOVE OR CAPTURE EXCLUSIVELY PER TURN.

2. A BEAVER MOVES ONE SPACE PER TURN ONTO A VACANT ADJACENT POINT ALONG A LINE.

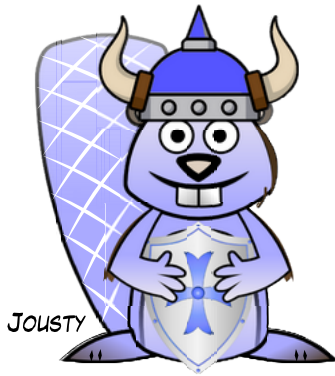
3. CAPTURES ARE REQUIRED AND ARE DONE BY THE SHORT LEAP, WHERE THE ADJACENT ENEMY BEAVER IS LEAPED OVER ONTO A VACANT POINT ADJACENTLY BEHIND. THE CAPTURES MUST BE DONE IN A STRAIGHT LINE FOLLOWING THE PATTERN ON THE BOARD. A BEAVER MUST CONTINUE TO CAPTURE IF IT IS ABLE TO. CAPTURED BEAVERS ARE REMOVED IMMEDIATELY FROM THE BOARD.

4. IF A PLAYER CAPTURES ALL OF THEIR OPPONENT'S BEAVERS, THEN THEY ARE THE WINNER.

5. IF A PLAYER CANNOT PERFORM A MOVE OR A CAPTURE BECAUSE ITS BEAVERS HAVE BEEN BLOCKED OR IMMOBILIZED BY THE OTHER PLAYERS BEAVERS, THIS IS KNOWN AS A STALEMATE, AND THE PLAYER LOSES.

6. IF NEITHER PLAYER CAN CAPTURE ANY MORE PIECES, THE PLAYER WITH THE MOST BEAVERS WINS. IF BOTH PLAYERS HAVE THE SAME NUMBER OF BEAVERS, THE GAME IS A DRAW.





JOUSTY

# KNIGHTS

## GAME RULES

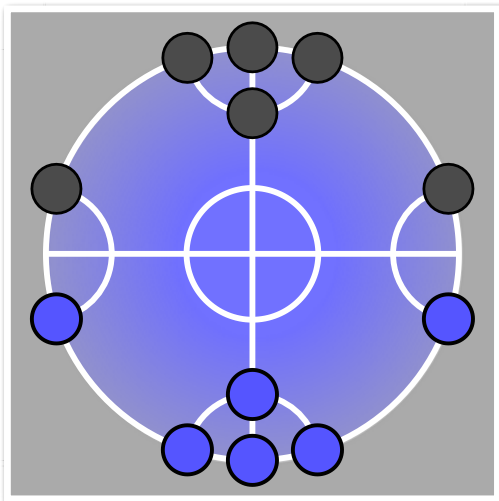


MACEY

## WATERMELON CHESS

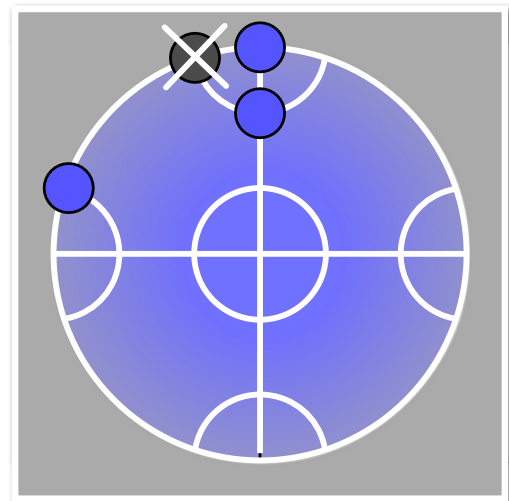
1. SET UP THE GAME BOARD AS SHOWN BELOW.
2. IN TURNS, PLAYERS MOVE 1 OF THEIR BEAVERS 1 ROCK FOLLOWING ALONG THE LINES OR POND BANK TO AN EMPTY ROCK.
3. PLAYERS CAPTURE BEAVERS BY SURROUNDING IT SO THAT THEIR OPPONENT CANNOT MOVE TO ANOTHER ROCK, AS SHOWN BELOW.
4. CAPTURED BEAVERS ARE REMOVED FROM THE BOARD.
5. TO WIN THE GAME, A PLAYER MUST CAPTURE 4 OF THEIR OPPONENT'S BEAVERS.

### BEGINNING



BOARD

### EXAMPLE



CAPTURE



CHIPPY

# LIFEGUARDS

## GAME RULES



PUDDY

### GAME OF UR - 2 PLAYERS, 7 BEAVERS EACH, 2 DICE

THE GOAL OF THE GAME IS TO GET ALL OF YOUR BEAVERS OFF THE BOARD BEFORE THE OTHER PLAYER, IT'S A RACE!

1. ROLL THE DICE TO FIGURE OUT WHO GOES FIRST. THE HIGHER NUMBER HAS THE GREEN BEAVER AND GOES FIRST.

2. BEAVERS MOVE IN THE PATTERN YOU SEE AT LEFT, STARTING WITH ALL BEAVERS (7 EACH) OFF THE BOARD.

3. ROLL TWO DICE AND THEN SUBTRACT THE LOWER VALUE FROM THE LARGER TO OBTAIN THE NUMBER OF SQUARES TO MOVE. IF YOU ROLL DOUBLES IT IS ZERO! MOVE YOUR BEAVER FORWARD THE NUMBER OF SPACES YOU ROLLED.

- YOU CAN'T PLACE TWO OF YOUR BEAVERS ON A SQUARE UNLESS IT'S A "HAPPY FROG" SQUARE.

- IF YOU LAND ON A HAPPY FROG, THIS IS A SAFE SPOT. MULTIPLE BEAVERS CAN OCCUPY THE SAME HAPPY FROG SQUARE.

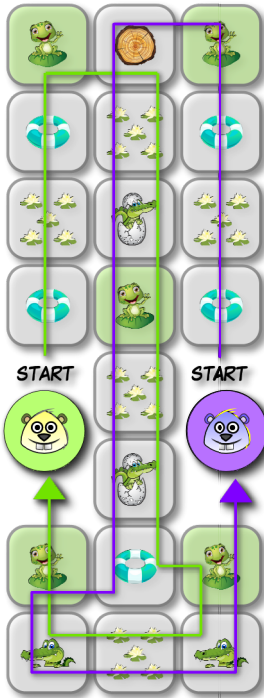
- IF YOU LAND ON A SQUARE OCCUPIED BY THE OTHER PLAYER, YOU GET TO KICK THEIR BEAVER OFF THE BOARD AND THEY START AGAIN AT THE BEGINNING.

- WHEN IT'S YOUR TURN YOU CAN MOVE ANY ACTIVE BEAVER OR ADD A NEW ONE WHEN YOU THROW, BE STRATEGIC!

- IF YOU CAN'T MOVE A BEAVER, YOU LOSE YOUR TURN.

4. YOU CAN ONLY EXIT ON AN EXACT THROW.

OPTION RULE: IF YOU LAND ON A FROG SQUARE, YOU CAN STAY OR THROW FOR ANOTHER TURN.



### MARINETTI - 2 PLAYERS, 1 BEAVER EACH, 3 DICE

1. BEGIN THE GAME WITH BOTH BEAVERS OFF THE BOARD. DECIDE WHO GOES FIRST.

2. EACH TURN, PLAYERS WILL ROLL ALL THREE DICE. IN ORDER TO MOVE THEIR BEAVER, PLAYERS MUST EITHER ROLL THE NEXT NUMBER OR A COMBINATION THAT EQUALS THE NEXT NUMBER NEEDED.

FOR EXAMPLE, AT THE BEGINNING OF THE GAME, A PLAYER MUST ROLL A 1 IN ORDER TO MOVE TO THE #1 SPACE. IF A PLAYER DOES NOT ROLL A 1, THEY PASS THEIR TURN.

3. IF A PLAYER NEEDS A LARGER NUMBER LIKE A 9, THEY MUST ROLL A COMBINATION OF THE THAT EQUAL EXACTLY NINE SUCH AS 5-4, 6-3, 5-3-1, 4-3-2, AND SO ON.

4. IT IS POSSIBLE FOR A PLAYER TO MOVE MORE THAN ONE SPACE PER TURN. TO DO SO, PLAYERS MUST ROLL THE CORRECT SEQUENCE. FOR EXAMPLE, IF ON THE VERY FIRST TURN A PLAYER ROLLS A 1-2-3, THEY MAY MOVE TO THE #3 SPACE.

5. DICE MAY ALSO BE ADDED TOGETHER IN ORDER TO MOVE MORE THAN ONE SPACE PER TURN. FOR EXAMPLE, IF A PLAYER ROLLS 1-1-1 ON THE VERY FIRST TURN, THEY WOULD BE ABLE TO MOVE TO THE NUMBER TWO SPACE ON THE BOARD. ROLLING A 1 ALLOWS THEM TO MOVE TO SPACE #1. ADDING THE REMAINING DICE TOGETHER EQUALS 2 WHICH IS THE NEXT SPACE ON THE BOARD. DICE MAY ONLY BE USED ONCE PER TURN.

6. AS ANOTHER EXAMPLE OF COMBINING DICE, LET'S SAY A PLAYER IS SITTING ON SPACE #5 AND ROLLS A 6-4-3 COMBINATION. THAT PLAYER WOULD BE ABLE TO MOVE TO THE NUMBER #6 SPACE BECAUSE THEY ROLLED A 6. THEY WOULD ALSO BE ABLE TO CONTINUE TO SPACE #7 BECAUSE 3+4=7.

