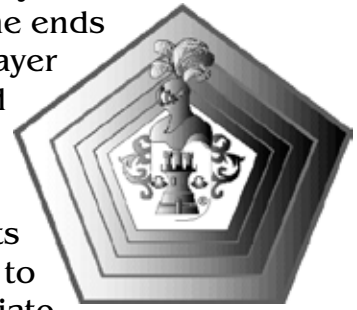


Sum Dominoes & Dice™ Highlights

GOAL: A player who, within the **first part** of a turn places the last domino from a hand onto the gameboard, can declare a win. (See Rule 15 if bank is empty or when the last domino in hand is given as a penalty domino.) If the game ends and both players have dominoes remaining in their hands, the player with the least number of combined dots is the winner provided there is a difference of ten (10) or more dots between the two players. A tie will occur if the difference is less than ten (10).



TWO PARTS TO A TURN: Each player's turn consists of two parts which allow for **up to** two dominoes to be played: 1) reacting to the sum of the opponent's roll of 3 dice and placing an appropriate domino onto the gameboard; and 2) rolling the 3 dice, computing the sum, **writing and showing** this sum to the opponent, and placing an appropriate domino onto the gameboard. After completing both parts of a turn, a player draws a domino from the bank.

NOTE: The beginning player uses the sum of the 3 dice which determined the Starting Player as the first part of a turn.

PENALTY FOR NOT TAKING SECOND PART OF TURN: If a player does not take the second part of turn and is challenged, the challenged player gets a penalty domino (from bank if available or challenger selects one from her/his hand if bank is empty). Then the challenger has the option of using the existing roll of the dice or rerolling the dice to deal with the first part of turn.

PLACED DOMINOES MAY NOT BE REPOSITIONED: Once a domino is placed onto the gameboard it may not be moved to a new position.

EDGE OF THE GAMEBOARD: Dominoes may not be placed beyond the edge of the board. However, the **ENTIRE** board may be used for domino placement.

BEGINNING OF TURN: A player's turn begins upon receiving the flag card.

END OF TURN: A player's turn ends when the player passes the flag card to the opponent and releases hold of it.

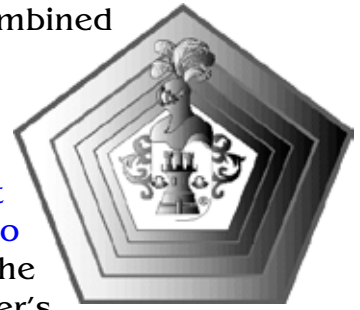
END OF GAME: The game ends when: 1) a player places the last domino onto the board during the first part of a turn; 2) all exposed ends of dominoes on board have been capped; 3) the bank is empty and a player places the last domino onto the board during the second part of turn; 4) the bank is empty and both players complete a turn with neither player being able to place a domino; or 5) a player gives the last domino in a hand to the opponent as a penalty domino.

DECLARING A WIN: A win must be announced **BEFORE** releasing hold of the flag card to end a turn. A player may also pass the flag card to the official and announce a win. A player may declare a win when: 1) within the first part of a turn player places the last domino onto the gameboard; 2) within the second part of a turn player places the last domino when bank is empty; or 3) player gives the last domino from hand as a penalty domino to opponent.

Sum Dominoes & Dice™ Highlights Continuation

WIN/TIE (BY OFFICIAL): If the game ends and both players have dominoes in their hands, the official declares a win to the player with the least number of combined spots provided the difference is 10 or greater. If the difference of combined spots is less than 10, the official declares a tie.

CHALLENGES TO FIRST PART OF TURN: Such a challenge must be announced after a domino is released onto the board during the first part of an opponent's turn and **before the opponent releases a domino during the second part of turn, or if a domino cannot be placed, before receiving the flag card.** **If CORRECT,** the inappropriately placed domino is returned to the challenged player's hand and that player gets a penalty domino (from bank if available or challenger selects one from her/his hand if bank is empty). The challenged player then completes the second part of turn. **If INCORRECT, the challenger draws a penalty domino.**



CHALLENGES TO SECOND PART OF TURN: Such a challenge must be announced at the beginning of challenger's turn before picking up a domino for placement or if selection isn't possible before touching the dice. **If CORRECT,** the inappropriately placed domino is returned to the challenged player's hand and that player gets a penalty domino (from bank if available or challenger selects one from her/his hand if bank is empty). **If INCORRECT, the challenger draws a penalty domino.**

CHALLENGES FOR NONPLACEMENT OF DOMINO: A player may challenge if the opponent does not place a domino when one could have been placed.

FIRST PART OF TURN CHALLENGE: Must be announced before the opponent releases a domino during the second part of turn, or if a domino cannot be placed, before receiving the flag card.

SECOND PART OF TURN CHALLENGE: Must be announced at the beginning of a player's turn.

