

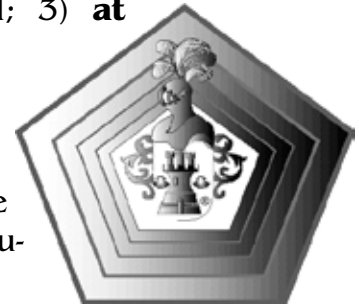
# Stars & Bars™ Highlights

**GOAL:** A win may be declared when only one player has 1) **over 200 points** at the **end of a round** with the difference between the players' scores being at least 15 points; 2) **OVER 50** points more than the opponent at the end of a round; 3) **at least 15 points** more than the opponent at the **END OF GAME**.

**CARD PLACEMENT:** Either player is allowed to pick up a placed card to view the card below.

**ANNOUNCING POINTS: BEFORE** ending a turn a player must state the total number of points gained during a turn and the accumulated total number of points.

**CHANGE SELECTED CARD:** A player may change a selected card prior to ending a turn.



**INSIDE FOUR-CARD STACKS, CLEARING THE CENTRAL FRAMED AREA & OUTSIDE FOUR-CARD STACKS (RULES 7-9):** Rules 7-9 regarding turning over and removing four-card stacks from the gameboard stipulate that **the player that creates the four-card stack is responsible for turning the stack over and/or removing it.**

**SCORING POINTS FOR OPPONENT NOT TURNING OVER OR REMOVING FOUR OR MORE CARD STACKS:** Rules 16-19 describe how a player scores points at the beginning of a turn before touching a card and are summarized below.

**CENTRAL PLAYING AREA:**

**two points:** for turning over a four (or more) card stack if opponent does not

**four points:** for removing the four stacks if opponent does not

**six points:** for turning over the four or more cards in the fourth stack and removing the four stacks if opponent does not

**OUTSIDE PLAYING AREA:**

**two points:** for removing a four (or more) card stack if opponent does not

**NOTE:** A player may turn over a stack of cards at the beginning of a turn even though several turns have elapsed.

**OFFICIAL CHECKS NUMBER OF CARDS AFTER A STACK IS TURNED OVER OR REMOVED:** The official makes sure that there are at least four cards in a stack. This type of error by a player **may not be challenged.**

**STACK CHECK:** A player may ask the official to check and report the number of cards in any stack.

**NO CARDS FACE-DOWN:** If a player places a card on a face-down stack and is challenged, the challenger gets 3 points, the card placed on the face-down stack is turned over, and the score is returned to its prior status.

**BEGINNING A 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.

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# Stars & Bars™ Highlights Continuation

**DEPLETED DECK:** When the deck has been depleted, players continue to place their cards onto the board.

**END OF GAME:** The game ends when **BOTH** players have no more cards to place onto the board.

**ROUND GAME:** The beginning and second player complete a turn.

**TIE:** A tie is declared if 1) **BOTH** players score **over 200 points** at the **end of a round** and the difference between the two players' scores is less than 15 points; **OR** 2) the **difference** between the player' scores **is less than 15 points** at **END OF GAME (and end of round)**.

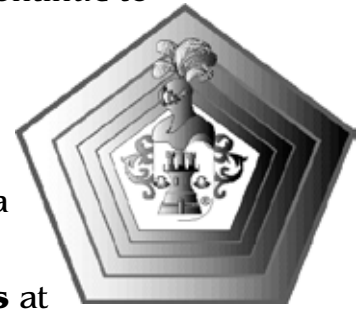
**CHALLENGES:** A player may issue a challenge upon receiving the flag card **BEFORE** picking up or touching a card. If **CORRECT**, points claimed for that turn are subtracted from the challenged player's score and three points are added to the challenger's score. Cards placed onto the gameboard are left where they were placed and the card drawn from the deck is retained by the challenged player. If **INCORRECT**, three points are subtracted from the challenger's score plus loss of turn.

**TURNING OVER OR REMOVING 4-CARD STACKS CANNOT BE CHALLENGED:** If a player challenges an opponent for not turning over or removing a four-card stack, the challenge would be ruled as inappropriate.

**DECLARING A WIN:** The beginning player must declare a win at the beginning of turn (upon receiving the flag card) and before touching a card. The second player must declare a win before ending a turn. A player may also pass the flag card to the official and announce a win.

**GAME TIME LIMIT WIN OR TIE:** After a round has been completed and neither player has won the game (see Rule 21), the official declares a win to the player who has 15 or more points over the opponent's score. A tie is declared by the official if this does not occur.

**NOTE:** If a player forgets to draw a card or pass the flag card, the supervisor reminds the player to do so. This is not treated as a challenge situation, but rather a time issue. In a similar manner, if a player starts a turn before the opposing player has passed the flag card, then the supervisor reminds the player that the opposing player is still taking a turn and does not deal with this as a challenge situation.