7. IF A PLAYER IS ABLE TO MOVE THEIR BEAVER, THEY MAY ROLL AGAIN. ONCE A PLAYER ROLLS AND IS UNABLE TO MOVE, THEIR TURN IS OVER.

8. PLAY LIKE THIS CONTINUES UNTIL ONE OF THE PLAYERS REACHES THE END OF THE GAME BOARD. THIS IS ACCOMPLISHED BY ASCENDING TO THE #12 SPACE AND DESCENDING BACK DOWN TO THE #1 SPACE AND WINS THE GAME!



BUNTY

# BALL PLAYERS

## GAME RULES



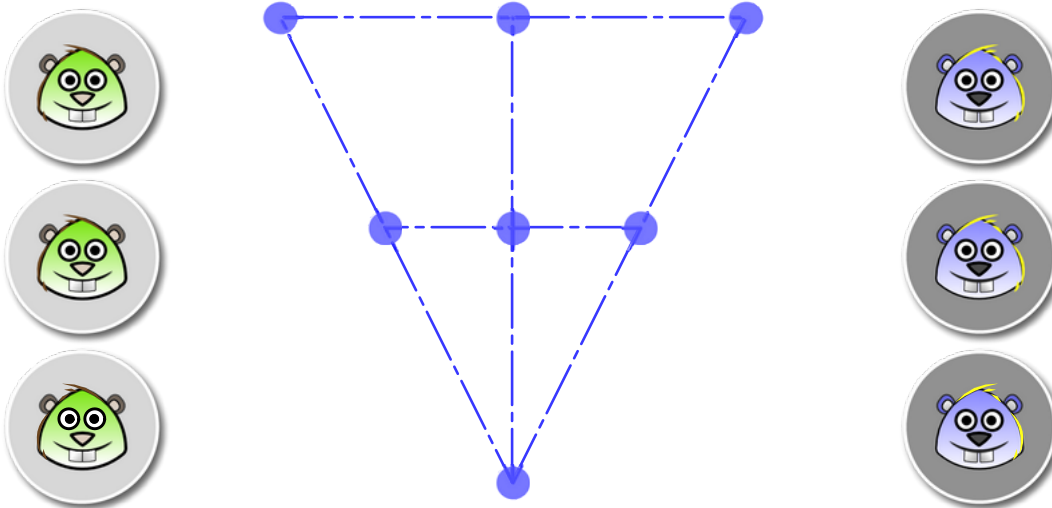
FUZZY

### BASEBALL - 2 PLAYERS, 4 BEAVERS EACH

THIS BASEBALL GAME IS PLAYED LIKE STANDARD BASEBALL WITH 9 INNINGS AND THREE OUTS PER INNING. EACH BATTER ROLLS TWO DICE TO DETERMINE THEIR AT-BAT RESULTS AS SHOWN ON THE BOARD. REFER TO THE "DICE ROLL RESULTS AND OPTIONS" SHEETS FOR MORE INFORMATION.

### TSORO - 2 PLAYERS, 3 BEAVERS EACH

TSORO IS A TWO-PLAYER ABSTRACT STRATEGY GAME FROM ZIMBABWE. PLAYERS FIRST DROP THEIR THREE BEAVERS ONTO THE BOARD AND THEN MOVE THEM TO CREATE A 3 IN-A-ROW, WHICH WINS THE GAME.










1. THE BOARD IS EMPTY IN THE BEGINNING. PLAYERS DECIDE WHAT BEAVER TO PLAY WITH, AND WHO STARTS FIRST.

2. EACH PLAYER DROPS ONE BEAVER PER TURN ON ANY VACANT POINT ON THE BOARD. PLAYERS ALTERNATE THEIR TURNS. BEAVER CANNOT BE MOVED UNTIL ALL SIX BEAVERS HAVE BEEN DROPPED. OBSERVE THAT AFTER ALL BEAVER HAVE BEEN DROPPED, THERE IS ONLY ONE VACANT POINT ON THE BOARD.

3. A BEAVER CAN BE MOVED ONE OF TWO WAYS: A) A BEAVER CAN MOVE ONE SPACE PER TURN ONTO A VACANT POINT FOLLOWING THE PATTERN ON THE BOARD, OR B) A BEAVER CAN JUMP OVER ANOTHER BEAVER (FRIEND OR FOE) ADJACENT TO IT, AND LAND ON A VACANT POINT ON THE OTHER SIDE; THE JUMP MUST BE IN A STRAIGHT LINE AND FOLLOW THE PATTERN ON THE BOARD. THERE ARE NO CAPTURES IN THIS GAME.

4. THE GAME CAN LAST A VERY LONG TIME, AND IF NO ONE IS STILL ABLE TO CREATE THE 3 IN-A-ROW, THE PLAYERS CAN AGREE TO A DRAW.

## BASEBALL - DICE ROLL RESULTS & OPTIONS


-  **HOME RUN** - THE BATTER HITS THE BALL OUT OF THE PARK! THEY SCORE A RUN AND ANY PLAYERS WHO WERE ON BASE, ALSO SCORE.
-  **DOUBLE** - THE BATTER ADVANCES TO SECOND BASE. ANY PLAYERS ON SECOND OR THIRD BASE WILL SCORE. A PLAYER ON FIRST WILL ADVANCE TO THIRD.
-  **FLY OUT** - THE BATTER HITS A FLY BALL THAT IS CAUGHT BY THE OPPOSING TEAM. NO RUNNERS ADVANCE. THE BATTER IS OUT.
-  **WALK** - THE BATTER RECEIVES A BASE ON BALLS AND ADVANCES TO FIRST BASE. ANY RUNNERS WHO ARE "FORCED" TO MOVE UP BECAUSE OF THIS, WILL ALSO ADVANCE ONE BASE. IF ALL THREE BASES WERE OCCUPIED (BASES FULL), THE RUNNER ON THIRD SCORES.
-  **POP OUT** - THE BATTER HITS A POP-UP THAT IS CAUGHT BY THE OPPOSING TEAM. NO RUNNERS ADVANCE. THE BATTER IS OUT.
-  **SINGLE** - RUNNERS ADVANCE 2 - THE BATTER GETS A ONE-BASE HIT AND ADVANCES TO FIRST BASE. ANY RUNNERS ON BASE WILL ADVANCE TWO BASES. ANY PLAYERS ON SECOND OR THIRD BASE WILL SCORE. A PLAYER ON FIRST WILL ADVANCE TO THIRD.
-  **DOUBLE PLAY** - THE BATTER HITS INTO A DOUBLE PLAY. BOTH THE BATTER AND ONE OTHER BASE-RUNNER ARE OUT. IF MORE THAN ONE BASE RUNNER IS ON BASE, TYPICALLY THE SECOND OUT WILL BE THE BASE RUNNER WHO HAD ADVANCED TO THE FARTHEST BASE.

EXAMPLE: IF BASES ARE LOADED, BOTH THE BATTER AND THE RUNNER WHO WAS ON THIRD WOULD BE OUT.

### SITUATIONS:

- IF NOBODY IS ON BASE, A DOUBLE PLAY IS NOT POSSIBLE, SO SIMPLY COUNT THIS AS THE BATTER BEING OUT.
- IF THERE ARE ALREADY TWO OUTS, A DOUBLE PLAY IS NOT POSSIBLE, SO SIMPLY COUNT THIS AS ONE OUT AND THE INNING IS OVER.

OF COURSE OTHER OPTIONS HERE COULD EXIST...FOR EXAMPLE WITH BASES LOADED AND NOBODY OUT, PERHAPS A CONVENTIONAL DOUBLE PLAY HAPPENS WITH OUTS AT SECOND AND FIRST, IN WHICH CASE A RUN WOULD SCORE. YOU CAN MAKE UP YOUR OWN RULE HERE TO GUIDE GAME PLAY. JUST BE SURE IT IS CONSISTENT FOR ALL.

-  **GROUND OUT** - BATTER HITS A GROUND BALL THAT RESULTS IN AN OUT. SEE SITUATIONS BELOW FOR POSSIBLE RESULTS (CHANGE THESE RULES IF YOU WISH, AS LONG AS THEY STILL MAKE BASEBALL SENSE):

SITUATIONS (NOTE THESE RULES ARE SLIGHTLY DIFFERENT THAN GROUND OUT RULES UNDER THE ROLL):

- NOBODY ON BASE - BATTER IS OUT.
- RUNNER ON FIRST BASE - RUNNER IS "FORCED" OUT AT SECOND BASE. BATTER ADVANCES TO FIRST BASE ON WHAT IS CALLED A "FIELDER'S CHOICE"
- RUNNERS ON FIRST AND SECOND BASE - RUNNER ON SECOND BASE IS "FORCED" OUT AT THIRD BASE. BATTER ADVANCES TO FIRST BASE ON WHAT IS CALLED A "FIELDER'S CHOICE." RUNNER ON FIRST BASE ADVANCES TO SECOND BASE.
- BASES LOADED - RUNNER ON THIRD BASE IS "FORCED" OUT AT HOME PLATE. BATTER ADVANCES TO FIRST BASE ON WHAT IS CALLED A "FIELDER'S CHOICE." RUNNER ON FIRST BASE ADVANCES TO SECOND BASE. RUNNER ON SECOND BASE ADVANCES TO THIRD BASE.
- RUNNER ONLY ON SECOND AND THIRD BASE, OR ONLY ON SECOND BASE, OR ONLY ON THIRD BASE...THE BATTER IS OUT AND THESE RUNNERS DO NOT ADVANCE. THEY WERE HELD BY THE DEFENCE.
- IF ANY OF THESE OUTS IS THE THIRD OUT OF THE INNING, THE INNING IS OVER.



