Spoken word games

OGOPS (2-3) One player asks the others if they want to play. If the others say "yes," the player who asked chooses a spoken word (eg. "Helium") and announces the number of times it can be repeated in the turn (eg. "four times"). Then give each player a piece of paper and a pen and asks them to repeat the word the given number of times. The first player to complete the turn wins.

Crystal Edition

MINI MAO (2+) Deal five cards each and allow players to choose their own rules. The player who first empties their hand, if they can, is declared the winner.

Dried Crystal Edition

JOKED (2-4) Perhaps the best known trick. Each player (except the Dealer) draws a card from a 12-card deck (4 suits, 3 ranks) and is allowed to view it. The Deal then asks each player in turn if they are ready. If any player tells the Deal that they are ready, the Dealer asks each player if they are correct. If any player is incorrect, they must replace their card. The Deal, who has an inbuilt memory, can verify the correctness of any player's claim. The player who is first to guess correctly is the winner.

Crystal Edition

THE FREEZE FROZEN FUN Casino Games Pack - Crystal Edition

Compiled by Kevan Davis. Last updated Sep 2020, latest version at kevan.org/tdgp.
that suit (three of a kind are instead worth 30½).

suit and totals the value of cards in their hand with

If a player knocks, all other players get one

table. Taking turns, each player may either pass,

struck. If a stack has two consecutive same-suit

card as a new face-up stack, or onto an existing

SO

Lowest score after nine rounds wins.

PUT

CARD

THIRTY

GOLF

2 = -2, all other cards at face value. A pair of equal

numbered 2-12, with a row for each player. Take

move that many chips from a single space to an

Player either accepts or challenges; if they accept,

they challenge, played cards are revealed, the loser

draws the discard pile, may optionally discard a

single four-of-a-kind, and play continues to the

loser's left, naming any rank. Retire when your

hand's empty: last player remaining loses.

Dice games

CATEGORIE (2-4) Draw a grid of eleven columns

numbered 2-12, with a row for each player. Take

turns to roll two dice and enter the total into any

color as the "hi/lo" dice (1-3 = low, 4-6 = high). Roll

any number of unbanked dice, then "bank" one

or more. Repeat up to five times. If your hi/lo dice

was low, score 14 minus the total of the other
dice (minimum 1), multiplied by the hi/lo dice. If it

was high, score the total of the other dice minus
21 (minimum 1), multiplied by three less than the hi/lo
die. A straight and five-of-a-kind always score 10

before being "canceled". If you set aside all six dice,

FARKLE (2+) Take turns to roll six dice. Whenever

you roll, if you roll any scoring combinations (100

times the face value for a triple, 1000 for a triple 1,

100 for a 1 outside of a triple, 50 for a 5 outside a

triple) set at least one combination aside and either

reroll what's left, or end your turn, scoring the

combinations you set aside. If you ever make a roll

that scores zero, your turn ends immediately,

scoring zero points. If you set aside all six dice, remember

those combinations' total and continue with six

fresh dice. First to 10,000 wins.

GOLDEN SIXTEEN (2+) Put two chips per player in

the middle. Takes to roll three dice, then

(Optionally) roll some of them, no more than

twice, then score the total. If your dice total

exceeds 15, you are eliminated and take a chip.

After each round, the player(s) with the lowest score

that round takes a chip, unless they are the only

uneliminated player. When all chips are taken,

your high point is the highest value any player

took while playing chips; instead, discard a chip if you alone have the highest

score below 16 in a round. A player with no chips
during phase two wins.

LIPSIA'S CARD (2+) Each player rolls two dice and

scores as you go. The game ends when the grid is full.

SIX CARD (2-4) Deal each player a 3x2 grid of

face-down cards, one face-up as the discards.

Players flip two of their cards face up and cannot

examine the others. Take turns to: draw a card from
disk or discard, then either place it face-up

replacing one of your cards (discarding the replaced
card), or discard it. Round ends when a player has

six cards face-up. Score: king = 0, jack = queen = 10,

2 = -2, all other cards at face value. A pair of equal
cards in a column are discarded without scoring.