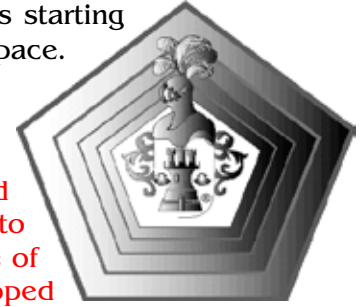
# Queens & Guards™ Highlights

**GOAL:** To win a player must be the first to position the Queen on the center hexagon and have it completely surrounded by the player's 6 guards.

**QUEEN'S START & THRONE:** Only the Queen assigned to the Queen's starting position may occupy that space. Only a Queen may occupy the center space.

**TOUCH-MOVE:** Once a piece has been touched, it must be moved.

**WHEN TO ANNOUNCE A TRAP:** 1) After forming a trap and while in possession of the flag card, a player may announce "trap". Once announced in this manner, the opponent **must** move the trapped piece according to Rule 6. 2) A player may also choose **not** to announce a trap at the time of it's construction. In this case, if the opponent does not move the trapped piece according to Rule 6, a player may announce a trap at the beginning of the following turn or a subsequent turn. When announced in this manner, the opponent **must** return the incorrectly moved piece to it's prior position. (This move is made while the opponent **does not** have the flag card.)



**NOTE:** Once a player has announced "Trap," the trapped player must move back the trapped piece according to game rules. **This can not be challenged. The official makes sure this is carried out.**

**ANNOUNCING A TRAP AT THE WRONG TIME:** 1) If a player announced a trap while not in possession of the flag card and **BEFORE** the opponent moves a piece, the opponent **must** move the trapped piece out of the trap and then continue with a turn. 2) If a player announces a trap while not in possession of the flag card and **AFTER** the opponent moves a nontrapped piece, then the opponent must move the trapped piece out of the trap which ends the turn. 3) If a player announces a trap while not in possession of the flag card and **AFTER** the opponent moves the trapped piece incorrectly, then the opponent must move the trapped piece back to it's prior position, then move the trapped piece out of the trap which ends the turn.

**ANNOUNCING CHALLENGE RATHER THAN TRAP:** Since traps are common occurrences of this visual game, it is more appropriate for a player to announce "Trap" rather than "Challenge." However, if a player announces "Challenge" rather than "Trap", then 1) ask the player to state the nature of the challenge; 2) remind the player to use the term "Trap" not "Challenge" for future game play; and 3) **do not** issue a penalty or make any record on the Challenge Record Sheet.

**BEGINNING A 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.

**TIE:** A tie occurs when a player is unable to move without violating one of the game rules. A tie also occurs if all 6 guards are positioned around the center space without the Queen. If Game Time Limit has been reached, a tie occurs if neither player has reached the goal.

**CHALLENGES:** A player may issue a challenge upon receiving the flag card and **BEFORE** touching a playing piece. If **CORRECT**, the official restores board to prior status and 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 the turn. A player may also pass the flag card to the official and announce the win. **NOTE:** If a player announces a win **AFTER** passing and releasing hold of the flag card to the opponent **AND** is challenged for announcing the win at the wrong time, the supervisor will declare a tie.

**NOTE:** If a player forgets to pass the flag card, the supervisor reminds the player to do so. This is not treated as a challenge situation, but rather a time issue. In a similar manner, if a player starts a turn before the opposing player has passed the flag card, then the supervisor reminds the player that the opposing player is still taking a turn and does not deal with this as a challenge situation.

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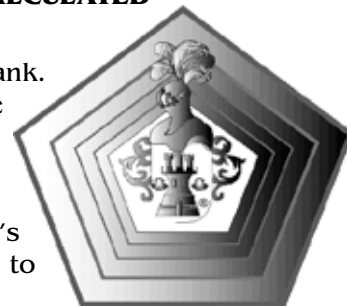
# Juggle™ Highlights

**GOAL:** A player must completely cover board with polyominoes so that pieces of the same color do not touch a common edge or vertex to win the game.

**TWO METHODS FOR SELECTING POLYOMINOES - EXACT METHOD AND CALCULATED VALUE METHOD:** See Rule 2.

**SIX IS WILD:** If a player rolls a six, any polyomino may be chosen from the bank. If the piece desired is not available in the bank, it may be selected from the opponent's gameboard using the Exact Value Method.\* **The piece may not be selected from the opponent's gameboard when using the Calculated Value Method.**

\* **NOTE:** If a player rolls a 6 and wants to select a piece from the opponent's board (using the Exact Value Method) and there are several of the same type to choose from, the player gets to select the desired piece.