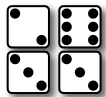
## BASEBALL - DICE ROLL RESULTS & OPTIONS



**STRIKE OUT** - THE BATTER IS OUT ON THREE STRIKES. NO RUNNERS ADVANCE.



**SINGLE** - THE BATTER GETS A ONE-BASE HIT AND ADVANCES TO 1ST BASE. ANY RUNNERS ON BASE WILL ADVANCE ONE BASE ONLY. ANY PLAYERS ON THIRD BASE WILL SCORE. A PLAYER ON FIRST WILL ADVANCE ONLY TO SECOND.



**STRIKE OUT** - THE BATTER IS OUT ON THREE STRIKES. NO RUNNERS ADVANCE.



**WALK** - THE BATTER RECEIVES A BASE ON BALLS AND ADVANCES TO FIRST BASE. ANY RUNNERS WHO ARE "FORCED" TO MOVE UP BECAUSE OF THIS, WILL ALSO ADVANCE ONE BASE. IF ALL THREE BASES WERE OCCUPIED (BASES FULL), THE RUNNER ON THIRD SCORES.



**TRIPLE** - RUNNERS ADVANCE HOME - THE BATTER GETS A THREE-BASE HIT AND ADVANCES THIRD BASE. ANY RUNNERS ON BASE AT THE TIME WILL SCORE.



**GROUND OUT** - BATTER HITS A GROUND BALL THAT RESULTS IN AN OUT. SEE SITUATIONS BELOW FOR POSSIBLE RESULTS (CHANGE THESE RULES IF YOU WISH, AS LONG AS THEY STILL MAKE BASEBALL SENSE):

SITUATIONS (NOTE THESE RULES ARE SLIGHTLY DIFFERENT THAN GROUND OUT RULES UNDER THE RULES):

- NOBODY ON BASE - BATTER IS OUT.

- RUNNER ON FIRST BASE - RUNNER ADVANCES TO SECOND BASE. BATTER IS OUT

- RUNNERS ON FIRST AND SECOND BASE - RUNNERS ADVANCE ONE BASE, BATTER IS OUT.

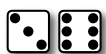
- BASES LOADED - RUNNER ON THIRD BASE SCORES (UNLESS THE OUT IS THE THIRD OF THE INNING). BATTER IS OUT. RUNNER ON FIRST BASE ADVANCES TO SECOND BASE. RUNNER ON SECOND BASE ADVANCES TO THIRD BASE.

- RUNNERS ON SECOND AND THIRD BASE - RUNNER ON THIRD BASE SCORES (UNLESS THE OUT IS THE THIRD OF THE INNING). BATTER IS OUT. RUNNER ON SECOND BASE ADVANCES TO THIRD BASE.

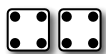
- RUNNER ONLY ON THIRD BASE - RUNNER ON THIRD BASE SCORES (UNLESS THE OUT IS THE THIRD OF THE INNING). BATTER IS OUT.

- RUNNER ONLY ON SECOND BASE - BATTER IS OUT. RUNNER ON SECOND BASE ADVANCES TO THIRD BASE.

- IF ANY OF THESE OUTS IS THE THIRD OUT OF THE INNING, THE INNING IS OVER. NO RUNS COUNT.



**FLY OUT** - THE BATTER HITS A FLY BALL THAT IS CAUGHT BY THE OPPOSING TEAM. NO RUNNERS ADVANCE. THE BATTER IS OUT.



**WALK** - THE BATTER RECEIVES A BASE ON BALLS AND ADVANCES TO FIRST BASE. ANY RUNNERS WHO ARE "FORCED" TO MOVE UP BECAUSE OF THIS, WILL ALSO ADVANCE ONE BASE. IF ALL THREE BASES WERE OCCUPIED (BASES FULL), THE RUNNER ON THIRD SCORES.



**POP OUT** - THE BATTER HITS A POP-UP THAT IS CAUGHT BY THE OPPOSING TEAM. NO RUNNERS ADVANCE. THE BATTER IS OUT.



**STRIKE OUT** - THE BATTER IS OUT ON THREE STRIKES. NO RUNNERS ADVANCE.



**DOUBLE** - THE BATTER ADVANCES TO SECOND BASE. ANY PLAYERS ON SECOND OR THIRD BASE WILL SCORE. A PLAYER ON FIRST WILL ADVANCE TO THIRD.



**SACRIFICE FLY** - RUNNERS ADVANCE 1 - THE BATTER HITS A FLY BALL THAT IS CAUGHT AND HE IS OUT. ANY RUNNER ON BASE WILL "TAG UP" AND ADVANCE ONE BASE, INCLUDING A RUNNER WHO IS ON THIRD, WHO WILL SCORE (UNLESS THIS IS THE THIRD OUT OF THE INNING, IN WHICH CASE RUNNERS DO NOT ADVANCE AND THE INNING IS OVER).

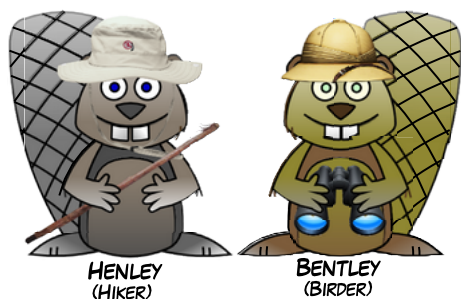
SITUATIONS:

- IF NOBODY IS ON BASE, NO RUNNERS CAN ADVANCE, SO THIS SIMPLY COUNTS AS A FLY OUT.



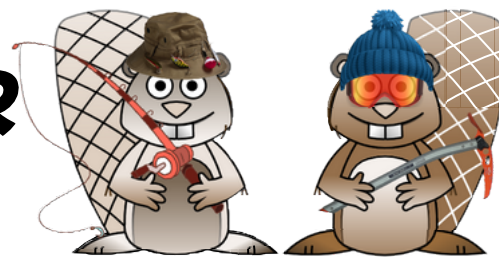
**HOME RUN** - THE BATTER HITS THE BALL OUT OF THE PARK! THEY SCORE A RUN AND ANY PLAYERS WHO WERE ON BASE, ALSO SCORE.



HENLEY  
(HIKER)BENTLEY  
(BIRDER)

# OUTDOOR BOYS

## GAME RULES

FINLEY  
(FISHERMAN)MCKINLEY  
(MT. CLIMBER)

### UCKERS - 2 TO 4 PLAYERS, 4 BEAVERS EACH

2, 3, OR 4 CAN PLAY. AT THE BEGINNING OF THE GAME, EACH PLAYER'S FOUR BEAVERS ARE SITTING ON THEIR HOME POND. WHEN ABLE TO, THE PLAYERS WILL ENTER THEIR BEAVER ONE PER TURN ON THEIR RESPECTIVE STARTING SQUARES, AND PROCEED TO RACE THEM CLOCKWISE AROUND THE BOARD ALONG THE GAME PATH. WHEN REACHING THE SQUARE BELOW HIS HOME COLUMN, A PLAYER CONTINUES BY MOVING BEAVERS UP THE COLUMN TO THE CENTER POND. THE ROLLS OF A SINGLE DIE CONTROL THE SWIFTHNESS OF THE BEAVERS, AND ENTRY TO THE CENTER POND REQUIRES A PRECISE ROLL FROM THE PLAYER. THE FIRST TO BRING ALL THEIR BEAVERS TO THE CENTER POND WINS THE GAME.

EACH PLAYER ROLLS THE DIE; THE HIGHEST ROLLER BEGINS THE GAME. PLAYERS ALTERNATE TURNS IN A CLOCKWISE DIRECTION.

TO ENTER A BEAVERS INTO PLAY FROM ITS HOME POND TO ITS STARTING SQUARE, A PLAYER MUST ROLL A 6. THE PLAYER CAN DRAW A BEAVER FROM HOME EVERY TIME HE GETS A 6 UNLESS HOME IS EMPTY OR MOVE A BEAVER 6 TIMES. THE START BOX MAY HAVE 2 OWN BEAVERS, AND MOVE TOGETHER. IF THE PLAYER HAS NO BEAVERS YET IN PLAY AND ROLLS OTHER THAN A 6, THE TURN PASSES TO THE NEXT PLAYER.

PLAYERS MUST ALWAYS MOVE A BEAVER ACCORDING TO THE DIE VALUE ROLLED. ONCE A PLAYER HAS ONE OR MORE BEAVERS IN PLAY, HE SELECTS A BEAVER AND MOVES IT FORWARDS ALONG THE PATH THE NUMBER OF SQUARES INDICATED BY THE DIE. IF AN OPPONENT'S BEAVER IS BLOCKING YOUR PATHWAY, YOU WILL NEED TO LAND ON THE SAME SPACE AS THE BEAVER TO CAPTURE IT. YOU CANNOT MOVE PAST THAT BEAVER. PASSES ARE NOT ALLOWED; IF NO MOVE IS POSSIBLE, THE TURN MOVES TO THE NEXT PLAYER.

IF THE PLAYER CANNOT DRAW A BEAVER FROM HOME, ROLLING A 6 EARNS THE PLAYER AN ADDITIONAL OR "BONUS" ROLL IN THAT TURN. IF THE BONUS ROLL RESULTS IN A 6 AGAIN, THE PLAYER EARNS AGAIN AN ADDITIONAL BONUS ROLL. IF THE THIRD ROLL IS ALSO A 6, THE PLAYER MAY NOT MOVE AND THE TURN IMMEDIATELY PASSES TO THE NEXT PLAYER.

