

Overview of Games for October 18

See the attached description details for each of the four games below

1. Scribbage: similar to scrabble, but with a time limit to create words from 13 dice, the face of each with a letter and value (best for 2 players or 2 teams of 2)

Roll 13 dice, and each will have on its face a letter and its value. You will have 3 minutes to put these letters into words with the goal of using all 13 letters in the highest possible score configuration. Game ends when one side reaches a point total (suggest 150-200) or time (suggest 30-60 minutes). **If you like scrabble, this game is for you.**

2. Interactive Solitaire: Follow solitaire rules, except you will place your aces into the center, and play aggressively on any card pile there. Best for 4-6.

Begin from Solitaire's starting position. When you have an ace to play it will be placed in the center for any player to add cards on. Each growing card pile ends only when the King is played. Play on the card pile ASAP or one of your opponents will beat you there. The game ends when no more cards can be played by any player on any card pile. The winner is the player who has the fewest cards not played. **This is the Shay families favorite game.**

3. Yahtzee: Achieve the highest score for each of 13 scoring categories. One score category is filled with a score after each of 13 dice roll turns. Best for 3-4.

On each of your 13 turns, you will roll 5 dice and you will see a number on each dice face. If your dice combination matches a desired category on your score sheet, fill in that score. If that first roll doesn't fill a scoring category, set aside dice to keep and do a 2nd roll. If you now have a desired category, fill it in. If not do a 3rd and final roll. The winner is the person/team with the highest total score on the 13 category scoresheet. **Do you feel lucky?**

4. Shanghai Rummy: Be the first to go out in each round. This ends the round, and the winner is the player with the fewest point value of remaining cards.

Rounds of progressively more difficult card combinations of sets (cards of the same rank (e.g. three 10's)) and runs (cards in sequence of the same suit (e.g., 3's thru 9's of hearts)) that must be achieved comprise the game. When a player gets the required combination for that round, it ends, and each player counts the points of their remaining cards. The winner has the fewest points. Multiple rounds (up to 16) can be played. **Do you like rummy?**

Prize for winner(s) of each of the four games above.

Also available: Checkers, Chess (with 1-min time limit for moves)

SCRIBBAGE



1. Roll 13 dice for letters to put together into words

Note: Reroll allowed if 1) Q with no U; 2) <3 vowels

2. Each dice face has a letter and its value (e.g.: T=2 points; P=4 points)

 = Any letter you desire, but no value

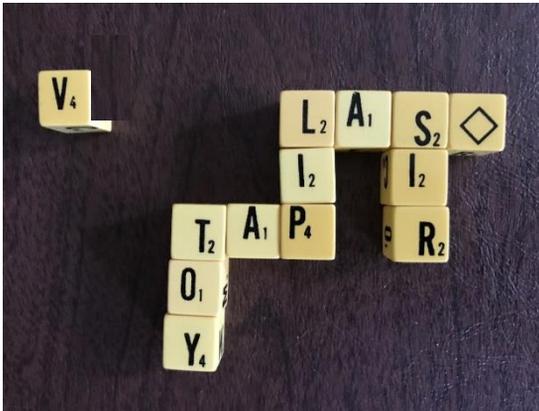
3. Put letters into words with the goal of using all 13 letters in highest possible score configuration.

Note: Start hourglass which gives 3 minutes to complete

4. Scoring: 1) Add values of all letters used, some both horizontal and vertical; 2) Subtract value of any letters not used

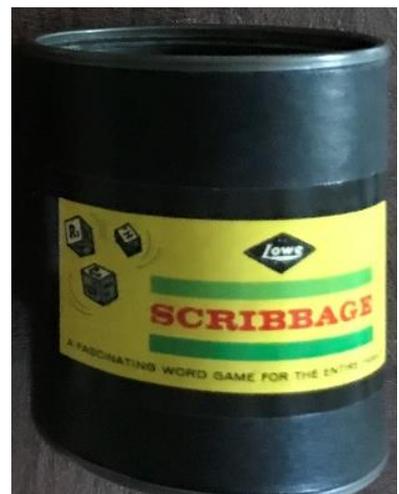
Note: Score of example is $33 - 4 = 29$

Game ends when one side reaches agreed on point total (suggest 150-200) or time (suggest 30-60 min)