**POLYOMINO PLACEMENT:** If a player sees a placement error before releasing hold of the polyomino, the player may reposition that piece or return it to the bank, but no other piece may be selected for **THAT PART** of a turn.

**A SELECTED PIECE MUST BE PLACED OR RETURNED:** Once a player picks up a piece from the bank **OR** selects a piece from opponent's board, it must be placed on player's board. If piece selected from bank is not usable, it is returned to bank **AND** no other piece may be selected for **THAT PART** of turn. If piece taken from opponent's board is not usable, it is replaced in prior position on opponent's board.

**A PIECE LAID IS A PIECE PLAYED** and **MAY NOT** be moved to new location.

**REMOVING POLYOMINOES FROM GAMEBOARD:** Removal of pieces must take place at **BEGINNING** of player's turn **BEFORE** dice are tossed.

**BEGINNING A 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:** A round consists of the beginning player and second player completing a turn.

**CHALLENGING PLACEMENT:** A player may issue a challenge upon receiving the flag card and **BEFORE** picking up the dice. Such a challenge may be made during subsequent turns. After announcing the challenge, the challenger must point out the pieces which are violating the rules of placement. If **CORRECT**, the official (or challenged player) removes the indicated **PIECES** and the challenger begins a turn. If **INCORRECT**, the challenger forfeits a turn.

**CHALLENGING SELECTION:** A player may issue a challenge upon receiving the flag card and **BEFORE** picking up the dice. Such a challenge may **NOT** be made during subsequent turns. If **CORRECT**, the official (or challenged player) removes the inappropriately selected polyomino(s) and the challenger begins a turn. If **INCORRECT**, the challenger forfeits a turn.

**OTHER CHALLENGES:** A player may issue a challenge upon receiving the flag card and **BEFORE** picking up the dice. If **CORRECT**, the official restores the board to where the polyominoes were positioned prior to the challenged player's turn 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.

**GAME TIME LIMIT WIN OR TIE:** After a **ROUND** has been completed, the official removes **all** pieces that violate touching rules and then counts the empty spaces on each board. The player with the least number of empty spaces is declared the winner by the official provided the difference between the two players is greater than two. If the difference is two or less, the official declares a tie.

**NOTE:** If a player forgets to pass the flag card, the supervisor reminds the player to do so. This is not treated as a challenge situation, but rather a time issue. In a similar manner, if a player starts a turn before the opposing player has passed the flag card, then the supervisor reminds the player that the opposing player is still taking a turn and does not deal with this as a challenge situation.

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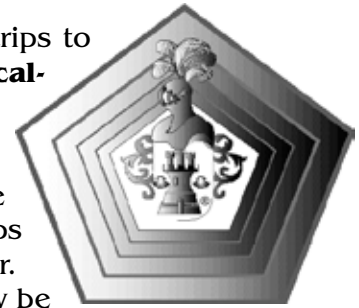
# FAB-A-DIFFY™ Highlights

**GOAL:** to acquire the greater number of three-strip tricks in two out of three games or win one game and tie in two out of a series of three games

**SEARCHING FOR TRICKS:** Players may either add or subtract two strips to compute a value in the Show Box. **No paper/pencil may be used for calculation purposes.**

**TOUCH AND ANNOUNCE:** Player must 1) touch the 2 fraction strips on the gameboard which equal the value in the **Show Box**; 2) announce the arithmetic sentence **after** touching the two strips; 3) pick up the three strips that form the trick and place them off of the gameboard near the player.

**NOTE:** Equivalent expressions for the fraction strip representations may be used but are limited to the partitions of the fraction strips used in the game.



**ALWAYS THREE STRIPS FACE UP:** If at the beginning of a player's turn there are less than three strips face up on the gameboard, the player should replenish the number from the Deck to three.

**NOTE:** This rule is not challengeable. If a player forgets to apply this rule, the official reminds the player to turn the required number of strips face up onto the gameboard.

**TOUCH-TAKE:** Once a strip on gameboard has been touched, it must be used to form a trick. If the touched strip can not be used, then the strip in Show Box must be moved to an available space and opponent begins a turn.

**CAPTURE:** At the beginning of a turn and before touching a strip to be placed in the Show Box, a player has 10 seconds to announce **"CAPTURE" or "CHALLENGE"** and capture the trick that the opponent did not take. The player must touch the 2 strips which equal the value in the Show Box and announce the arithmetic sentence before picking up the 3 strips that form the trick. The player may then begin a regular turn.

**BEGINNING OF TURN:** A player's turn begins upon receiving the flag card. For a Capture a player's regular turn begins when the player draws a strip from the Deck and places it onto Show Box.