IF THE ADVANCE OF A BEAVER ENDS ON A SQUARE OCCUPIED BY AN OPPONENT'S BEAVER, THE OPPONENT BEAVER IS RETURNED TO ITS OWNER'S POND. THE RETURNED BEAVER CAN BE REENTERED INTO PLAY ONLY WHEN THE OWNER ROLLS A 6. IF A BEAVER LANDS ON THE SAME SPACE AS ANOTHER BEAVER OF THE SAME COLOR, THE BEAVERS ARE DOUBLED AND FORM A "BLOCK". IF THE ADVANCE OF A BLOCK ENDS ON AN OPPONENT'S BLOCK, THE LATTER IS CAPTURED AND RETURNED TO ITS OWNER'S POND.

A PLAYER'S HOME COLUMN STONES ARE ALWAYS A SAFE ZONE SINCE NO OPPONENT MAY ENTER THEM. IN THE HOME COLUMN, YOU CANNOT JUMP OVER AFTER ONE ROTATION IS COMPLETED YOU HAVE TO ENTER YOUR HOME COLUMN. ROLL THE EXACT NUMBER NEEDED TO GET EACH BEAVER ONTO THE CENTER POND.



# FOOTBALLERS GAME RULES



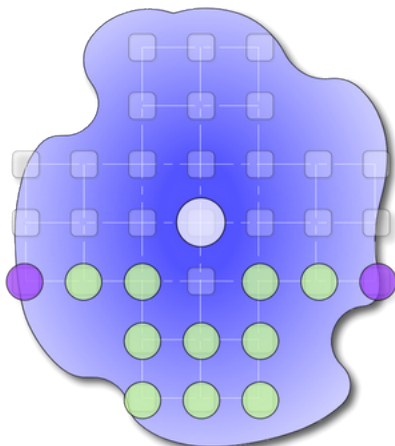
## ~~Beaver FOX & Otters GEESE~~ 2 PLAYERS, 1 BEAVER & 12-17 OTTERS

**OBJECTIVE:** THE BEAVER'S OBJECTIVE IS TO REMOVE AS MANY OTTERS AS POSSIBLE FROM THE POND, MAKING IT IMPOSSIBLE FOR THE OTTERS TO TRAP HIM. ALTERNATIVELY, IF HE MOVES PAST THE OTTERS TO THE OPPOSITE SIDE OF THE BOARD, HE WINS. THE OTTERS WIN IF THEY SUCCEED IN TRAPPING THE BEAVER SO HE CANNOT MOVE.

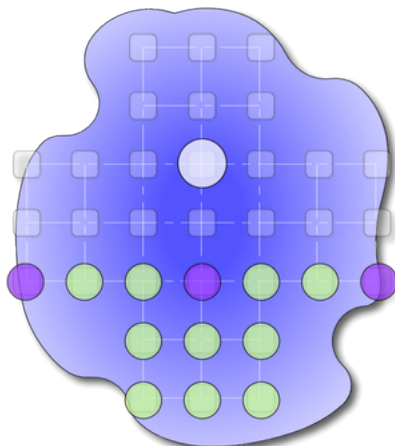
1. PLACE THE OTTERS & THE BEAVER IN ONE OF THE OPENING POSITIONS AS SHOWN BELOW.
2. THE BEAVER MOVES FIRST.
3. THE BEAVER CAN MOVE ALONG THE LINES IN ANY DIRECTION.
4. IF THERE IS AN EMPTY SPACE ALONG THE LINE IMMEDIATELY AFTER THE OTTER, THE BEAVER CAN JUMP OVER THE OTTER. CONSECUTIVE JUMPS ARE ALLOWED. JUMPED OTTERS ARE CAPTURED AND REMOVED FROM THE BOARD.
5. OTTERS MAY MOVE FORWARD, SIDEWAYS, DIAGONALLY, BUT NOT BACKWARDS.
6. OTTERS MAY NOT JUMP.

### VARIATIONS

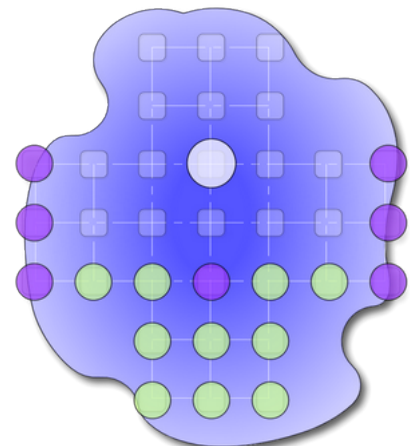
THIS GAME IS A WIDESPREAD FOLK GAME AND HAS MANY VARIATIONS. MANY OF THE VARIATIONS SEEM TO BE DERIVED IN ATTEMPTS TO BALANCE FORCES BETWEEN THE TWO PLAYERS AS THE GEESE ORIGINALLY HAD A MUCH EASIER WIN. THE MANY VARIATIONS ENTAIL DIFFERENT BOARDS, OPENING POSITIONS, NUMBERS OF GEESE AND FOXES, AND DIFFERENT RULES FOR MOVEMENT OF THE COUNTERS. NONETHELESS, A COMMON THREAD IS MAINTAINED THROUGHOUT ALL VARIATIONS ENOUGH TO DENOTE ALL OF THEM FOX & GEESE, ALBEIT A HIGHLY VARIABLE FOLK GAME. BELOW ARE SHOWN SOME OF THE DIFFERENT BOARDS AND OPENING POSITIONS. RULES AND ADJUSTMENTS MAY BE APPLIED TO ANY OF THESE GAMES, GIVEN THAT BOTH PLAYERS AGREE PRIOR TO COMMENCING THE GAME



**VARIATION 1**

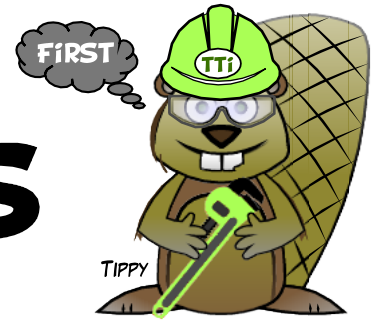
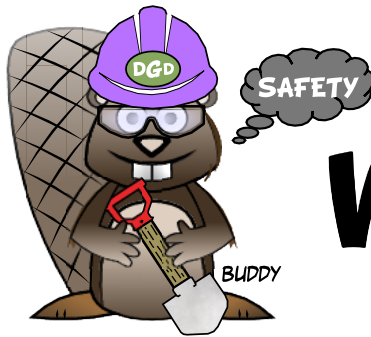


**VARIATION 2**



**VARIATION 3**

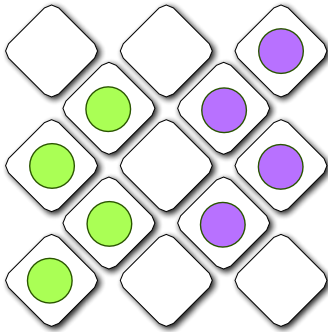
NOTE: YOU MAY USE DIFFERENT COLOR OTTERS AS NEEDED



# WORKERS

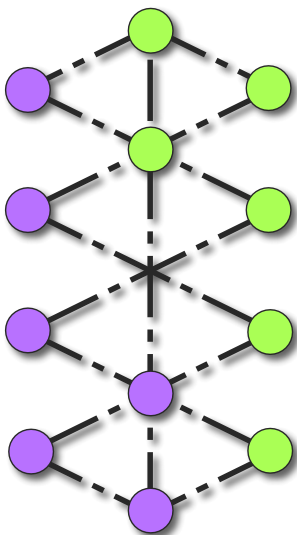
## GAME RULES

### QUEAH - 2 PLAYERS, 10 BEAVERS EACH



1. PLACE 4 BEAVERS PER PLAYER ON THE GAME BOARD AS SHOWN AT LEFT. SET THE REMAINING SIX ASIDE IN RESERVE. DECIDE WHO WILL GO FIRST.
2. NO MORE THAN 4 BEAVERS PER PLAYER ON THE BOARD AT ANY TIME.
3. BEAVERS CAN MOVE TO AN EMPTY SQUARE THAT SHARES A SIDE WITH THE SQUARE THEY CURRENTLY OCCUPY.
4. BEAVERS CAN JUMP AND CAPTURE THEIR OPPONENT'S WORKER. ONLY ONE BEAVER CAN BE JUMPED PER TURN. YOU MUST JUMP AND CAPTURE IF THE OPPORTUNITY PRESENTS ITSELF.
5. AFTER CAPTURE THE PLAYER TAKES ONE OF HIS WORKERS KEPT IN RESERVE AND PLACES IT ON THE BOARD FOR HIS NEXT TURN. HE MAKES NO FURTHER MOVES UNTIL HIS SUBSEQUENT TURN.
6. WHEN A PLAYER HAS NO RESERVE BEAVERS LEFT, HE CONTINUES TO PLAY. INSTEAD OF REPLACING BEAVERS HE MUST PLAY WITH FEWER THAN 4 BEAVERS.
4. THE FIRST PLAYER TO CAPTURE ALL HIS OPPONENT'S BEAVERS IS THE WINNER.

### KOLOWIS - 2 PLAYERS, 6 BEAVERS EACH



AT FIRST THE GAME BOARD IS SETUP AS SHOWN AT LEFT, WHERE THE MIDDLE POINT IS EMPTY.

