

Lake Forest Hills Game Night rules to play at home

24

Materials: Deck of cards with face cards removed (keep the aces and use them as 1s)

Players: 2 or more

Directions: Dealer deals out four cards face down to each player. All players flip their four cards at the same time. The players arrange the cards to equal 24 using addition, subtraction, multiplication, and/or division. The first one to use all four cards (but only once per card) to equal 24 gets a point for the round. Whoever has the most points after a predetermined number of rounds wins the game.

99

Materials: Regular deck of cards, no jokers

Players: 2-5

Directions: Deal out 5 cards to each player. Flip over the top card of the remaining deck. If you get a face card (A, K, Q, J) put it back in the deck and flip over another one until you get a card 2-10. Add/subtract the card you discard to/from the total of the discard pile. At the beginning of each turn, draw 1 card to ensure that you always have 5 cards in your hand. FIRST PERSON TO REACH 100 LOSES. Example: 1st card flipped over was an 8. Player One puts down a 10 and says, "8 plus 10 equals 18." Player Two puts down a 2 and says, "18 plus 2 equals 20." Player Three puts down a 5 and says "20 plus 5 equals 25." Play continues until 1 player is left.

Card Values:

Cards 2-10	Add the number on the card
Ace	Subtract 2
King	Subtract 1
Queen	Add 0
Jack	Add 1

10s Go Fish

Materials: Deck of cards with face cards removed

Players: 3-5

Directions: One player deals five cards to each player. The dealer places the rest of the cards in the middle as the "pond." In this game, an ace equals 1. Players look at their cards. If any combinations add up to 10, or if a player has a 10 card, they place the card(s) face up on the table. Then they draw cards from the pond to replace the cards laid down. The player to the right of the dealer asks another player for a specific card that will complete a 10 with another card in her hand. For example, if the player has a 3, she asks another player for a 7 to make a sum of 10. If the player who was asked does not have the card, he says "Go Fish," and the player who asked draws a card from the pond. The next player takes a turn. The game ends when no more cards are left in the pond or when no one can make another combination of 10. The winner is the player with the most combinations of 10.

Stay Alive with 25

Materials: Deck of cards, face cards removed

Players: 2-4

Directions: Each player is dealt 5 cards to hold in their hand. The remaining cards are placed face down in a pile in the center. The top card is turned over and placed beside the pile. The aim of each round is to create a hand of 5 cards that add up to 25. Players take turns picking up the top card of the pile or the top card of the discard pile. Each player finishes their turn by discarding a card onto the top of the discard pile. The first player to have a set of 5 cards that totals 25 calls out "twenty-five" and is the winner of that round. Keep scores of how many rounds each player wins. The winner is the player who wins the most rounds.

Tic-Tac-Ten

Materials: One die, paper and pencil

Players: 2

Directions: Player 1 rolls the die and write his rolled number somewhere on the board. Player 2 rolls the die and writes the rolled number somewhere on the board, remembering that the goal is to get three numbers in a row that add up to 10. Player 1 rolls again and writes his next number on the board. Player 1 may write the number to complete a row that sums to 10 and win the game. Player 1 may instead write the number where it will block Player 2. Play continues until one player completes a sum of 10 using three numbers or until there is a tie game with all the boxes filled but no sum of 10.

To The Top

Materials: Deck of cards with face cards removed (keep the aces and use them as 1s)

Players: 1

Directions: Build a pyramid of cards, placing them face up. Start with one card at the top, then two cards on the next row. These two cards should overlap the first card. Place three cards in the next row, overlapping the two cards above. Keep going until you have seven rows. Hold the rest of the deck in your hands. Turn over the first card in the deck and set it off to the side to start a pile. Using the cards in the pyramid, count up or down from the number on this card. Start at the bottom row. Pick up the cards as you count them and place them on top of the card off to the side. It's ok to count up and down and then up again, for example 3-4-5-6-5-4. It's not ok to pick up a card that still has another card overlapping it. If there are no cards to pick up, turn over the next card in the deck, place it on the pile to the side of the pyramid, and begin counting again. Keep going. If you pick up the top card in the pyramid, you win! If there are no cards left in the deck, the game is over. Try again!

Yahtzee

Materials: 5 dice; score sheet, pencil

Players: 2 or more

Directions: Player 1 rolls 5 dice. Set aside any "keepers". You may stop and score now or roll again. On the second roll, he may re-roll any or all dice. You may stop and score now, if you want. On the third (and final) roll, re-roll any and all dice he wants. After the third roll, you *must* fill in a box on your score card with a score or a zero. After all boxes are filled, total the upper and lower section. The player with the higher score wins.

Pig

Materials: 2 dice; scrap paper, pencil

Players: 2 or more

Directions: Player 1 rolls both dice. If neither shows a 1, the player can choose to roll again or bank their score. The player can continue to roll as long as desired unless they roll a 1. If a single 1 is rolled, the player scores a zero and their turn ends. If both dice are 1s, the player's total score (bank) is lost and the turn ends. Once he chooses to bank, the score is written down and added to their total. Play moves to the next player. The first one to reach 100 points wins.