**END OF TURN:** when the player passes the flag card to the opponent and releases hold of it.

**END OF GAME:** when Deck is empty at beginning of a player's turn

**CHALLENGES:** A player may issue a challenge upon receiving the flag card and **BEFORE** touching a fraction strip (see Capture exception - Rule 17). If challenge is **CORRECT**, the 3 strips forming the trick are awarded to challenger and the challenger begins a regular turn. **If the challenge does not involve a trick, the challenger receives an additional turn.** If **INCORRECT**, the challenger forfeits a turn. **NOTE:** When challenging an arithmetic sentence, the challenger does not have to state the correct sentence.

**CHALLENGING A CAPTURE:** A challenge to a capture must be stated **BEFORE** the challenged player completes a regular turn. If challenge is **CORRECT**, the challenger gets 3 strip trick and the challenged player completes the turn. If **INCORRECT**, the challenged player gets an additional turn after completing a regular turn.

**DECLARING A WIN:** The **OFFICIAL** determines a win or tie for each game by counting the tricks. The official also declares the overall win/tie.

**NOTE:** If a player forgets to pass the flag card, the supervisor reminds the player to do so. This is not treated as a challenge situation, but rather a time issue. In a similar manner, if a player starts a turn before the opposing player has passed the flag card, then the supervisor reminds the player that the opposing player is still taking a turn and does not deal with this as a challenge situation.

# Contig 60™ Highlights

**GOAL:** To win, a player must: 1) be the first to identify 5 markers of the same color in a contiguous line; 2) have the lower running score at the beginning of a turn when a player has no more markers to place on the gameboard provided the difference between the two scores is greater than two; or 3) arrive at a score of zero or less within a turn provided the difference between the two players' scores is greater than two.

**ANNOUNCING NUMBER SENTENCE:** After rolling the dice and placing a marker, a player must announce the matching number sentence.

**ANNOUNCING RUNNING SCORE:** A player must announce the running score before ending a turn if it has been changed within a player's turn due to the accumulation of points. (Otherwise, a player does not need to announce it.)

**CHANGING MARKER POSITION:** A marker's position may be changed as long as the player is in possession of the flag card.

**CAPTURING A PASS:** If a player passes the flag card without placing a marker, the opposing player may capture the pass by: 1) first stating "**CAPTURE**" or "**CHALLENGE**"; 2) recording the 3 values of the dice; 3) announcing the correct number sentence; and 4) placing a marker. (Numbers 2-4 can be done in any order.) **THIS MUST BE DONE BEFORE TOUCHING THE DICE.** Twice the original score is obtained and subtracted from the opposing player's score. And, the opposing player also completes a regular turn.

**BEGINNING A TURN:** A player's turn begins upon receiving the [score/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. **Note:** [Dice are not passed from player to player, only the score/flag card.](#)

**END OF GAME:** The game ends when a player: 1) declares a win; or 2) receives the flag card to begin a turn but has no more markers left to play.

**WINNING ON OPPONENT'S MARKERS:** If a player does not identify a winning path before ending a turn, the opponent may claim the win by announcing it **BEFORE** touching the dice to begin a turn.

**TIE:** If the game ends due to Game Time Limit or the depletion of markers and neither player has constructed a winning path, a tie is declared (by the official) provided the difference between the two players' scores is 2 or less.

**CHALLENGES:** A player may issue a challenge upon receiving the flag card and **BEFORE** picking up the dice. For **ALL INCORRECT** challenges, the challenger forfeits a turn. For **CORRECT** challenges other than those described below, the official restores the board to where the markers were positioned prior to the challenged player's turn, readjusts the score and the challenger begins a turn.

**CHALLENGE OF ARITHMETIC SENTENCE, INCORRECT SCORING, OR MARKER PLACEMENT:** A player may challenge an opponent for: 1) not announcing number sentence; 2) stating an incorrect number sentence; or 3) incorrectly scoring points; or 4) incorrectly placing a marker onto gameboard. **IF CORRECT**, a) game is restored to prior state; b) challenger subtracts 2 points from score; **AND** c) challenger receives flag card to begin a turn.

**NOTE:** Challenger may use roll of opponent or toss for new roll.

**CHALLENGE OF A CAPTURED PASS:** A player may challenge an opponent for capturing a pass before the challenged player completes a regular turn. **IF CORRECT**, a) game is restored to prior state; b) challenger subtracts 3 points from score; **AND** c) challenger receives flag card to begin a turn. **IF INCORRECT**, the challenged player gets an additional turn after completing a regular 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.

**NOTE:** If a player forgets to pass the flag card, the supervisor reminds the player to do so. This is not treated as a challenge situation, but rather a time issue. In a similar manner, if a player starts a turn before the opposing player has passed the flag card, then the supervisor reminds the player that the opposing player is still taking a turn and does not deal with this as a challenge situation.