1. THE FIRST PLAYER MOVES ONE BEAVER TO AN EMPTY POINT.
  2. ALTERNATING TURNS, PLAYERS MOVE ONE BEAVER TO AN ADJACENT EMPTY POINT ACCORDING TO THE FOLLOWING CONDITIONS:
  3. BEAVERS MAY MOVE IN ANY DIRECTION, BUT MAY ONLY MOVE ALONG THE LINES.
  4. PLAYERS MUST JUMP ANY AVAILABLE BEAVER THAT CAN BE JUMPED. THIS MEANS THE SECOND PLAYER'S FIRST MOVE MUST BE A JUMP.
  5. JUMPED BEAVERS ARE REMOVED FROM PLAY.
  6. MULTIPLE JUMPS WITH THE SAME BEAVER ARE ALLOWED IN A SINGLE TURN. YOU MAY ALSO CHANGE DIRECTION AFTER MAKING THE FIRST JUMP IN ORDER TO MAKE THE SECOND JUMP.
  7. IF A PLAYER FAILS TO MAKE AN AVAILABLE JUMP, THEIR OPPONENT GETS TO REMOVE THAT BEAVER FROM PLAY BEFORE THEIR NEXT MOVE. IF TWO DIFFERENT JUMPS WERE AVAILABLE, BUT NOT POSSIBLE TO COMPLETE WITH A SINGLE BEAVER, NO FORFEIT IS MADE.
  8. THE FIRST PLAYER TO REMOVE ALL OF THEIR OPPONENT'S BEAVERS FROM PLAY IS DECLARED THE WINNER AND GETS TO WEAR THE HARD HAT OF VICTORY.
- ALTERNATIVELY, IF A PLAYER IS ABLE TO PREVENT THEIR OPPONENT FROM MAKING A LEGAL MOVE, THEY WIN AND GET TO DON THE HARD HAT.



PLOPPY

# PAINTBALL GIRLS

## GAME RULES



SPLATTY

### JARMO - 2 PLAYERS, 5 BEAVERS EACH

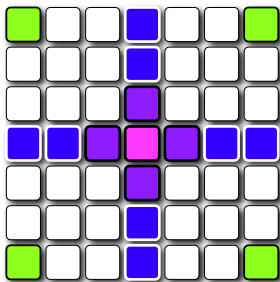
1. THE PLAYERS FIRST DECIDE WHO WILL PLAY THE "PLOPPY" SHOOTERS, AND WHO WILL PLAY THE "SPLATTY" SHOOTERS. THEY ALSO DECIDE WHO WILL START FIRST.
2. THE PLAYERS THEN PLACE THEIR FIVE SHOOTERS ONTO THE POND AND THE ROW OF FROGS OF THEIR CHOICE, WHICH IS ALSO CALLED THE FROG ROW.
3. A SHOOTER MAY MOVE ALONG A MARKED LINE ONTO A PAINTBALL SPLAT. IF THE SPLAT IS OCCUPIED BY AN ENEMY SHOOTER, THE ENEMY SHOOTER IS REMOVED FROM THE BOARD (THE ENEMY SHOOTER MAY BE PLAYED INTO THE GAME AT A LATER TIME UNDER CERTAIN CIRCUMSTANCES - REFER TO RULE 6). THE PLAYER'S SHOOTER IS THEN REPLACED WITH A THIRD COLOR TO SHOW IT HAS "SPLATTED" AN ENEMY. IF THAT SAME SHOOTER CAPTURES ANOTHER ENEMY SHOOTER NO ADDITIONAL THING IS REQUIRED. CAPTURES ARE NOT COMPULSORY.
4. NO MORE THAN ONE SHOOTER CAN OCCUPY ANY ONE SPLAT AT A TIME. ONLY ONE SHOOTER MAY BE MOVED ON A PLAYER'S TURN. PLAYERS ALTERNATE THEIR TURNS IN THIS GAME. THE SHOOTERS IN JARMO CAN MOVE FORWARD, BACKWARD, Laterally ON ANY WHITE LINE.
5. SHOOTERS THAT MAKE IT TO THE OTHER PLAYER'S FROG ROW CAN NO LONGER MOVE BACKWARD TO RE-ENTER THE REST OF THE BOARD BEHIND THEM. THEY MUST STAY THERE FOR THE REMAINDER OF THE GAME UNLESS THEY ARE CAPTURED BY AN ENEMY SHOOTER THAT MOVES BACKWARDS ONTO IT.
6. AS MENTIONED EARLIER, A "SPLAT" SHOOTER IS ONE THAT HAS CAPTURED AT LEAST ONE ENEMY SHOOTER. WHEN A SPLAT SHOOTER REACHES THE ENEMY'S FROG ROW, THEY ALLOW FOR THE PLAYER TO TAKE BACK ONE OF THEIR CAPTURED SHOOTERS FROM THE ENEMY PLAYER, AND PLACE IT ON ANY AVAILABLE SPACE ON THE PLAYER'S FROG ROW. IF NO SPACES ARE AVAILABLE ON THAT TURN, THEN THE PLAYER MUST WAIT TO PLACE IT ON THEIR NEXT OPPORTUNITY.
7. THE GAME ENDS WHEN ANY ONE PLAYER HAS BROUGHT ALL OF THEIR REMAINING SHOOTERS ON THE BOARD ONTO THE ENEMY PLAYER'S FROG ROW. THE FIRST PLAYER TO DO SO WILL COUNT TWO POINTS FOR EVERY SHOOTER ON THE ENEMY PLAYER'S FROG ROW. THE OTHER PLAYER ALSO COUNTS TWO POINTS FOR EVERY SHOOTER ON THE ENEMY PLAYER'S FROG ROW, BUT ONLY ONE POINT FOR EVERY SHOOTER REMAINING ON THE REST OF THE BOARD. THE PLAYER WITH THE MOST POINTS WINS.
8. DUE TO THE ASYMMETRY OF THE BOARD GAME, IT IS SUGGESTED THAT A SECOND GAME BE PLAYED WITH PLAYERS SWITCHING SIDES. POINTS ARE THEN ADDED TOGETHER FROM THE TWO GAMES, AND THE WINNER IS THE PLAYER WITH THE MOST POINTS.
9. IN ORDER TO AVOID SOME UNNECESSARY DRAWS, A PLAYER CANNOT MOVE A SHOOTER BACK AND FORTH BETWEEN TWO SPLATS IN FOUR CONSECUTIVE TURNS.





**HNEFATAFL - 2 PLAYERS, 5 BEAVERS & 8 BEAVERS**

**BEGINNING BOARD**



1. BRANDUB IS PLAYED ON A BOARD OF 7 X 7 SQUARES, WITH THE CENTRAL SQUARE AND THE CORNER SQUARES AS MARKED.
2. THERE ARE THIRTEEN VIKINGS: A QUEEN AND HER FOUR VIKINGS AND EIGHT ATTACKING VIKINGS. THESE ARE PLACED IN THE SHAPE OF A CROSS, AS IN THE DIAGRAM.
3. THE ATTACKING SIDE TAKES THE FIRST MOVE.
4. VIKINGS MOVE ANY DISTANCE ORTHOGONALLY, NOT LANDING ON NOR JUMPING OVER OTHER VIKINGS ON THE BOARD.
5. NO VIKING MAY LAND ON THE CENTRAL SQUARE, NOT EVEN THE QUEEN ONCE SHE HAS LEFT IT. ONLY THE QUEEN MAY LAND ON THE CORNER SQUARES.
6. A VIKING OTHER THAN THE QUEEN IS CAPTURED WHEN IT IS SURROUNDED ORTHOGONALLY ON TWO OPPOSITE SQUARES BY ENEMIES. THE QUEEN CAN TAKE PART IN CAPTURES IN PARTNERSHIP WITH A VIKING
7. A VIKING MAY ALSO BE CAPTURED BETWEEN AN ENEMY AND THE EMPTY CENTRAL SQUARE OR A CORNER SQUARE.
8. WHEN IN THE CENTRAL SQUARE, THE QUEEN IS CAPTURED BY SURROUNDING HER ON FOUR ORTHOGONAL SIDES WITH ATTACKERS.
9. WHEN STANDING BESIDE THE CENTER LODGE, THE QUEEN MAY BE CAPTURED BY SURROUNDING HER ON THE REMAINING THREE SIDES WITH ATTACKERS.
10. ELSEWHERE ON THE BOARD, THE QUEEN IS CAPTURED AS OTHER VIKINGS THIS INCLUDES BESIDE THE CORNERS, WHERE SHE CAN BE CAPTURED BETWEEN AN ATTACKER AND THE CORNER AS IN RULE 7.
11. THE QUEEN WINS THE GAME ON REACHING ANY OF THE MARKED CORNER SQUARES. THE ATTACKERS WIN IF THEY CAPTURE THE QUEEN. THE GAME IS A DRAW IF A POSITION IS REPEATED, IF A PLAYER CANNOT MOVE, OR IF THE PLAYERS OTHERWISE AGREE IT.

**DARA - 2 PLAYERS, 10 BEAVERS EACH**



- OBJECTIVE: TO CAPTURE YOUR OPPONENTS VIKINGS SO THAT THEY CAN NO LONGER MAKE THREE IN A ROW.**
1. PLAYERS DECIDE AMONG THEMSELVES WHO STARTS FIRST.
  2. THE BOARD IS EMPTY IN THE BEGINNING. PLAYERS TAKE TURN PLACING THEIR VIKINGS ONTO THE EMPTY CELLS OF THE SQUARE BOARD. THIS IS KNOWN AS PHASE 1 OF THE GAME OR THE DROP PHASE.
  3. AFTER ALL 20 VIKINGS HAVE BEEN DROPPED, PHASE 2 OR THE MOVE PHASE BEGINS. PLAYERS WILL THEN TAKE TURNS MOVING THEIR PIECES ORTHOGONALLY INTO AN ADJACENT EMPTY CELL.
  4. PLAYERS ATTEMPT TO MAKE A THREE-IN-A-ROW WITH THEIR OWN PIECES. THE THREE-IN-A-ROW MUST BE ORTHOGONAL AND NOT DIAGONAL. FURTHERMORE, IT MUST BE STRICTLY THREE PIECES IN A ROW, AND NOT FOUR OR MORE PIECES IN A ROW; FOUR OR MORE PIECES FORMED IN-A-ROW ARE ILLEGAL. IF A THREE-IN-A-ROW IS MADE BY A PLAYER, HE OR SHE CAN REMOVE ONE ENEMY PIECE FROM THE BOARD WHICH IS NOT PART OF A THREE-IN-A-ROW ITSELF.
  5. IF A PLAYER CAN NO LONGER MAKE THREE-IN-A-ROWS WITH THEIR REMAINING PIECES (E.G. IF THE PLAYER ONLY HAS TWO PIECES LEFT), HE OR SHE IS THE LOSER, AND THE OTHER PLAYER IS THE WINNER.