Hourglass
(3-minutes)

Cup to Mix
and Roll Dice

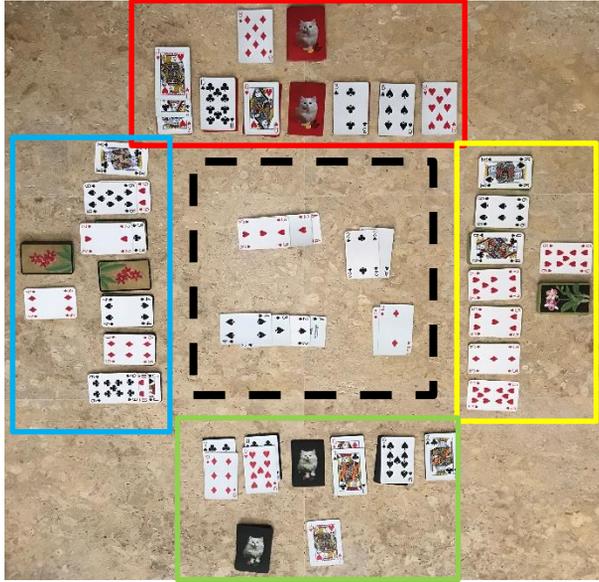


Interactive Solitaire

(Best for 2-6 players)

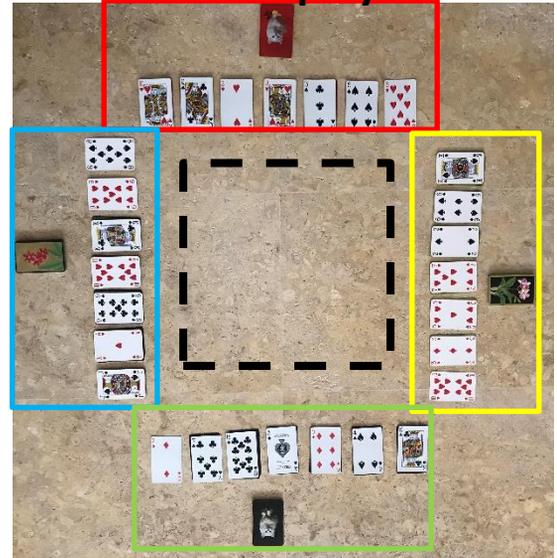
- **Follow Solitaire rules, except**
- Play each ace into the center () where anyone can play on it to start a card pile
- Play on a card pile ASAP, or one of your opponents will beat you there
- Stop playing on a card pile only when the King is played
- Winner: The player with the fewest cards once no more cards can be played by any player on any card pile.