If CORRECT, the challenger indicates where a domino should be placed and the official places it in that position. The challenged player then gets a penalty domino (from bank if available or challenger selects one from her/his hand if bank is empty). **NOTE:** On a first part of turn challenge, the challenged player is allowed to complete the second part of turn. **If INCORRECT, the challenger draws a penalty domino.**

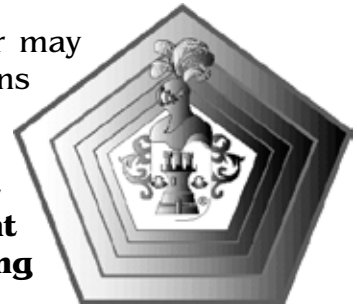
GAME TIME LIMIT: Official declares a win or tie based on number of dots if time runs out before either player ends the game.

NOTE: After passing the flag card, a player may be challenged for not drawing a domino from the bank. After drawing a domino that was not originally drawn, the penalty is to draw an additional domino from the bank.

Ramrod™ Highlights

GOAL: To win, a player must be the only player to completely fill or exceed the long narrow rectangle along the player's edge of the board at the end of a round.

NO COPYING OF BEGINNING PLAYER'S FIRST MOVE: A player may not copy the beginning player's first move. This includes situations where more than one of the same-color rods are attached to the same-sized rectangle in the purple-playing area. In other words, the opposing player may not move the same-color rod into the rotationally symmetric same-sized rectangle. **The official makes sure that the second player does not copy the beginning player's opening move.** No challenges are made in this regard.



LAST ROD MOVED: A player may move any rod in the purple-playing area with the exception of the **last rod** moved by the opponent.

RECYCLING OF RODS: A rod within the large central rectangle at the center of the game-board may be recycled back to one of a player's start rectangles provided the start rectangle is of equal or greater size than the rod. More than one rod may be recycled into the same start rectangle.

MOVE IT-USE IT: Once a player has moved a rod from a rectangle, that rod must be moved to complete a turn. This allows a player **touch** a rod, **not move it to another rectangle** and select another rod for movement.

BEGINNING OF TURN: A player's turn begins upon receiving the flag card.

END OF TURN: A player's turn ends when the player passes the flag card to the opponent and releases hold of it.

ROUND GAME: A round consist of the beginning and second player completing a turn.

WIN/TIE: At the of a round, a player may declare a win if the long 24 cm rectangle has been completely filled or exceeded on his/her side of the board. If at the end of a round, both players have filled or exceeded their 24 cm rectangles, then the official declares a tie.

CHALLENGES: A player may issue a challenge at the the beginning of the player's turn and before touching a rod. If **CORRECT**, the challenger may reposition the inappropriately-moved rod (or rods in a capture situation) to any empty rectangle(s) in the purple-playing area. The challenger then begins a turn. Since the repositioned rod or rods are considered "just moved" rod(s), they can not be moved by the challenger on this turn. (See Rule 4a.) If **INCORRECT**, the challenger forfeits a turn.

DECLARING A WIN: A win must be announced **BEFORE** releasing hold of the flag card to end a turn. A player may also pass the flag card to the official and announce a win.

GAME TIME LIMIT: If time runs out before either player wins the game, the official declares a **TIE**.

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PAR 55™ Highlights

GOAL: To win, a player must land on space 55 without the opposing player landing on space 55 within the following turn.

ANNOUNCING THE SCORE: Players must state the number of spaces they are going to move **BEFORE** moving the marker.

A PIECE LAID IS A PIECE PLAYED: Once a player is no longer touching a block placed onto the gameboard, it may not be moved to another base.

NOTE: This allows a player to pick up a block from the bank, put the block back in the bank, and select another block to be played.

BUMPING: The player landing on the occupied space moves back the opponent's marker.

BEGINNING OF TURN: A player's turn begins upon receiving the flag card.

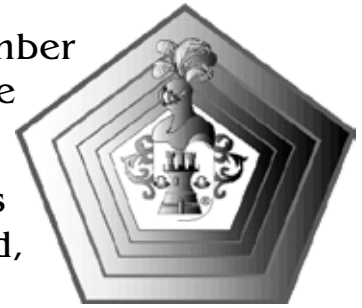
END OF TURN: A player's turn ends when the player passes the flag card to the opponent and releases hold of it.

END OF GAME: The game has ended when: a) the last base has been covered by a block and a player has completed a turn; b) after a player's marker lands on 55 and opponent has completed a final turn.

WIN/TIE: A player wins if after ending the game by landing on 55, the opponent does not land on 55 within the next turn. If the opponent also lands on 55 within the next turn, a tie is declared. A tie is also declared if the game ends and neither player has landed on 55.