Skunk

Materials: 1 dice, recording sheet with 5 columns with the letters SKUNK as the heading of each column, pencil

Players: 2 or more

Directions: A game of skunk consists of five rounds, one for each letter. Play begins with the S column and continues through the K column. Each round begins with every player standing and a die is rolled. If a one is rolled, play is over for that round and anyone still standing loses all of his points. Otherwise, each player records the sum of the die rolled in that column of the score sheet. Then each player may individually choose to try for more points on the next roll by continuing to stand or may keep the points accumulated so far by sitting down and banking those points. Play continues for that round until all are sitting or a one is rolled. Every player must stand for the first roll of a round. If a one is rolled on the first roll of the round, everyone must accept the consequences and write the zero for that round. The winner is determined by the sum of all of the columns.

Variation: Can be played with two dice, where rolling a single 1 wipes out the points for that round and rolling double ones wipes out the points for the entire game for anyone standing when it is rolled.

Roll 3 for 20 or Bust!

Materials: 3 dice

Players: Any number

Directions: The object of this game is to obtain a sum close to or equal to 20 without going over. Roll the three dice to determine the first three numbers to add. The students then decide to stay put or roll 1, 2, or 3 dice to add to the sum they previously rolled to come close to or equal to 20 without going over. Each student may only have two turns.

Shut the Box (variation)

Materials: dice (2), strip of numbers from 1-12, color counters

Players: 2-5

Directions: Roll the dice. Choose up to four numbers whose sum equals the dice roll. Cover those numbers with color counters. Ex. Roll 3 & 4. Choose what to cover: 1 and 6, 3 and 4, 2 and 5, or 1, 2, and 4. Continue until you have no uncovered numbers that you could use to add together to make the sum of the dice. Add the remaining numbers from your board to get your score. Ex. This is your board and you roll 6 & 6. There is no combination left that would result in a sum of 12. Your turn ends.

1 2 3 4 5 6 7 8 9 10 11 12

Add together the remaining numbers: $4 + 7 + 9 + 10 + 11 = 41$. That is your score. Play moves to the next player. Continue to play and add scores until one player goes beyond 100 points. The winner is the last one to go over to 100 (or the only one left once everyone else reaches 100).

Variation for K-1: use one die, a strip of numbers from 1-6 and play until someone reaches 30 points.

Exact-o-mo

Materials: Deck of cards with face cards removed

Players: 2

Directions: Players divide the cards evenly between themselves. They do not look at their cards until they play them. Player 1 turns over his first card. Player 2 turns over her first card, then says a number sentence that adds the two cards together. Ace equals 1. For example, if Player 1 turns over a 5 and Player 2 turns over an Ace, Player 2 says, "5 plus 1 equals 6." Player 1 turns over another card and says a number sentence that adds the new card to the total. Using the same example, if Player 1 turns over a 3, he says, "6 plus 3 equals 9." Play continues until the sum of 20 has been reached. If the sum goes over 20, the player subtracts the next card instead of adding it. For example, if the sum is 24 and a 6 comes up next, the player says, "24 minus 6 equals 18." The player who turns over the card that results in the exact sum of 20 wins the round. The player who wins the most rounds by the time the game ends is the winner.

Make Ten

Materials: Deck of cards with face cards removed (keep the aces and use them as 1s)

Players: 2

Directions: Divide the deck between the two players. Each player flips over the top 4 cards and places them in front of them. If the player can make a ten, they move the cards in a separate pile so you can count them up at the end and replace them with four new cards from the deck. Then it is your partner's turn. If you could not make a ten, when your partner is finished, choose one of your face up cards to put at the bottom of the deck before replacing it with a new card from the top of the deck. Any combination goes when making a ten. It can be a single 10 card, a pair of cards that add up to 10, or even 3 or 4 cards that can be added up to make 10. The game ends when you run out of cards or when you can no longer make any groups of 10. Count the 10s you made to determine the winner!

Never Lose

Materials: Deck of cards with 2 suits of number cards (Ace-10) and all four suits of face cards

Players: 1

Directions: Deal the first 12 cards face-up in a 3 x 4 rectangle. Pick up any face cards (king, queen, jack) and put them on the bottom of the deck. *This is essential.* Replace the face cards with number cards. Keep doing this until only number cards are turned up. In this game, aces equal 1. Now look for any two cards that equal 10. Cover each of them with a card from the top of the deck. For example, 1 (ace) plus 9 equals 10, so cover the ace and 9 with two other cards. Place the new cards face-up. If you see a 10 card, cover that with another card, too, because 10 plus 0 is 10. If a face card appears during this part of the game, leave it showing. Do not put it at the bottom of the deck. Keep looking for pairs that equal 10. Cover them with cards from the deck. When you play a face card over another card, that pile is finished. Don't add any more cards to it. If you've played correctly, the array will all be face cards when you draw the last card. You won! If not, the deck may have missing cards. Or maybe you didn't put the face cards on the bottom of the deck, or you chose number pairs that did not add up to 10. Shuffle the deck and give it another go!