THREE-IN-A-ROWS MADE DURING THE DROP PHASE DO NOT COUNT. THEREFORE, A PLAYER CANNOT REMOVE ANOTHER PLAYER'S STONE DURING THE DROP PHASE EVEN IF ONE WERE TO MAKE A THREE-IN-A-ROW. (IN NIGER, IT IS NOT ALLOWED TO MAKE A THREE-IN-A-ROW DURING THE DROP PHASE.) MOREOVER, THE RULE THAT FOUR OR MORE PIECES IN A ROW ARE ILLEGAL TO FORM ALSO APPLIES IN THE DROP PHASE.

IF A PLAYER WERE TO SUCCESSFULLY FORM TWO THREE-IN-A-ROWS IN ONE MOVE DURING THE MOVE PHASE, ONLY ONE ENEMY PIECE CAN BE REMOVED.



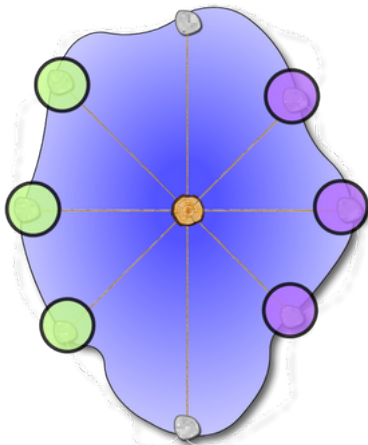


# COWBOYS

## GAME RULES



USE ONLY 3  
COWBOYS



BEGINNING BOARD

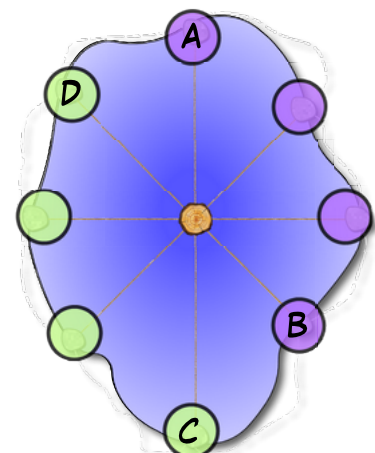
### SHiSiMA (DUSTY'S DUSTUP)

1. PLAYERS TAKE TURNS MOVING A COWBOY ONE AT A TIME, ONE ROCK AT A TIME, TO AN EMPTY ROCK.
2. YOU MAY ONLY MOVE ALONG A ROPE TO THE STUMP OR ALONG THE BANK TO A ROCK.
3. PLACING A COWBOY ON THE CENTER STUMP IS ALLOWED.
4. JUMPING OVER ANY COWBOY IS NOT ALLOWED.
5. THE FIRST PLAYER TO GET THREE-IN-A-ROW (IN A STRAIGHT LINE) WITH A COWBOY ON THE CENTER STUMP WINS THE GAME.

### MU TORERE (RUSTY'S RUCKUS)

1. A COWBOY CAN MOVE FROM A BANK ROCK TO ANOTHER BANK ROCK. OR;
2. FROM A BANK ROCK TO THE CENTER STUMP BUT ONLY IF THERE IS ONE OR MORE OF THE OPPONENT'S COWBOYS NEXT TO HIM. AS AN EXAMPLE AT RIGHT, ONLY COWBOYS A-B-C-D CAN MOVE TO THE CENTER STUMP.
3. THE FIRST PLAYER WHO SUCCESSFULLY BLOCKS HIS OPPONENT FROM MOVING IS THE WINNER.

USE 4  
COWBOYS



BEGINNING BOARD



# KiTS

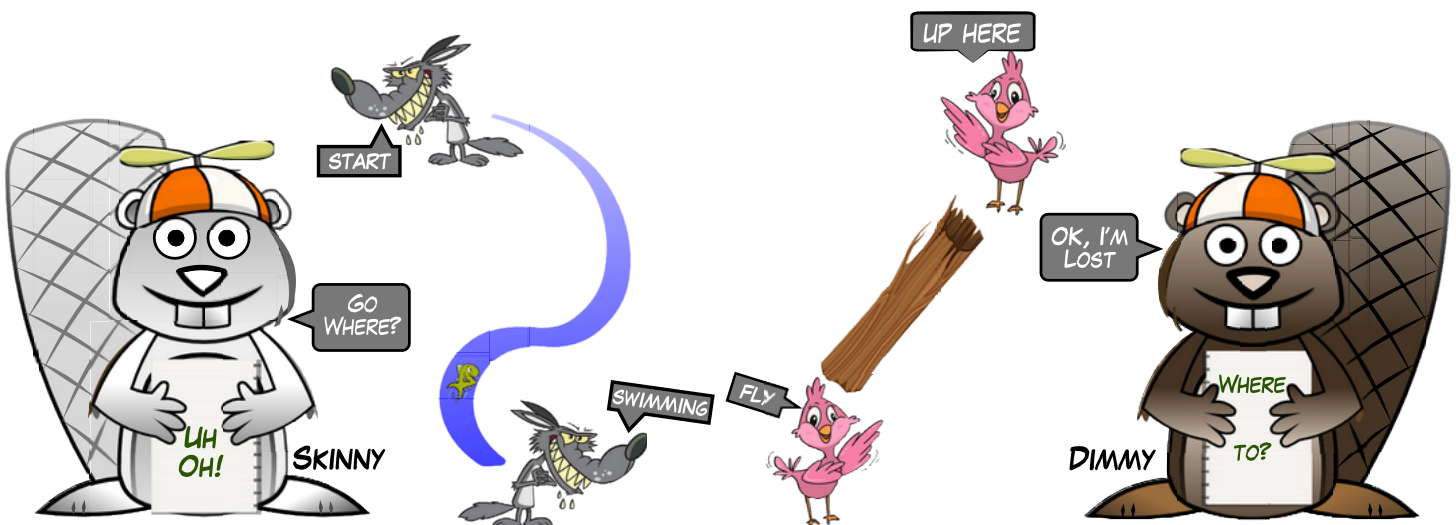
## GAME RULES



### LOGS & STREAMS 2-4 PLAYERS, 1 BEAVER KIT EACH (AKA CHUTES & LADDERS)

EACH PLAYER HAS ONE BEAVER WHICH BEGINS OFF OF THE BOARD. A PLAYER ROLLS ONE DIE PER TURN. AFTER DECIDING THE ORDER IN WHICH PLAYERS WILL ROLL THE DIE, THE FIRST PLAYER PROCEEDS BY MOVING HIS BEAVER ALONG THE SQUARES IN NUMERICAL ORDER, IN ACCORDANCE WITH THE NUMBER OBTAINED BY THE ROLL OF THE DIE. IF A PLAYER'S BEAVER LANDS AT THE BASE OF A LOG, THE PLAYER MAY THEN CLIMB THE LOG TO THE SQUARE AT ITS TOP, PASSING ALL OF THE INTERMEDIATE SQUARES. IF A BEAVER LANDS AT THE MOUTH OF A STREAM, THE BEAVER MUST GO DOWN THE LENGTH OF THE STREAM TO THE SQUARE AT ITS LOWER POOL.

IF A PLAYER'S THROW IS HIGHER THAN THE NUMBER NEEDED FOR HIS BEAVER TO LAND ON THE LAST CELL, SHE HAS TO COUNT THE DIFFERENCE IN DESCENDING ORDER. FOR EXAMPLE, IF A PLAYER'S BEAVER IS ON CELL 97 AND THAT PLAYER ROLLS A 6, SHE MUST MOVE FORWARD THREE SQUARES TO 100 AND THEN BACK THREE SQUARES TO CELL 97.





# DIVERS

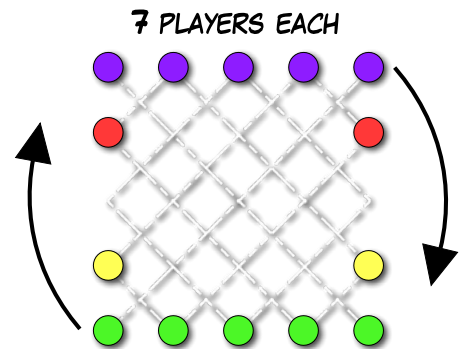
## GAME RULES



### FIVE FIELD KONO 2 PLAYERS, 7 BEAVERS

OBJECTIVE: TO SWAP YOUR BEAVERS WITH YOUR OPPONENTS BEAVERS.

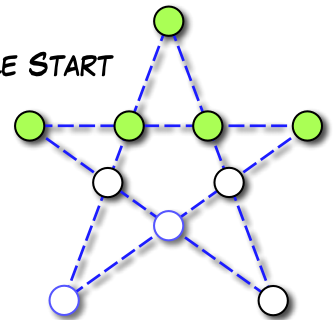
1. PLACE BEAVERS ON THE SQUARES AS SHOWN AT RIGHT.
2. DECIDE WHO GOES FIRST.
3. BEAVERS MAY MOVE ONLY ONE SQUARE AT A TIME.
4. BEAVERS MAY ONLY MOVE DIAGONALLY ALONG THE WHITE DASHED LINES.
5. BEAVERS MAY MOVE BOTH FORWARD OR BACKWARDS.
6. YOU MAY NOT CAPTURE OR JUMP ANY OTHER BEAVER.
7. YOU MAY NOT LAND ON AN OCCUPIED SQUARE.