Lowest score after nine rounds wins.

SO LONG (2) Players have open hands of
cards of seven cards of their own suit. On your turn: play one
card as a new face-up stack, or onto an existing

stack. If a stack has two consecutive same-suit

cards, that suit's player discards any card from that

stack, takes the rest, and takes the next turn;

otherwise you choose someone with no cards in

that stack (if it had all four, pick the lowest down to

play next). Players may discard or gift opponent-suit
cards from their hand at any time. If you can't play a card you're eliminated, play returning to the previous

player.

THIRTY ONE (3-6) Each round, deal three cards
to each player, and three face-up onto the

table. Taking turns, each player may either pass,

knock or draw a card from the table and replace it

with one from their hand. If all players pass, the

table cards are discarded and three replacements

laid out. If a player knocks, all other players get one

more turn and the round ends; each player scores

a suit and totals the value of cards in their hand with

that suit (three of a kind are instead worth 30½).

Lowest scorer loses one of four lives. UPTAKE (2)

One player is hearts, the other clubs. Shuffle those

suit together (minus the aces) and deal out into a

5x5 grid with a hole in the middle. Each turn, use

one of your cards to remove an opponent's card

with a higher value in the same row or column, your

card replacing the removed one. When no further

moves are possible, the highest card wins, scoring

many points as its face value, if the player who

made the last move wins.) Play to 30 points.

VERISH' NE VERISH' (2-6) For a 2-3 player game,

remove 2s through 5s. Remove one random card

from the deck. Deal the remaining cards. Each turn,

play one to three cards face-down and announce

them (eg. "two sevenths"). You may lie. The next

player either accepts or challenges; if they accept,

they take their turn, naming the same card rank; if

they challenge, played cards are revealed, the loser

draws the discard pile, may optionally discard a

single four-of-a-kind, and play continues to the

loser's left, naming any rank. Retire when your

hand's empty: last player remaining loses.

Miscellaneous games

THE DICTIONARY GAME (4-6) The Reader selects an

obscure word from the dictionary, reads the word

aloud (checking that no player knows its meaning)

and copies the definition onto a piece of paper. The

other players write their own definitions on identical

papers. The Reader collects the papers to read

aloud in a random order. Going clockwise, other

players vote aloud on which definition they

believe to be correct. Then: score 1 for selecting the

true definition and 1 for each player who selected your

false definition. If nobody guessed correctly, the

Reader scores as many points as players. Take

turns to be Reader. LYNX (2) Take an empty

crossword grid. Players take turns to write a word

or crossword-suitable phrase into an empty clue

space. First move must be into one of the shortest

spaces, subsequent moves must cross at least one

existing word. The first move scores 2 points per

letter in the word or phrase; subsequent moves score

1 point per letter, multiplied by the number of

words the move crosses. Continue until both players

resign: the first to resign gets a 10 point bonus.

Mafia (7+) Prepare as many cards as players: two

"Mafia", one "Detective" and the rest "Citizens". A

Moderator deals these out secretly then moderates

repeating Night and Day phases. Night: Players

close their eyes, the Moderator asks Detective to

open theirs, silently nominate a player, and then

close their eyes. Moderator asks Detective to open

their eyes and indicate a player, and gives a

thumbs-up if they are Mafia. Day: Everyone opens

their eyes, the Mafia-targeted player is eliminated

and players vote on one player to eliminate. Mafia

lose if eliminated, and win if only two non-Mafia

remain.
Pencil-and-paper games

ACROSTIC (2+) Pick a ten letter word. Each player writes it vertically on a sheet of paper, then privately fills in ten words that can be assembled from the letters of the original word, one starting with each letter. For duplicate initials, different words must be chosen. When one player has finished, they call “stop” and the game ends: score 1 point per letter for each word.