Four aces have been played into the center and card piles started

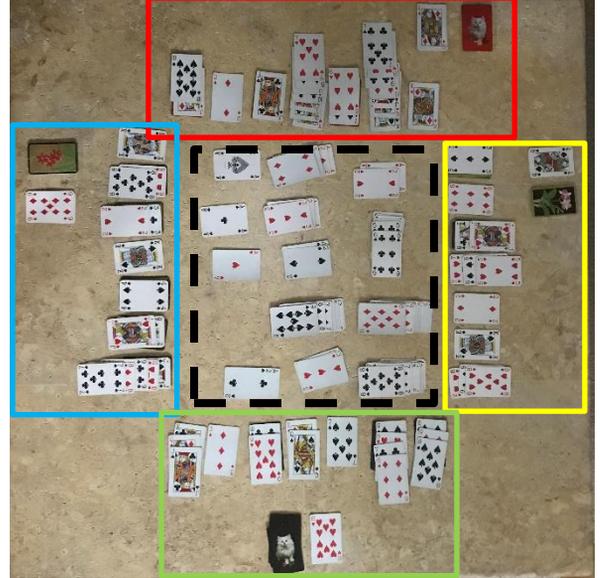


Play ends when no more cards can be played on any card pile by any player

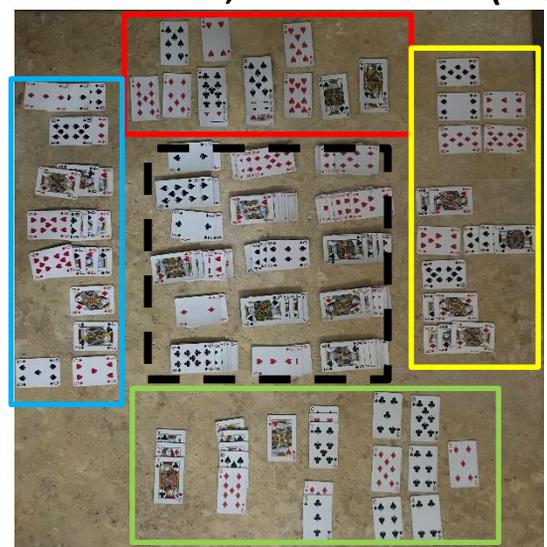
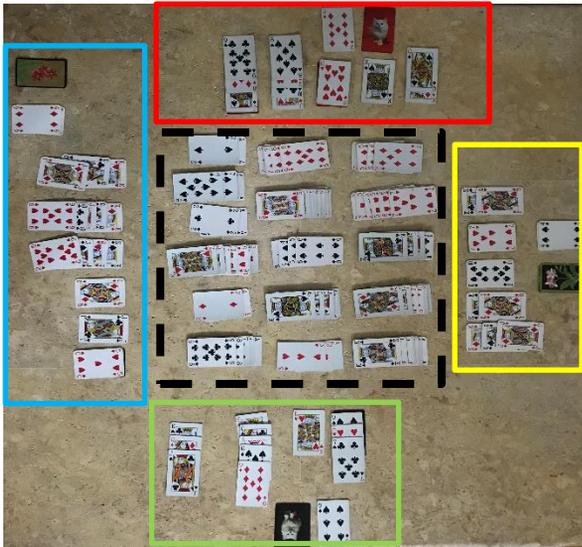
Solitaire's Starting Position for four players



Thirteen card piles in the center



**Count all cards not played.
Winner is Yellow, who has fewest (n=15).**



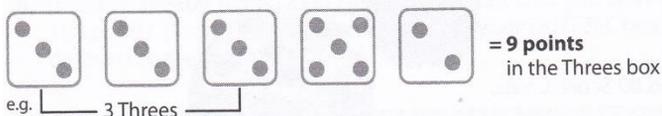
Yahtzee: The SHAKE, SCORE, and SHOUT Game

Goal: The highest score after all players have 13 turns to roll the dice

How to play each of your 13 dice roll turns. 1st Roll: throw all 5 dice. If your dice combination matches a desired scoring category, fill in that score. If not, analyze 1) your dice combination, 2) which categories you need a score to enter and their value, and 3) which you are most likely to achieve with your further two dice rolls. Then, set aside the dice to keep, and do a **2nd Roll**. If you now have a desired category, fill it in. If not, do the same 3-step analysis as after the 1st roll. Then, set aside the dice to keep, and do a **3rd Roll**. Place a score in one of the 13 scoring categories after this roll, even if 0.

UPPER SECTION		HOW TO SCORE	GAME #1
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	SCORE 35
TOTAL		Of Upper Section	→

Upper Section Example

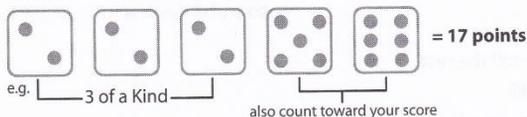


Note: If your total score in the upper section is ≥ 63 , you get a bonus of 35 points

Lower Section Examples

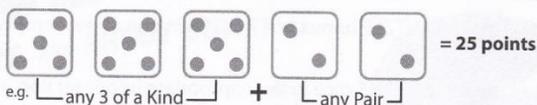
3 of a Kind TOTAL dice score
3 of the same dice

Your score is the face value of all 5 dice.



Full House SET score 25 points
Any 3 of a Kind and any Pair

Worth 25 points, regardless of the face value of the dice.



Large Straight SET score 40 points
Any 5 consecutive dice

Worth 40 points, regardless of the face value of the dice.