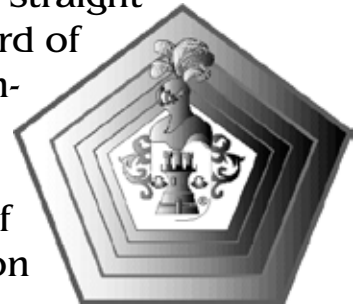
CHALLENGES: A player may issue a challenge at the beginning of the player's turn and **BEFORE** touching an attribute block. If **CORRECT**, block is returned to bank and marker is returned to prior position and challenger begins a turn. If **INCORRECT**, challenger forfeits a turn. If a correct challenge to a **WIN** occurs, the game is restored to prior status and challenger begins a turn.

DECLARING A WIN: A win must be announced **BEFORE** releasing hold of the flag card to end a turn. A player may also pass the flag card to the official and announce a win. If a player does not announce the win before ending a turn, play continues. In this case, should the opponent land on 55 and declare the win, the opponent wins even though both markers are on 55. If both markers land on 55 and neither player declares a win, play continues.



Kwatro-Sinko™ Highlights

GOAL: To win, all of a player's chips must be on **NON-NUMBERED** circular bases and the player must correctly identify a winning straight line path of exactly 3 chips, two of one color and the third of the opposite color. The 3 chips do not need to be contiguous but cannot cross the middle (yellow) area of the board. Also, the result of adding the numbers on chips of like color and subtracting the number of the chip of opposite color must total 4 or 5. Only 3 chips can be on the winning path.



CHIPS OFF THE NUMBERS: No win can be declared by a player until the **player's** 5 chips are off **ALL** numbered bases.

MOVE IT-USE IT: Once a player has moved a chip off of its space, that chip must be moved to complete a turn. This allows a player to touch a chip, not move it to another space and select another chip for movement.

BEGINNING OF TURN: A player's turn begins upon receiving the flag card.

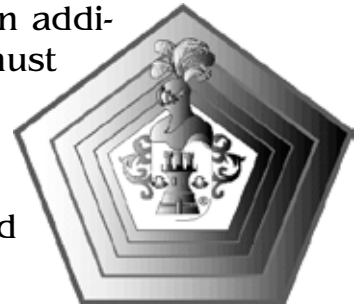
END OF TURN: A player's turn ends when the player passes the flag card to the opponent and releases hold of it.

CHALLENGES: A player may issue a challenge at the beginning of the player's turn and **BEFORE** touching a chip. If **CORRECT**, the chip is returned to prior position and the challenger begins a turn. If **INCORRECT**, the challenger forfeits a turn.

DECLARING A WIN: A win must be announced **BEFORE** releasing hold of the flag card to end a turn. A player may also pass the flag card to the official and announce a win. The player must then identify the winning path and state the winning total by **announcing the number sentence**. If a win situation occurs, but a player does not declare it, play continues. Also, a player may claim an unclaimed winning path and win by moving a chip into another position on the gameboard, indicating the winning path on the board, and stating the winning number sentence while being in possession of the flag card or passing the flag card to the official.

FIAR™ Highlights

GOAL: To win, a player must be the first to identify four (or more) chips of the same color (not necessarily the player's color) along a straight line of connected circles with no chip(s) of the opposite color intervening. In addition, the circles on which the four markers are positioned must **NOT** be directly connected by a line to a circle occupied by an opponent's **MARKED** chip. The four chips constructing the winning path do not need to be contiguous but the path cannot cross the yellow area of the board. A player's marked chips can be used as part of a winning path.



PLACEMENT CHANGES: During Phase I a player is NOT allowed to place one type of chip, e.g. a blocking chip, then replace it with another type, e.g. a nonblocking chip. However, a player may change the position of a chip before passing the flag card.

MOVE IT USE IT: Once a player has moved a chip off of its space, that chip must be moved to complete a turn. This allows a player to touch a chip, not move it to another space and select another chip for movement.

BEGINNING OF TURN: A player's turn begins upon receiving the flag card.

END OF TURN: A player's turn ends when the player passes the flag card to the opponent and releases hold of it.

CHALLENGES: A player may issue a challenge at the beginning of the player's turn and **BEFORE** touching a chip. If **CORRECT**, the chip is repositioned to prior status and the challenger begins a turn. If **INCORRECT**, the challenger forfeits a turn.

DECLARING A WIN: A win must be announced **BEFORE** releasing hold of the flag card to end a turn. A player may also pass the flag card to the official and announce a win. To win a player must correctly identify a winning path of chips. Should a player not identify a winning path within a turn, the opposing player may do so. (See next rule highlight, last sentence.)

WINNING ON OPPONENT'S CHIPS: A player may move a chip that results in a winning path constructed with the opponent's chips. In such a case, the player may claim this as a winning path. Also, if an opponent does not claim a winning path, a player can claim it by placing or moving a chip on the gameboard **BEFORE** releasing hold of the flag card.

GAME TIME LIMIT: If time runs out before either player wins the game, the official announces a tie.

NOTE: It is the official's responsibility to make sure that each player has placed all seven chips before moving any chip.