ALPHACROSS (2-4) Draw a 11x11 grid (or 13x13 for three players, 15x15 for four), and next to it a complete alphabet for each player. Take turns to add any word to the grid (connecting to at least one existing word, and forming plurals). Each word must be adjacent to at least one existing word. One may rotate tetrominoes but not mirror them. For each number in the added tetromino which is adjacent to the same number in another, score 1 point. The first two tetrominoes played score nothing. CRYSTALS (2+) Draw a 21x21 grid. Take turns to draw a personal symbol (a “seed”) in any square, and optionally draw a mirror symbol in any square. If a player forms a line of five or more in a direction, they win. For scoring across games: 1 point for hitting a blank, -1 point for a wrong guess, winner gets 1 point per unshot letter in the opponent’s grid.

GHOST (2+) One player writes a letter, and players then take turns to add a single letter after it. The letters must always be building towards a proper word. If a player causes the letters to spell a complete word of three or more letters, they lose the game. If a player suspects that the letters cannot form a word, they may challenge the previous player; the loser of the challenge loses the game. (The Superghost variant allows letters to be played on either end of the fragment.) GOMOKU (2+) On a 15x15 grid, players take turns to add their symbol (O or X) to an empty square. If a player forms a line of five or more in any direction, including diagonals, they win. (For a version of the more balanced “Renju”, the player who first creates a 4x4 or larger pattern would make a line of six or more, or it would simultaneously create two rows of three or two rows of four. The second player has no such restrictions.)

GRIFF (2) Draw a 5x5 grid. Take turns to add your own symbol to an empty square. If by placing your symbol you have surrounded an opponent’s symbol on two opposite, sides (including diagonals), scribble out the opponent’s symbol. Scribbled out symbols take no further part in the game. Play until one empty square remains; the player with the most surviving symbols wins. GUGGENHEIM (2+) Each player draws the same large 5x5 grid, each row labelled with a randomly chosen letter and each column titled with a category (e.g. “cities”, “colors”, “mammals”). Players fill in the grid with answers that matches the category and begin with the letter. When a player’s grid is full, they call “done”; when only one player has yet to call, the game ends. Score 2 points for each unique answer, 1 point for each shared answer, 0 for an answer voted to be incorrect.

HACKENBUSH (2) Draw a horizontal “ground” line, with any number of dots above it. Draw lines from one or more dots to the ground, and draw any pattern of lines between dots such that each dot has at least one route to the ground. Players take turns to cut a line by erasing or crossing it through; any line that now has no connecting route to the ground is also erased. If a player has no line to cut, they lose. Variant: draw lines in two or three colours, each player picks one colour and cannot cut lines of their opponent’s colour. HIPBONE GAMES (2) Draw ten large circles, and join them with lines to make a symmetrical pattern, such that each circle has between two and seven connections. Players take turns to write a word or phrase into an empty circle: upon doing so, they score a point for each filled circle which is both connectedly adjacent to their move, and for which they can argue some logical connection between the circles’ contents. The second turn of the game must be unadjacent to the first. KROPING (2+) On a square grid of any size, players take turns to add a dot of their colour (or an identifying symbol) to an intersection. After placing a dot, you may connect a loop of your own adjacent dots (including diagonals) by drawing a line through them. This forms a “territory”. If one territory encloses another, the enclosed one is no longer counted as a territory. At the end of the game, score one point for each empty square of an opponent inside your territories. Alternate scoring: score the total size of your territories.