YAHTZEE! SET score 50 points
5 of a Kind

Top score. 50 points, regardless of the face value of the dice.



Chance TOTAL dice score
Add up the face value of any roll

No combos necessary. CHANCE is a one-off, use anytime, catch-all safety net when you can't score anywhere else and don't want to enter a ZERO.



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 <small>Sequence of 4</small>	SCORE 30	
Lg. Straight <small>Sequence of 5</small>	SCORE 40	
YAHTZEE <small>5 of a kind</small>	SCORE 50	
Chance	Score Total Of All 5 Dice	
YAHTZEE* <small>BONUS</small>	✓ FOR EACH BONUS SCORE 100 PER ✓	

TOTAL	Of Lower Section	→
TOTAL	Of Upper Section	→
GRAND TOTAL		→

* Yahtzee Bonus is a 2nd Yahtzee, value is 100 points

Shanghai Rummy (Sister's Rules)

Objective:

1. Be the first player to go out in each round.
2. Have the fewest points for the overall game.

Strategy:

Reduce the number of points/cards in your hand while preventing competitors from reducing the points/cards in their hands. First, make the meld required in that round and then by play appropriate cards on other players' melds.

Melds:

A meld is a group cards of the same rank (e.g., all 10s), or of the same suit in an increasing sequence. (i.e., 8,9,10,11)

Melds of the same rank are called sets. The minimum number of cards for a set is 3 cards or the same rank.

Melds in sequence are called runs. Melds must contain at least four cards unless stated otherwise.

After a meld is formed, it is communal and other players (after they have laid down) can reduce the cards left in their hand by laying down on other players' cards/melds. The meld (lay down) in each of the 10 rounds is different with increasing difficulty. Players must complete the required first meld before they can meld off their other cards on their opponents' laydowns.

Gameplay moves clockwise, starting with the player left of the dealer. To begin their turn, a player can either draw from the stock pile or discard pile. They then try to meld off their cards. Whether or not a player can lay down, a card must then be discarded to the discard pile.

Wildcards:

Jokers and 2s are wildcards. They can be used in place of any card. A meld must, however, have more natural cards than wildcards. Except as a set where wildcards are used as the value (i.e., 3 jokers are permitted but not 2 jokers and a 9; two 9s and a joker would be permitted), wildcards cannot be used consecutively (i.e., not permitted: 5, wc, 7, wc, wc, 10).

Card Values* (How to count cards):

1. 3s through 9s: 5 points each.
2. 10s through Kings: 10 points.
3. Aces: 15 points. [Aces are either high (following King worth 10 points) or low (treated as a "2" worth 5 points) depending on what the player wants it to be.]
4. *Wild Cards – Jokers and 2s
 - a. *Jokers: 50 points.
 - b. *2s as a wild card: 20 points.

Meld combinations for each round:

No. Cards Dealt	Melds
7	2 sets of 3
8	1 set of 3 – 1 run of 4
9	2 runs of 4
10	3 sets of 3
11	1 run of 7 – 1 set of 3
12	1 run of 5 – 2 sets of 3
13	3 runs of 4
14	1 run of 10 – 1 set of 3
15	1 runs of 5 – 3 sets of 3
16	1 run of 10 – 1 run of 5

Buying

If a player not taking their turn wants the card in the discard pile, they may buy the card. Buying the card means they take it along with one additional card from the stock. Buys are limited to 5 (which equals a maximum of 10 additional cards in the buyer's hand).

If more than one player wants to buy the card, precedent goes clockwise from the player taking their turn.

Going Out

Once a player makes the first meld combination for the round, they begin to try and play off all of their remaining cards. When a player has one card left, the/she must announce "one card left". When a player has no more cards, he/she is out; scores are tallied, cards are shuffled, and the next round begins.

Scoring

Once a round ends, scores are tallied by the value of the cards still in a player's hand. The player that went out gets 0 points for the round. The player with the fewest points after 10 rounds wins the game. (Exception: If a player accumulates exactly 500 points, that score subtracts all points, leading to "0", and he/she wins. Not a recommended strategy as it rarely works.)