Number Bingo

Materials: Deck of cards with face cards removed (keep the aces and use them as 1s) Optional: a deck of a different color to use as a dealer's deck

Players: 2 or more

Directions: Have each student lay out a 4 x 4 playing board of cards. Remaining cards, or another deck, are placed face down, and a caller flips over a card. Any player who has that number on their board turns the card face down. Play continues until one player has a row flipped over horizontally, vertically, or diagonally and calls "Bingo!"

Builders Paradise

Materials: Deck of cards with face cards removed

Players: 2

Directions: Deal all cards out to the players. Start with a row of 7s. Players take turns putting down one or more cards above or below a seven, in sequence, according to their suit. So, in the first round, only 6s and 8s can be played. If a player cannot play anything, they pass their turn. If no one that round can play a card, the game is over and the player with the fewest cards wins.

Bump

Materials: Bump game board, 20 color counters of 2 different colors, 1-2 dice depending on board

Players: 2

Directions: For multiplication boards, Player 1 rolls 1 die and multiplies that number by the game board number. He then puts a playing piece on that number. If another player's marker is on that number, BUMP it off. If you get two markers of the same color on one number, that number is locked and you cannot be bumped. If you roll a number that is already locked, you lose your turn. The winner is the player that uses all of his/her markers first! For addition, you add the numbers of the two dice together and follow the other directions above.

Dice Baseball

Materials: 2 dice, pencil, paper or scorecard

Players: 2

Directions: Dice Baseball rules work similar to a real baseball game. Each team has nine batters, and you play nine innings (though the scorecard includes a 10th inning should the game be tied at the end of the ninth inning). You have three outs per half inning. The scorecard includes a box score so you can easily keep track of who's winning. The scorecard has the dice roll combinations printed on the card so you know exactly how to score each turn. For each at-bat, place one of the baseballs (that represent players), on home plate on the scorecard. Then roll each die. The results of the die will tell you what happened during that plate appearance. There's only one die roll for each player. You always read the die with the lowest number first. So, if you rolled a 6 and a 2, you would look on the scorecard for a roll combination of 2-6 (the lower number comes first), which would be a ground out. Write the team names in the spaces provided in the box score section at the top of the scorecard. The visiting team bats first. If a player gets out, move the ball that represents the player to the back of the lineup. Record each out on the scorecard by filling in an out bubble. If a player gets a base hit (single, double, triple, or home run), move the player to the appropriate base on the scorecard. There are no stolen bases or extra baserunning. The only way a player can advance is through a force (ex: if a player is already on first base, and the player at-bat hits a single, the player on first advances to second base, and the batter moves to first.). Singles, doubles, triples, and home runs count as hits on the box score. Walks and errors do not, even though they result in the player advancing to first base. Errors are recorded against the team not currently at bat. Record each hit, run, and error with a tally mark in the appropriate section in the box score at the top of the scorecard. At the conclusion of each half inning, record the number of runs in that half inning for the team on the box score at the top of the scorecard. (ex: If the home team had 3 runs in the fifth inning, you would write a 3 in the bottom box under inning 5). After nine innings, the team with the most runs wins. If the game is tied, play the 10th inning, or until there is a clear winner. If the home team is in the lead after the visiting team completes the top half of the ninth inning, the home team does not have to play the bottom half of the ninth inning and the game is over.

2 Blind Mice

Materials: Deck of cards, face cards removed

Players: 3

Directions: In this game for three players, one student is the leader and the other two are the "mind readers". The two players each draw a card and, without looking at it, hold it up to their foreheads so that everyone else can see it but themselves. The leader announces the sum of the two cards. Each "mind reader" must figure out which card is on his or her own forehead and say it aloud. When both "mind readers" have figured out their cards, a new leader is chosen and the game continues. Variations: Instead of adding, students may multiply.

Addition Memory (Grades 1-5)

Materials: Deck of cards, all face cards worth 10, Ace worth 1 or 11

Players: Groups of two or more

Directions: Arrange the cards face down in a 13×4 array. Player 1 turns over a pair of cards and solves to find the sum. Player 1 then turns over a second pair of cards and if the sums match, Player 1 wins the four cards and takes another turn. If the sums do not match, they're flipped face down and the next player has a turn. Play continues until no more matches can be made.

Addition or Multiplication War

Materials: Deck of cards with no jokers, either face cards removed or Jack and Queen left in

Players: 2

Directions: Shuffle the deck and deal them out evenly. Each player flips their top two cards and multiplies the numbers together. If Jack and Queen are left in, a jack is 11 and a queen is 12. The player whose cards make the highest product wins all four cards. If a player calls out an incorrect product, he loses his cards to the other player whether his product was higher or not. If the two products are the same, they leave the cards out and flip two more until someone wins all of the cards. Play continues until one player loses all his or her cards or the time limit that you decide runs out. Then the player with the most cards wins. Variations: Instead of multiplying, students add the sums. For K-1, they only look at who has the bigger number (traditional War).