NOMIC (4+) Rule 1: Going clockwise, players take turns to roll a die and add the result to their score, then propose the enactment, repeal or amendment of any rule. Rule 2: When a proposal is made, every player must vote for or against it; if the vote is unanimously in favour, the proposed change takes immediate effect; otherwise, the proposer loses 10 points. Rule 3: If two or more players disagree about the interpretation, the player to the left of the current player resolves the dispute. Their decision is binding. Rule 4: The first player to reach 100 points wins. If two players can start with identical letters, take turns to add any word to the grid that is a proper word, and join them with lines to make a symmetrical pattern, such that each dot has at least one route to the ground. Players take turns to cut a line by erasing or crossing it through; any line that now has no connecting route to the ground is also erased. If a player has no line to cut, they lose. Variant: draw lines in two or three colours, each player picks one colour and cannot cut lines of their opponent’s colour. Rule 3: If players disagree about rule meanings, a proper guess wins. Rule 4: If players disagree about rule interpretations, the player to the left of the current player resolves the dispute. Their decision is binding. Rule 4: The first player to reach 100 points wins. If two players can start with identical letters, take turns to add any word to the grid that is a proper word, and join them with lines to make a symmetrical pattern, such that each dot has at least one route to the ground. Players take turns to cut a line by erasing or crossing it through; any line that now has no connecting route to the ground is also erased. If a player has no line to cut, they lose. Variant: draw lines in two or three colours, each player picks one colour and cannot cut lines of their opponent’s colour.
**LAST WORD** (2-4) On a 9x9 grid, fill the middle 3x3 with random letters. Take turns to: add any letter adjacent to two or more existing letters; for each row, column and diagonal containing that letter, you may claim one word you can anagram from a line of adjacent letters (including the new letter), and must claim all matching words. Multiply the "length of the claim" for that turn's score. Gain 3 Energy after each round, "Lasers: Spend 20 letters, 6 for 3, 10 for 4, 15 for 5." Play until the grid is full. 

**POORMAN'S LION'S DEN** (2) Draw a 6x6 grid of dots and draw a "barrier" border connecting all of the dots on the edges. Take turns to add a letter so that: your symbol is surrounded (ie. for the largest group that a stone belongs to, there are no empty squares adjacent to any stone in that group), you may choose to grow and then add a non-touching stone. When the board is full: score one point for each of your stones, minus P for each of your groups. 

**TAU** (2) Draw an arbitrary network of small circles connected by lines. Emphasise any two circles as targets. Players are known as "Short" and "Cut", and take turns, starting with Short. On Short's turn, he or she colours (or erases) a non-coloured line. If a coloured path exists between the two target circles, Short wins; if no path exists between them, Cut wins. 

**SILMENON** (2) Draw a 9x9 grid. On your turn, draw a curved line anywhere on the paper containing a previously unclaimed dot by marking it your colour, then draw any number of links between dots you have claimed which are exactly a knight's move apart. Your links may cross your own links, but not your opponent's. You may not claim dots on your opponent's board edges. First player to link their own two borders wins. 

**URBANIZATION** (2) Draw a grid of 6x6 dots. Take turns to connect two adjacent dots (including diagonals), or a line of three adjacent dots (again, including diagonals). If you draw the final line that encloses an area, claim it by marking it with a symbol. Play until the grid is full; the player whose claim has the largest total area wins. 

**SWITCHING GAME** (2) Draw an arbitrary network of small circles connected by lines. Take turns to: mark your symbol in a square, or add a letter to a square: either "S" or "O", as they please (or otherwise emphasises) a line. On Cut's turn, he or she colours (or erases) a non-coloured line. If a coloured path exists between the two target circles, Short wins; if no path exists between them, Cut wins. 

**EMIGRATION** (2) On a 6x6 grid, players take turns to mark an "O" or "X" in any square - each player may add either mark. One player ("Order") wins if a line of five Os or Os is formed in any direction; the other player ("Chaos") wins if the grid is filled without any such lines being formed.

**POORMAN'S TRIVIA** (4+) Each player has their own sheet of paper, and thinks up and writes down three trivia questions that they know the answer to, with spaces to write three answers to each of the other players' questions. Going around the table, each player asks one of their questions, and the other players write down an answer. When all questions have been asked, score the game: each question is worth 2*X points to its questioner and those who answered correctly, where X is the number of players who answered incorrectly (unless everyone else is wrong). If a questioner loses 2*X points, the question is repeated. When all four edges of the board contain a letter. 