### KAOOA 2 PLAYERS, 7 BEAVERS FOR 1ST PLAYER, 1 BEAVER FOR THE 2ND PLAYER

OBJECTIVE: THIS GAME IS REFERRED TO AS CROWS & VULTURES, WHERE THE CROW'S (7 BEAVERS) OBJECTIVE IS TO SURROUND THE VULTURE (1 BEAVER) AND BLOCKADE HIM/HER FROM MOVING. THE VULTURE'S OBJECTIVE IS TO CAPTURE FOUR CROWS. THE VULTURE CAPTURES A CROW BY JUMPING OVER IT. PLAYERS DECIDE WHO WILL BE CROWS OR VULTURES.

EXAMPLE START



1. CROWS MAY MOVE FROM ONE SPOT TO AN ADJACENT VACANT SPOT. ONLY ONE MOVE IS ALLOWED PER TURN. NO JUMPING IS ALLOWED FOR THE CROWS.
2. THE VULTURE MAY MOVE TO AN ADJACENT VACANT SPOT. THE VULTURE MAY ALSO JUMP A CROW AND CAPTURE IT. JUMPS ARE ALLOWED IN A STRAIGHT LINE. CAPTURED CROWS ARE REMOVED FROM PLAY. THE VULTURE MUST JUMP A CROW IF THE OPPORTUNITY PRESENTS ITSELF. ONLY ONE JUMP PER TURN.

#### CROWS GOES FIRST

3. PLAYER 1 PLACES ONE OF THEIR CROWS ON ANY OF THE TEN INTERSECTIONS OF THE GAME BOARD.
4. VULTURE GOES NEXT.
5. PLAYER 2 PLACES THE VULTURE ON ANY VACANT SPOT. VULTURE FIRST MOVES

#### CROWS CONTINUE "DROP PHASE"

6. PLAYER 1 DROPS HIS/HER SECOND CROW ON A VACANT SPOT.
7. THE VULTURE CAN NOW MOVE TO ANY VACANT SPOT.
8. PLAYERS ALTERNATE TURNS WITH THE VULTURE MOVING ALONG THE GAME BOARD AND PLAYER 1 DROPPING HIS FLOCK OF CROWS ONE BY ONE ONTO THE GAME BOARD. ONLY ONCE ALL THE 7 CROWS HAVE BEEN PLACE ON THE BOARD CAN THE CROWS BEGIN TO MOVE.



# SCOUTS

## GAME RULES



### PICARIA 2 PLAYERS, 3 BEAVERS EACH

#### DROP PHASE

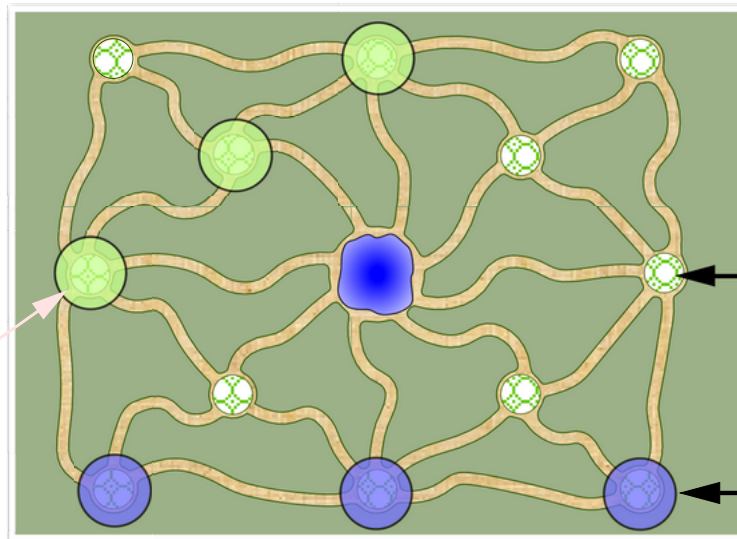
1. PLAYER 1 PLACES ONE OF THEIR BEAVERS ON ANY GRASSY INTERSECTION ON THE GAME BOARD.
2. PLAYER 2 PLACES ONE OF THEIR BEAVERS LIKEWISE ON ANY GRASSY INTERSECTION.
3. IN THE "DROP PHASE", PLAYERS MAY NOT PLACE A BEAVER ON THE CENTER POND.
4. PLAYERS CONTINUE ALTERNATING "DROPPING" THEIR 2ND & 3RD BEAVERS ONTO THE GAME BOARD.
5. BEAVERS CANNOT BE MOVED UNTIL ALL PLAYERS HAVE COMPLETED PLACING THEIR BEAVERS.

#### MOVE PHASE

6. PLAYERS ALTERNATE TURNS, MOVING ONE BEAVER PER TURN, TO AN ADJACENT, VACANT GRASSY INTERSECTION.
7. BEAVERS CAN NOW BE MOVED ONTO THE CENTER POND.
8. JUMPING IS NOT ALLOWED.

#### WINNING

9. THE FIRST PLAYER TO MOVE THEIR BEAVERS INTO A 3-IN-A-ROW WINS.
10. A ROW CAN BE DIAGONAL, HORIZONTAL OR VERTICAL.
11. A ROW CAN BE ACROSS THE LARGE RECTANGLE OR ONE OF THE SMALL RECTANGLES.
12. IF ANY PLAYER CANNOT MOVE, THE GAME IS DECLARED TIE.



GRASSY INTERSECTION

WINNING MOVE (TYPICAL)

Winning Move (typical)





# ARTISTS

## GAME RULES



### CHEETA - 2 PLAYERS, 5 BEAVERS EACH

1. A PLAYER ROLLS THE DIE TO DETERMINE THE NUMBER OF SQUARE HIS/HER BEAVER CAN MOVE. IF A PLAYER HAS CAST 1, 2 OR 3, THEN THEY MOVE IT THAT MANY SQUARES ALONG THE PATH (WHITE LINE). IF A PLAYER HAS CAST EITHER A 4 OR AN 6, THE PLAYER WILL HAVE ANOTHER TURN TO CAST THE DICE. THE PLAYER DOES NOT HAVE TO MOVE ANY OF HIS BEAVERS UNTIL HE HAS CAST 1, 2, OR 3.

FOR EXAMPLE, IF A PLAYER CASTS A 4, HE WILL GET ANOTHER CHANCE TO ROLL THE DICE. IF ON THE SECOND ROLL HE GETS A 3, THEN THE PLAYER CAN MOVE ONE OF HIS ARTISTS 4 SQUARES AND ONE OF HIS OTHER BEAVERS 3 SQUARES. HE CAN OF COURSE CHOOSE TO MOVE THE SAME BEAVER (4+3) 7 SQUARES IF HE WANTS TO.

2. "HIT": BEAVERS OF TWO PLAYERS CANNOT EXIST IN THE SAME SQUARE, OTHER THAN A "SAFE" SQUARE, WHICH ARE THE DARK BLUE SQUARES.

IF A BEAVER LANDS ON AN OPPOSING ARTIST THEN IT'S A "HIT" AND THE OPPOSING BEAVER IS RETURNED TO THE BEGINNING. FOR A PLAYER'S BEAVER TO PROGRESS INTO THE INNER SQUARES, HE SHOULD HAVE "HIT" AT LEAST ONE OF HIS OPPONENT'S BEAVERS. THIS CONDITION IS IMPOSED ON THE PLAYER AND NOT ON HIS BEAVER. FOR EXAMPLE, EVEN IF ONE OF THE PLAYER'S BEAVER HAS HIT ONE OF THE OPPONENT'S, THEN ALL HIS OTHER ARTISTS WILL BE ELIGIBLE TO ENTER THE INNER SQUARE. IF IT SO HAPPENS THAT A PLAYER CANNOT MOVE ANY OF HIS BEAVERS BECAUSE HE HAS NOT "HIT" ANY OF HIS OPPONENTS, THEN THE PLAYER WILL LOSE THAT TURN.

3. "DOUBLE": IT IS POSSIBLE FOR A PLAYER TO HAVE TWO OF HIS BEAVERS IN THE SAME SQUARE. THIS IS CALLED A "DOUBLE". IF A PLAYER FORMS A DOUBLE ON THE OUTER SQUARE, THEN IT BLOCKS THE OPPONENT'S BEAVERS BEHIND HIM FOR ONE MOVE; I.E. IF AN OPPONENT'S BEAVER CROSSES THE DOUBLE, THEN THAT MOVE IS VOIDED AND THE OPPONENT LOSES A TURN. HOWEVER, ON THE NEXT TURN FOR THE SAME OPPONENT, HIS ARTIST CAN GO PAST (OR "CROSS") THE DOUBLE. THIS RULE IS APPLICABLE FOR EVERY OPPONENT OF THE PLAYER IN THE GAME. THIS RULE IS NOT VALID ONCE THE DOUBLE IS FORMED ON THE INNER SQUARES. FOR THE PLAYER FORMING THE DOUBLE, THERE ARE TWO CHOICES ON HIS SUBSEQUENT MOVES. HE CAN "BREAK" THE DOUBLE BY MOVING ONLY ONE OF THE BEAVERS IN IT, OR KEEP THE DOUBLE AND ADVANCE THE BEAVERS TOGETHER. IN CASE A PLAYER HAS GOT MULTIPLE TURNS (AS HE MAY HAVE THROWN 4s AND 8s), HE CAN TREAT THE DOUBLE AS ONE ARTIST AND MAKE IT MOVE TO ONE OF THE VALUES ON THE DICE.