Block It

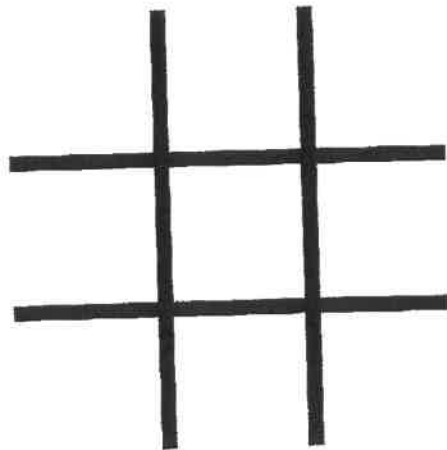
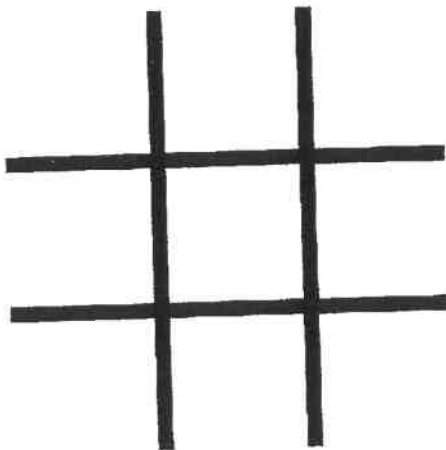
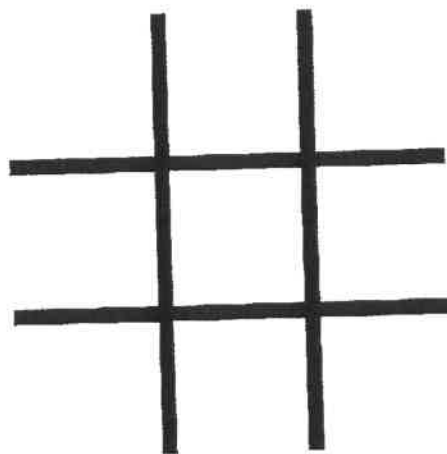
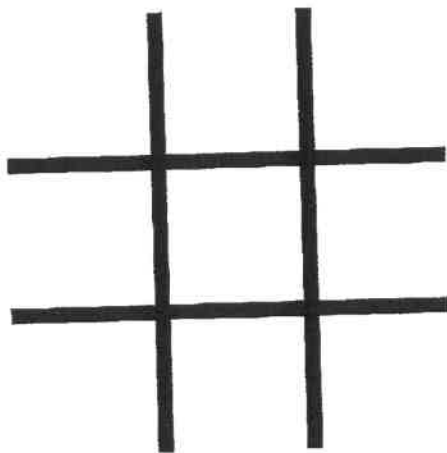
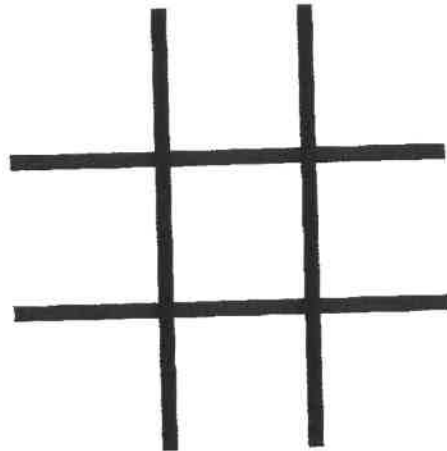
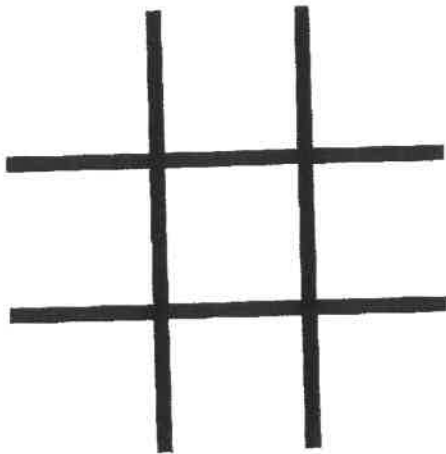
Materials: 2 Dice; 2 colored pencils of different colors, 1 cm graph paper, pencil

Players: 2

Directions: Each player picks a colored pencil. Player 1 rolls two dice and decides how to use the two numbers for length and width. Then he uses his color to outline an array (rectangle) on the paper. Player 1 colors in the array. Then, inside the array, he writes and solves the equation for its area (length \times width = area). Write the equation and answer in pencil over the colored section. Player 2 rolls two dice and decides which number to use for length and which for width for an array. Player 2 outlines an array somewhere else on the same sheet of paper using her color. She colors in the array and writes the equation. As the game continues, less and less space is available. Players have to think strategically to place their arrays. If one cannot make an array with the dice rolled, he loses his turn. When neither player can make an array, each player totals his area values (products). The player with the most total area covered wins.