**LION'S DEN** (2) Draw a 6x6 grid of dots and draw a "barrier" border connecting all of the dots on the edges. Take turns to add a letter so that: your symbol is surrounded (ie. for the largest group that a stone belongs to, there are no empty squares adjacent to any stone in that group), you may choose to grow and then add a non-touching stone. When the board is full: score one point for each of your stones, minus P for each of your groups. 

**TAU** (2) Draw an arbitrary network of small circles connected by lines. Emphasise any two circles as targets. Players are known as "Short" and "Cut", and take turns, starting with Short. On Short's turn, he or she colours (or erases) a non-coloured line. If a coloured path exists between the two target circles, Short wins; if no path exists between them, Cut wins. 

**SCOREWORDS** (2-6) Each player draws their own 5x5 grid (6x6 for a game with five players, 7x7 for six). Players take turns to call out a letter; for each letter that each player scores for, they gain X points, where X is the number of unclaimed squares in their own grid. When only one square remains, each player fills it in with a letter of their choice, and the game ends. Score points equal to the length of each word in your grid which is not wholly inside another word; 3 for 3 letters, 4 for 4, 10 for 5 (12 for 6, 15 for 7). 

**SHANNON SWITCHING GAME** (2) Draw an arbitrary network of small circles connected by lines. Emphasise any two circles as targets. Players are known as "Short" and "Cut", and take turns, starting with Cut. On Short's turn, he or she colours (or erases) a non-coloured line. If a coloured path exists between the two target circles, Short wins; if no path exists between them, Cut wins. 

**SLIMETRAIL** (2) Draw any rectangular grid of squares, and mark two "goal" squares in any grid, at least 3x3 in size. Players take turns to colour the top and bottom edges of the grid in one colour, the two left and right edges in another. The last player to complete a colour of four edges wins.

**RAKAGAMAN** (2-6) Draw a 5x5 grid. Write any vowel in the middle square. Take turns to add a letter adjacent to an existing letter, then score for the longest words you can make in each of four directions (vertical, horizontal and two diagonals). Letters of a claimed word must lie consecutively, and must include the added letter, but need not be in order. Add the lengths of the words together for your score that turn. (Scoring variants: multiply instead of adding; or add 2 for 2 letters, 6 for 3, 10 for 4, 15 for 5.) Play until the grid is full. 

**RUMBLE** (2+) Players start with 100 Energy. Each player designs two game-modifying Superpowers with any effects (eg. "Re-generation: Gain 3 Energy after each round", "Lazers: Spend 20 to do 5 unblockable damage") and these are secretly bid upon; highest bid pays that much Energy and gets the power. Each round, players use their powers, and lose Energy based on who marked it, that player wins. 

**SIMPLE** (2) Draw a grid of 6x6 dots. On your turn, draw a curved line anywhere on the paper containing a previously unclaimed dot by marking it your colour, then draw any number of links between dots you have claimed which are exactly a knight's move apart. Your links may cross your own links, but not your opponent's. You may not claim dots on your opponent's board edges. First player to link their own two borders wins. 

**URBANIZATION** (2) Draw a grid of 6x6 dots. Take turns to connect two adjacent dots (including diagonals), or a line of three adjacent dots (again, including diagonals). If you draw the final line that encloses an area, claim it by marking it with a symbol. Play until the grid is full; the player whose claim has the largest total area wins. 

**VERBAL SPROUTS** (2) Write a four-letter word across four circles connected by left-to-right arrows. Players take turns to: add a new circle anywhere on the paper containing a previously unused letter, draw any number of connecting arrows, then spell out any number of words from connecting paths of letters. Each word must use the new letter, and all added arrows must be used that turn. Score 1 point per letter for each word; if one is a substring of another, score only the longest. Maximum 4 arrows per circle, arrows may not overlap, and no double-arrows between a pair.