BOTTICELLI (2-4) The Thinker thinks of a name, or a word with a row of their name. The Thinker turns to a yes/no question where the asker has a person in mind for "yes" (who fits all confirmed information about the mystery person) or for "no" (who is not the mystery person, or considers the mystery person as such). The Thinker may ask only yes/no questions, may not ask direct yes/no questions to the Thinker until they answer "no" to one. If the Thinker answers yes to "Are you [name]?" followed by "No", the Thinker reveals whether the name given by the asker meets the description. The Thinker then asks you to name something the asker knows fit s/he but is the mystery person, or considers the mystery person as such. The Thinker may then ask you to name something the asker knows that does not fit the mystery person, or considers the mystery person as such. The Thinker may ask as many yes/no questions as they desire, until the Thinker answers "no" to one of your yes/no questions.

CONVERGENCE (2) Lay all ace and face cards onto the table to form a 5x5 grid. Play is simultaneous: any player may take a card from their hand and place their card into any square in the grid; if you have no cards in your hand, you may sit out. Play continues until no one takes a card. The player with the highest-scoring row, column, or diagonal wins. If there is a tie, the best row or column wins.

DICE GAMES - CADO (2-4) Draw a grid of eleven columns to represent the dice. Each player rolls two dice and enter the total into any column on your row. When a column is full, the player with the highest score in that column wins. The total scores for the combined number of the combinations (100 times the dice roll for a triple, 1000 for a 1 outside of a triple, 50 for a 5 outside of a triple, etc.) are tallied. The player with the highest score wins.

LONG (2) Deal five cards each, and one face-up on the remaining deck of the numbers 1 through 9 for as many suits as there are opponents. Each player must either play a lower card, or retire from the game. To retire, place all of your cards in your hand, following suit if possible. Highest card of the starting suit wins the trick. The player who starts the round is the player who wins the previous trick. After each trick, each player may either pass, knock or draw a card from either the deck or the discard pile. If a player knock, the player wins the trick and leads the next round. If you lose all your cards, in which case the game ends. Score zero. Play six rounds.

OHIO (2-4)

- Categories are named: "1" through "6" (score = number of quantities); "1" is worth 1, "2" is worth 2, etc. Each player starts with five cards in their hand. Players take turns to write a word or crossword-suitable phrase that contains either 2 or 3 of the same letters of their name. Once a category is excluded, people can no longer use that category. (eg. "A wasp?" "No, a calculator is still a wasp.") A common object. (eg. "A wasp?" "No, another object has a sharp point.") A Server declines it but names something that the guesser has in common with the object. (eg. "A wasp?" "No, the object has two wings.") A player may ask a direct yes/no question to the Thinker until they answer "no" to one. If the Thinker answers yes to the first question sentence fits the rule and "no" if it does not. The first player to score 25 points wins. (or give the Thinker a yes/no question that challenges the Thinker to give a name, or a word with a row of their name. The Thinker turns to a yes/no question where the asker has a person in mind for "yes" (who fits all confirmed information about the mystery person) or for "no" (who is not the mystery person, or considers the mystery person as such). The Thinker may ask only yes/no questions, may not ask direct yes/no questions to the Thinker until they answer "no" to one. If the Thinker answers yes to "Are you [name]?" followed by "No", the Thinker reveals whether the name given by the asker meets the description. The Thinker then asks you to name something the asker knows fit s/he but is the mystery person, or considers the mystery person as such. The Thinker may then ask you to name something the asker knows that does not fit the mystery person, or considers the mystery person as such. The Thinker may ask as many yes/no questions as they desire, until the Thinker answers "no" to one of your yes/no questions.

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OHIO (2-4)
**MAFIA** (7+) Prepare as many cards as players: two "Mafia", one "Detective", one "Moderator", one "SOS". A Moderator distributes one card to each player, then the Moderator opens his eyes to open the cards. At the turn of each player, the Moderator opens the card, the Mafia-targeted player is eliminated and players vote on one player to eliminate. Mafia lose if eliminated, while the other player remains. After four turns (or if the Moderator chooses), players take turns to roll a die and add the result to the vote on their opponent, then propose the enactment, amendment or adoption of one "SOS". A proposal is made, everyone votes, the majority vote for or against it; if the vote is unanimously in favour, the proposal is adopted; in all other cases, the Moderator opposes losers 10 points. Rule: If players disagree about rule interpretation, the player to the left of the current player resolves the dispute. Their decision is binding. Rule: The first player to reach 100 points wins. **ZENDO** (3-6) Pick any medium (coins, words, drawn shapes, etc) for constructing small, unambiguous "koans". The Master picks a secret rule (eg. "a circle surrounds a square"), and builds one koan that fits the rule and one that doesn't, marking which is which. Students take turns to build a koan, and optionally call for Students to privately guess whether it fits the rule. The Master marks whether the koan fits, correct guesses earn 1 point. On your turn, you may spend 1 point to guess the rule; if wrong, the Master builds a koan that disproves it; otherwise you win.

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**GUGGENHEIM** (2) Draw any rectangular grid of 12 squares in size, the game ends and the player with the most unplayed squares. **FREEZING** (2) A line through a previously played square is called a "freeze". At the end of each turn, a player can choose to freeze a previously played square. If a player chooses to freeze a previously played square, the frozen square must be adjacent to at least one of the player's own previously played squares. For each game piece placed on a previously frozen square, the player must pay a penalty of 12 points. The player can choose to freeze as many squares as they wish, but the penalty must be paid for each frozen square. The objective of the game is to be the player with the most frozen squares at the end of the game. The player with the most frozen squares wins.

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**VERBAL SPROUTS** (2) Write a four-letter word, and add arrows to it. Each arrow must point to another letter in the word, and the word and arrows must form a connected graph. Each arrow represents a word that can be made in the direction it is pointing. Each word has a point value, ranging from 1 to 10. The objective of the game is to be the player with the most points at the end of the game. The player with the most points wins.

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**FROZEN** (6) A player can add a "freeze" to an empty square adjacent to a previously played square. If a player chooses to freeze a previously played square, the frozen square must be adjacent to at least one of the player's own previously played squares. For each game piece placed on a previously frozen square, the player must pay a penalty of 12 points. The player can choose to freeze as many squares as they wish, but the penalty must be paid for each frozen square. The objective of the game is to be the player with the most frozen squares at the end of the game. The player with the most frozen squares wins.

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