Values for 99	Values for 99	Values for 99
Ace -2	Ace -2	Ace -2
King -1	King -1	King -1
Queen +0	Queen +0	Queen +0
Jack +1	Jack +1	Jack +1
2-10 face value	2-10 face value	2-10 face value
Values for 99	Values for 99	Values for 99
Ace -2	Ace -2	Ace -2
King -1	King -1	King -1
Queen +0	Queen +0	Queen +0
Jack +1	Jack +1	Jack +1
2-10 face value	2-10 face value	2-10 face value

TIC TAC TEN



Yahtzee®

Name _____

UPPER SECTION	HOW TO SCORE	GAME #1	GAME #2	GAME #3	GAME #4	GAME #5	GAME #6
Aces = 1	Count and Add Only Aces						
Twos = 2	Count and Add Only Twos						
Threes = 3	Count and Add Only Threes						
Fours = 4	Count and Add Only Fours						
Fives = 5	Count and Add Only Fives						
Sixes = 6	Count and Add Only Sixes						
TOTAL SCORE	→						
BONUS	If total score is 63 or over						
TOTAL	→						
LOWER SECTION							
3 of a kind	Add Total Of All Dice						
4 of a kind	Add Total Of All Dice						
Full House	SCORE 25						
Sm. Straight Sequence of 4	SCORE 30						
Lg. Straight Sequence of 5	SCORE 40						
YAHTZEE 5 of a kind	SCORE 50						
Chance	Score Total Of All 5 Dice						
YAHTZEE BONUS	✓ FOR EACH BONUS SCORE 100 PER ✓						
TOTAL	Of Lower Section						
TOTAL	Of Upper Section						
GRAND TOTAL	→						

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Yahtzee®

Name _____

UPPER SECTION	HOW TO SCORE	GAME #1	GAME #2	GAME #3	GAME #4	GAME #5	GAME #6
Aces = 1	Count and Add Only Aces						
Twos = 2	Count and Add Only Twos						
Threes = 3	Count and Add Only Threes						
Fours = 4	Count and Add Only Fours						
Fives = 5	Count and Add Only Fives						
Sixes = 6	Count and Add Only Sixes						
TOTAL SCORE	→						
BONUS	If total score is 63 or over						
TOTAL	→						
LOWER SECTION							
3 of a kind	Add Total Of All Dice						
4 of a kind	Add Total Of All Dice						
Full House	SCORE 25						
Sm. Straight Sequence of 4	SCORE 30						
Lg. Straight Sequence of 5	SCORE 40						
YAHTZEE 5 of a kind	SCORE 50						
Chance	Score Total Of All 5 Dice						
YAHTZEE BONUS	✓ FOR EACH BONUS SCORE 100 PER ✓						
TOTAL	Of Lower Section						
TOTAL	Of Upper Section						
GRAND TOTAL	→						

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1	2	3	4	5	6	7	8	9	10	11	12
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1	2	3	4	5	6	7	8	9	10	11	12
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1	2	3	4	5	6	7	8	9	10	11	12
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1	2	3	4	5	6	7	8	9	10	11	12
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1	2	3	4	5	6	7	8	9	10	11	12
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1	2	3	4	5	6	7	8	9	10	11	12
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Shut the Box Strip

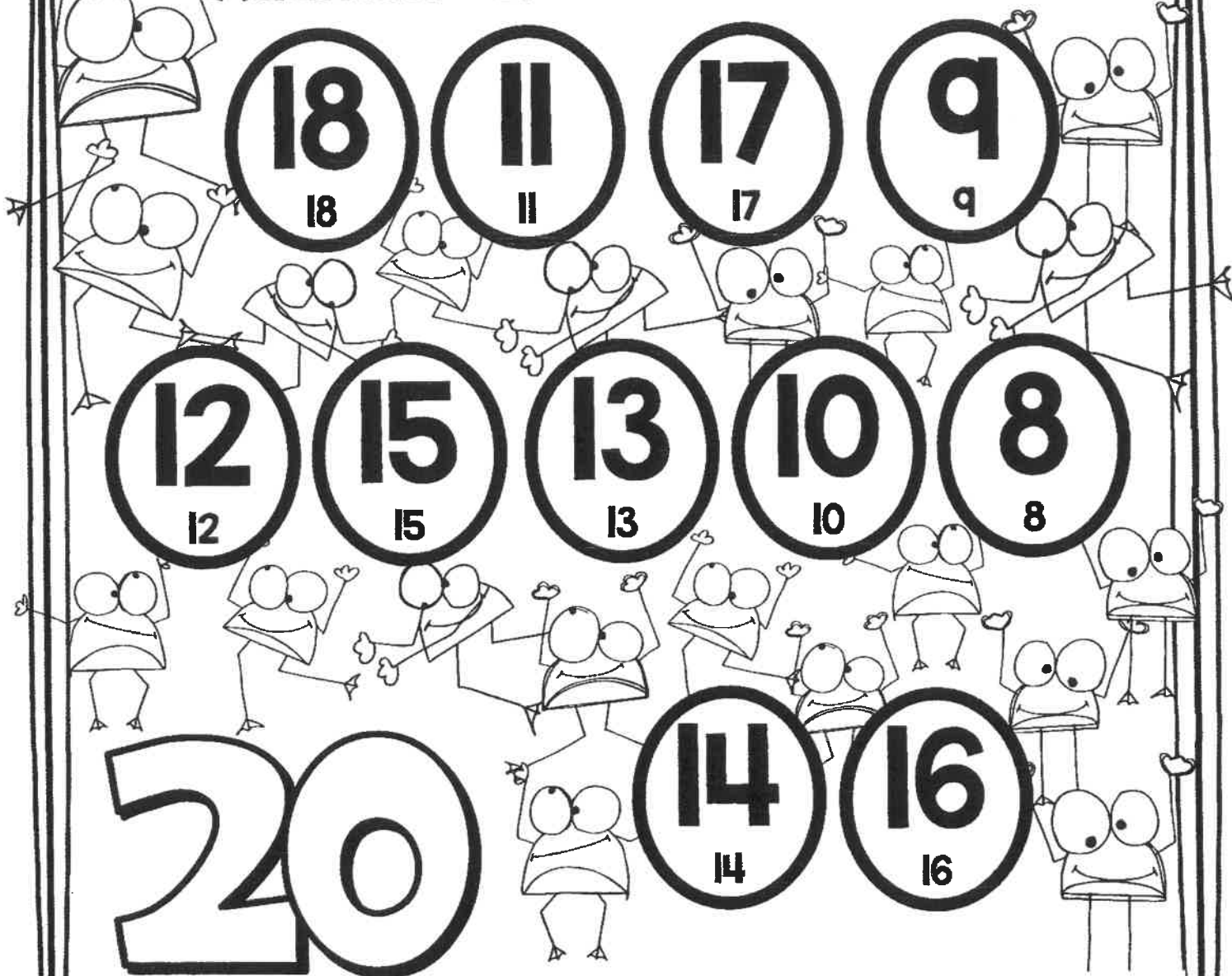
Addition Love Bug Bump!