4. DOUBLE VS SINGLE: IT IS NOT POSSIBLE FOR A SINGLE BEAVER TO "HIT" A DOUBLE. A PLAYER CANNOT MOVE HIS SINGLE BEAVER TO THE SAME SQUARE AS AN OPPONENT'S DOUBLE. A PLAYER CANNOT MOVE PAST AN OPPONENT'S DOUBLE FOR 1 MOVE. HOWEVER, A DOUBLE CAN "HIT" A SINGLE BEAVER, AND MAKE IT MOVE BACK TO ITS HOME SQUARE. IF 2 SINGLES ARE IN THE SAME SQUARE, THEN THE DOUBLE CAN "HIT" ONLY ONE OF THE SINGLES. THE OTHER SINGLE IS NOT AFFECTED AT ALL.

5. REACHING THE CENTRAL SQUARE: A BEAVER NEEDS TO REACH THE CENTRAL SQUARE EXACTLY. FOR EXAMPLE, IF A ARTIST IS 3 SQUARES AWAY FROM THE CENTER AND THE PLAYER THROWS A 4, THEN THAT BEAVER CANNOT BE MOVED.

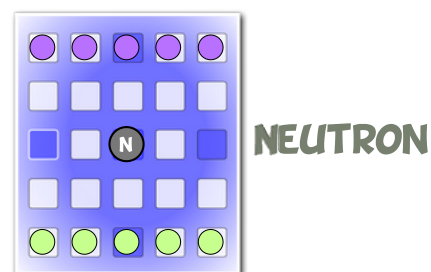
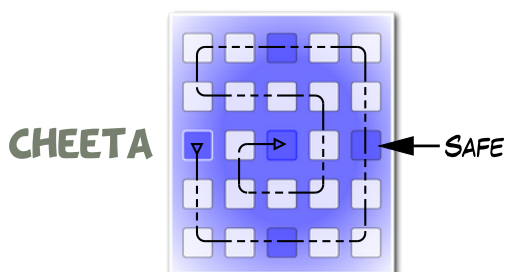
### NEUTRON - 2 PLAYERS, 5 BEAVERS EACH + NEUTRON (N)

THE GOAL OF EACH PLAYER IS TO BRING THE NEUTRON TO THEIR HOME ROW. THE PLAYER CAN EITHER BRING THE NEUTRON TO THEIR HOME ROW DURING THEIR TURN, OR HAVE THE OTHER PLAYER BRING IT THERE. THE OTHER WAY TO WIN, IS BY NOT ALLOWING THE OTHER PLAYER COMPLETE THEIR TURN WHICH CONSIST OF MOVING THE NEUTRON FIRST, AND THEN ONE OF THEIR BEAVERS (EXCEPT ON THE FIRST PLAYER'S FIRST TURN WHERE THEY CAN ONLY MOVE A BEAVER).

THE GAME STARTS WITH FIVE BEAVERS ON A HOME ROW THE OPPOSING BEAVERS ON OPPOSITE HOME ROW, AND THE NEUTRON IN THE CENTER.

ALL BEAVERS MOVE IN A STRAIGHT LINE HORIZONTALLY, VERTICALLY, OR DIAGONALLY, BUT THEY MUST MOVE AS FAR AS THEY CAN GO IN THE CHOSEN DIRECTION. THEY CAN ONLY MOVE THROUGH OR ONTO EMPTY SQUARES AND THERE IS NO CAPTURING.

PLAY BEGINS WITH ONE PLAYER MOVING A BEAVER FROM THE HOME ROW. THEREAFTER ON EACH TURN, A PLAYER MOVES FIRST THE NEUTRON AND THEN ONE OF HIS OR HER BEAVERS.





DOC  
CUTTY

# LIFESAVERS

## GAME RULES

NURSE  
STABBY

**YUT** - 2 TO 4 PLAYERS, SEE BELOW FOR # OF BEAVERS EACH

THE GOAL IS FOR A PLAYER TO ENTER THEIR BEAVERS AT THE POINT TO THE LEFT OF THE HOSPITAL, MOVE ALL OF THEIR BEAVERS ALL THE WAY AROUND THE BOARD, AND FINALLY BEAR THEM OFF FROM THE HOSPITAL.

FOR TWO PLAYERS EACH USE FOUR BEAVERS. FOR THREE PLAYERS EACH USE THREE BEAVERS. FOR FOUR PLAYERS, TWO PLAYERS ARE IN A PARTNERSHIP AND THE GAME IS THE SAME AS FOR TWO PLAYERS ONLY THEY TAKE TURNS MAKING THE MOVES. EACH PARTNERSHIP TEAM HAS FOUR BEAVERS THAT MAY BE MOVED OR ENTERED BY EITHER PLAYER OF THE PARTNERSHIP.

1. EACH PLAYER BEGINS WITH THEIR BEAVERS OFF OF THE BOARD. DECIDE WHO MOVES FIRST, THEN ALTERNATE TURNS. A ROLL OF 1, 2, OR 3 LETS YOU MOVE A BEAVER THAT AMOUNT. ROLL OF 4 OR 5 LET'S YOU MOVE THAT AMOUNT BUT ALSO GIVES THE PLAYER AN ADDITIONAL ROLL. A ROLL OF 6 IS END OF TURN.

2. BEAVERS BEGIN LEFT OF THE NORTH CELL, AND MOVE IN A CCW DIRECTION AROUND THE CIRCLE. FOR EXAMPLE, IF A PLAYER THROWS 5 AS THEIR INITIAL MOVE, THEY WOULD END UP WITH ONE BEAVERS AT THE WEST CELL ON THE LEFT SIDE. A THROW OF 5 OR 4 AWARDS ANOTHER MOVE AND IT IS NOT REQUIRED TO MOVE THE SAME BEAVERS ON THIS SECOND MOVE. ALSO, WHEN A PLAYER CASTS A 4 OR 5, THEY WILL CAST AGAIN TO DETERMINE WHAT MOVES WILL BE AVAILABLE TO THEM BEFORE MOVING THEIR BEAVERS. A PLAYER CAN CONTINUE CASTING FOR AS MANY TIMES AS THEY THROW EITHER 5 OR 4.

3. THE BEAVERS TRAVEL CCW AROUND THE BOARD AND CAN MOVE FORWARD ONLY. ROLL VALUES CANNOT BE SPLIT FOR DIFFERENT BEAVERS AND ONLY ONE BEAVERS MAY BE MOVED OR ENTERED PER ROLL (EXCEPT WHEN THEY OCCUPY THE SAME CELL, SEE BELOW), BUT A THROW OF 4 OR 5 AND/OR THE CAPTURE OF AN OPPOSING BEAVERS MAY GRANT A PLAYER ANOTHER ROLL ON WHICH THEY MAY MOVE OR ENTER ANOTHER BEAVERS. IT IS NOT NECESSARY FOR A PLAYER TO ENTER ALL OF THEIR BEAVERS BEFORE COMMENCING TO MOVE ANY THAT ARE ALREADY ON THE BOARD. BEAVERS MAY PASS OVER FRIENDLY OR OPPOSING COUNTERS WHILE MOVING WITHOUT EFFECT TO EITHER BEAVERS.

4. WHEN A BEAVERS ENDS ITS MOVE BY LANDING ON ONE OF THE FOUR DIRECTIONS (N,S,E,W), THE PLAYER CAN CHOOSE TO CHANGE DIRECTION ON THEIR NEXT ROLL AND TAKE THE SHORTER WAY SHOULD THEY WISH TO. THIS IS ALWAYS OPTIONAL AT ANY OF THE EAST, SOUTH OR WEST STATIONS. A BEAVERS TAKING SUCH A SHORTCUT FROM THE EAST OR WEST CELL WILL PIVOT AT THE CENTER POINT TOWARDS THE NORTH. THUS, THERE ARE FOUR POSSIBLE COURSES FOR A BEAVERS TO MAKE AROUND THE BOARD. A CHANGE IN DIRECTION FROM THE WEST AND SOUTH CELLS OFFERS A NICE SHORTCUT.

5. A BEAVERS THAT COMPLETES ITS MOVE BY LANDING AT A CELL OCCUPIED BY AN OPPOSING BEAVERS SENDS THAT BEAVER BACK OFF OF THE BOARD, WHICH WILL HAVE TO START THE RACE AGAIN FROM THE BEGINNING. IN ADDITION, THE CAPTURING PLAYER IS GRANTED ANOTHER TURN AND MAY CAST THE DICE TO MOVE AGAIN.

6. TWO OR MORE FRIENDLY BEAVERS MAY OCCUPY THE SAME CELL AND EVEN MOVE TOGETHER AS ONE PIECE FROM THE CAST OF A SINGLE ROLL. HOWEVER, IF AN OPPOSING BEAVERS LANDS AND COMPLETES ITS MOVE AT A CELL OCCUPIED BY THIS GROUP OF FRIENDLY BEAVERS, IT CAPTURES ALL OF THEM.

7. A ROLL TO BEAR-OFF A BEAVERS NEED NOT BE EXACT AS IT MAY BE LONGER THAN REQUIRED TO BEAR THE BEAVERS OFF. A BEAVER THAT LANDS AT THE HOSPITAL AND HAS NOT YET BEEN BOURN OFF AND IS STILL SUBJECT TO CAPTURE. A PLAYER OR TEAM WINS WHEN THEY HAVE MOVED OFF ALL OF THEIR BEAVERS OFF.

### FOUR POSSIBLE ROUTES FOR A BEAVERS TO FOLLOW AROUND THE BOARD