How to play: Roll three number cubes and add those numbers. Cover that space with your marker.
 You can bump your partner's color and take their space! If you cover a space with two markers
 stacked on top of each other, you lock that space and it can't be bumped.
 The player to use all ten of their markers first is the winner!

20 Frogs Bump

Addition - Roll 2 and Make 20



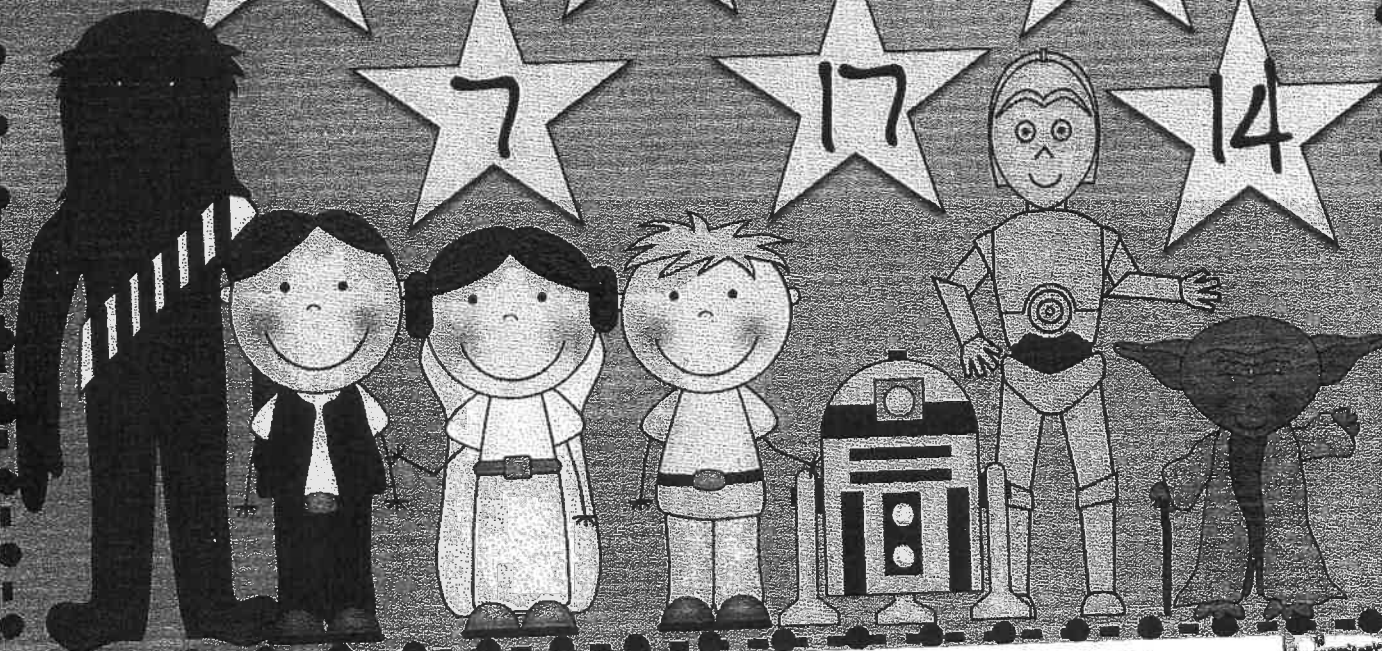
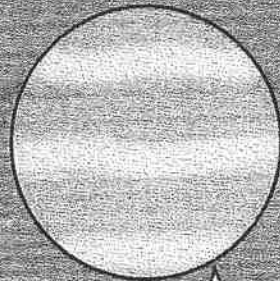
a game for 2 players

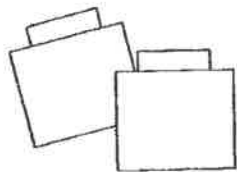
Need: 2 dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the 2 dice, add the numbers together and work out how much needs to be added to this number to make 20. The player then covers this number. For Example: If a player rolls 2 and 5, they would cover 13. If another player has covered that number, they can 'bump' that counter off and put one of their own counters on it. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space. You can only 'bump' when there is only one counter on the number. The winner of the game is the first player to use all 8 of their counters.

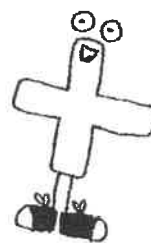
Star Friends Roll and Cover

Roll 3 dice. Add the numbers
together and cover the sum.





BUMP!



Name: _____

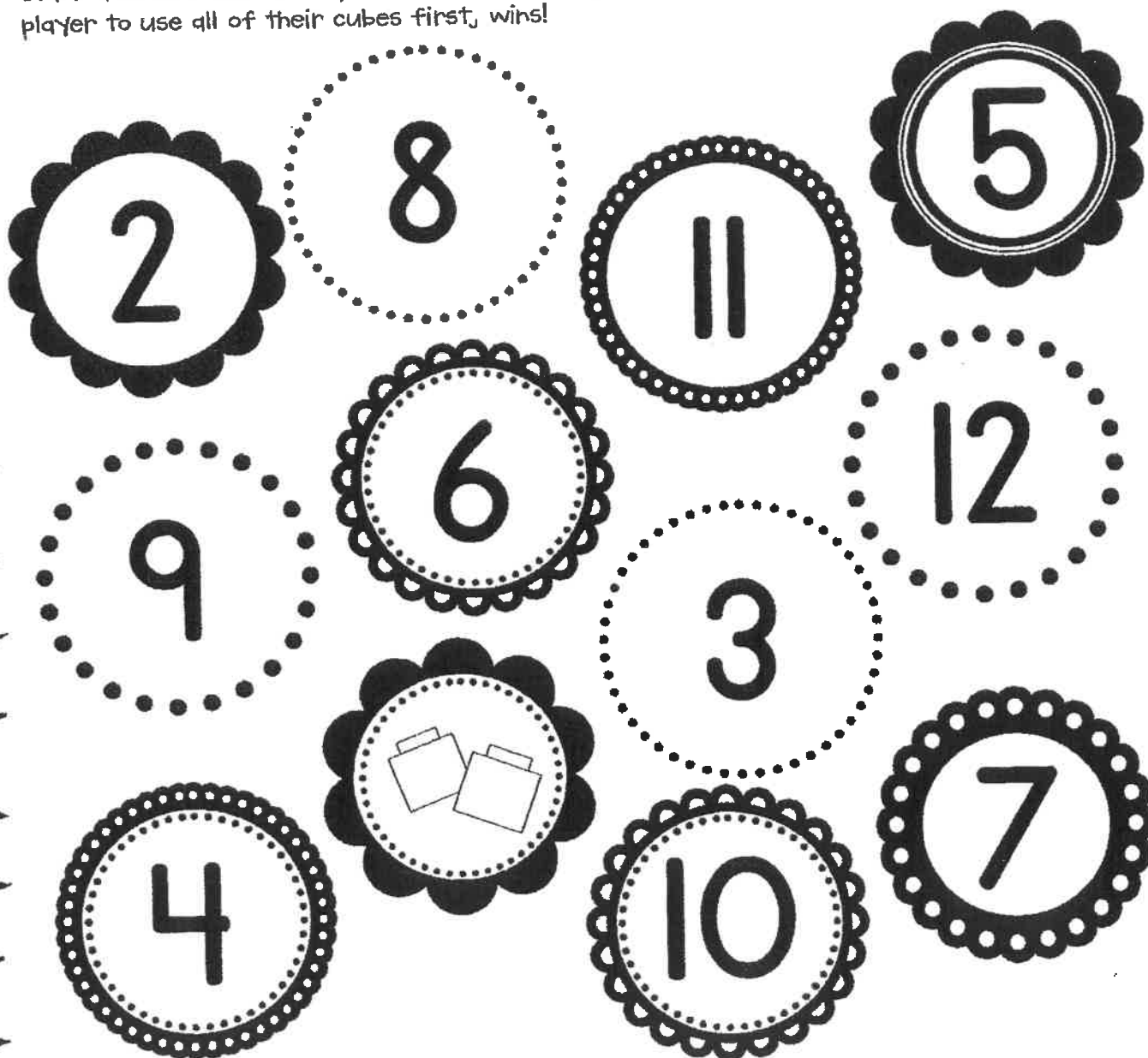
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How to Play:

Take turns with a partner. Roll the dice and add to find the sum. Put a cube on the sum. If another player's cube is on that number, "bump" it off. If your cube is on that number, stack a second cube on top to "freeze" that spot. The player to use all of their cubes first, wins!

Materials:

- 2 6-sided Dice
- 10 cubes of one color
- 10 cubes of another color



TABLETOP BASEBALL GAME

1	2	3	4	5	6	7	8	9	10	R	H	E

OUTS



DICE SCORING GUIDE

1/1 home run
1/2 double
1/3 single
1/4 pop out
1/5 ground out*
1/6 strikeout

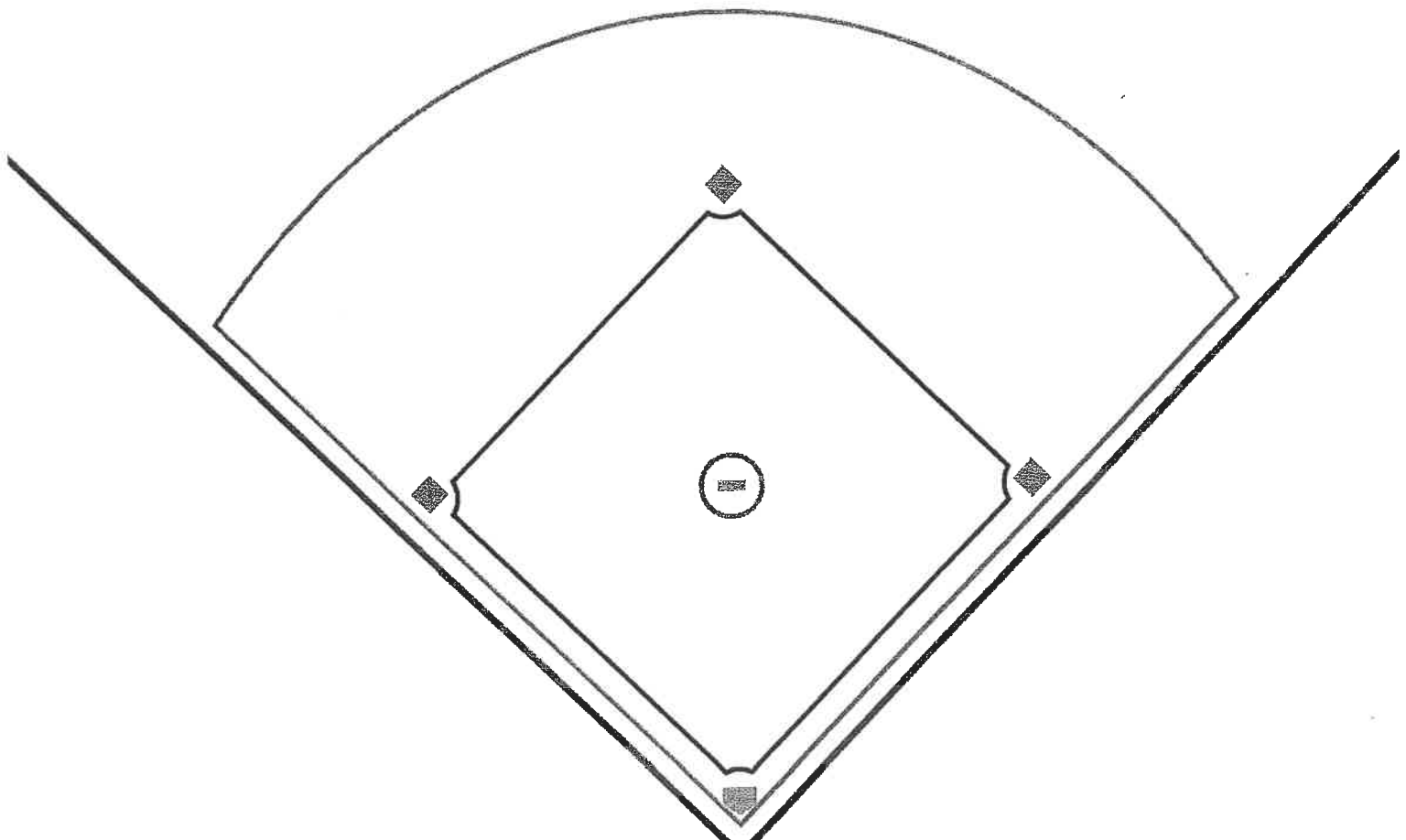
2/2 single
2/3 pop out
2/4 ground out
2/5 strikeout
2/6 ground out

3/3 single
3/4 strikeout
3/5 ground out
3/6 fly out



























































































4/4 walk
4/5 fly out
4/6 fly out

5/5 base on error
5/6 single
6/6 triple

* double play if a force available



BASEBALL SCORECARD

#	BATTERS	1	2	3	4	5	6	7	8	9	10	AB	R	H	RBI
1															
2															
3															
4															
5															
6															
7															
8															
9															

		1	2	3	4	5	6	7	8	9	10	FINAL
GAME TOTALS	RUNS											
	HITS											
	ERRORS											

