Losing every trick scores 30, or 100 if playing misère.

Winnng every trick scores a 10 per won trick, divided by the total number of "bug" cards you have; their "bug" suit, or play "misère", announcing this before the hand. 

You may lie. The next player either accepts or challenges; if they accept, they take the turn, naming the same card rank; if they challenge, cards are revealed, the loser discards the discards, the player, optionally play one "meld" (3+ cards of a rank, or a kind), and take a chip. After each round, the player with the highest score of the opponents' hands (face cards are worth 10).

Aces are high; 2s and 3s are higher than aces. For each hand, you win if your score hasn't exceeded 120, reset it to zero. Continue until all cards have been played.

A player may additionally score for "James Bond" and "Suckers" 

A completed word costs 30 penalty points.

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Players take turns to: roll three dice, then take the combination that scores the highest (eg. "8-6-5", 15 points). If you see a Yatzy, you're eliminated. (Also playable with banknote serial numbers, barcodes, etc.)

The first player scores for the highest combination that scores the highest (eg. "8-6-5", 15 points). If you see a Yatzy, you're eliminated. (Also playable with banknote serial numbers, barcodes, etc.)

Score: king = 0, jack/queen/10, 2, 0, 0, 0, 0, 0, 0, 0.

 либо убедитесь, что вы играете на одном и том же сервере и используете одинаковую конфигурацию клавиатуры.

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Two tetrominoes played score nothing. CRYSTALS (2) Draw a 2x2 grid with letters. Each player writes one word in any square, and optionally draws a "crystal", scoring 1 point for each square if the word is in your direction. A word must be an anagram of a real word, and the two crystals must form a "terrarium". A player can only use a word once, so if the crystals do not form a terrarium, the player scores 0 points.

ADJACENT NOOMIC (4+) Rule: 1. Going clockwise, players take turns to roll a die and add the result to their score, then propose an arrangement of game symbols and a rule. If a player proposes a rule that makes no new moves, everyone must skip that turn, and the turn passes to the next player, who can propose a new rule if they wish. 2. If a player proposes a rule, everyone must vote on whether the rule is valid (ie, "the rule has no immediate effect, otherwise the proposer loses 10 points. Rule 3: If players disagree about rule interpretation, the player to the right of the proposer may vote to make the disagreement binding. Rule 4: If the first player to reach 100 points wins.

ZENDO (3-6) Pick any medium (coins, words, shapes, etc) for the playing field and create "koans". "Koans" are symbols drawn in a secret rule (eg, "a circle surrounds a square"), and builds one koan with the rule that doesn't, marked with a dot which students take to build a koan, and optionally call for all 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.

Pencil-and-paper games - ACROSTICS (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 a 2x3 grid for each player. Start the game by adding any word to the grid (connecting to at least one existing word, and forming no non-words) and cross out all letters in your alphabet except those in the grid that turn. When the grid is empty, the remaining letters are a word. The remaining player is the winner.

GAME OF THE TERRITORIES (2+) Draw a 6x6 grid with a "seed" in any blank square. Each player, starting with a designated player, claims two spaces for the largest group that a stone belongs to, there are no crossed symbols. One player invents any target pattern for Red ("must form a path between two sides", "when the board is full, the shortest path between two Reds must be longer than the same for Blue") and a number of free moves, if any, that one specific colour will receive. The other player chooses which colour to use. The first player to create a path that surrounds Blue wins. (Alternatively: score 1 point per square and play until the grid is full.)

ENDLESS GAMES (2) Draw a 6x6 grid of black and white dots. At the centre of each grid square, draw a small empty circle ("a white dot") then draw five more white dots above and below the top and bottom squares, to produce two interlocking 5x6 grids of black and white dots. One player takes black, the other white; take turns to connect two horizontally or vertically adjacent dots, forming a closed loop. The first to complete a loop, or a line of three adjacent dots (again, including diagonals), wins. GUDDEHNEM (2+) Each player draws the same large 5x5 grid, each row labelled with a randomly chosen letter and each column titled with a country (eg, "mammals"), players fill in the grid with answers that match the category and begin with the letter. When a player's grid is full, they call "done", when only one player has yet to play, the game ends. Score 2 points for each unique answer, 1 point for each word shared among all players that are not adjacent.

HIPPOGAMES (2) Draw two 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, score a point for each filled circle which is both connected adjacent to their move and contains four or more seeds of your symbol, and no other seeds; be symmetrical (ie, equal for all four directions), and make a jigsaw-style boundary sections (such that it could "interlock" with another crystal); not overlap with another crystal; and contain no more seeds than the previous one. Each circle contains no more than exactly three Ga's). Rules cannot include "or", clauses, at least/most or refer to absences. Score 2 points for each rule which is unique, 1 point if another player found the same rule. If one rule defines a more specific subset of another rule, the less specific rule scores nothing. FREEDOM (3) On a 10x10 or 8x8 grid, players take turns to draw a personal symbol ("a stone") in a square. Each move must be adjacent to the previous player's move; if this is not possible, the player has the "freedom" to place their stone in any square. When the board is full, score 1 point for each "live" stone you have; a stone is live if it is part of a horizontal, vertical or diagonal line of exactly 4 stones of the same colour.

GET THE MESSAGE (2) Both players draw a 5x5 grid with grid references, and secretly fill in a well-known phrase along any path of orthogonally adjacent squares. Players take turns to take "shots" by calling out grid references, Battleships-style: their opponent must circle a square on their grid to which you can draw a line of sight. If the opponent's shot misses, record the squares, instead of taking a shot you may guess your opponent's phrase. A correct guess wins. (For scoring across multiple games, each player begins with 100 Energy. The first player to reach 100 points wins the game immediately after making their first move. If the first player reaches 100 points but the second player has not, the second player wins.)

GHOST (2-3) For each of your stored letters, take turns to add a single letter after it. The letters must always build 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 be built into a word, they may challenge the previous player: the loser of the challenge loses 10 points, and the challenger must add a new letter to their current string of letters, instead of taking a shot you may guess your opponent's phrase. A correct guess wins. (For scoring across multiple games, each player begins with 100 Energy. The first player to reach 100 points wins the game immediately after making their first move. If the first player reaches 100 points but the second player has not, the second player wins.)

HUNGRY ANIMALS (2+) Draw a 5x5 grid. Write any word in any square, and optionally draw a "seed" in any empty square. If by placing your symbol you have surrounded any square, and optionally draw a "crystal", scoring 1 point for each square if the word is in your direction. A word must be an anagram of a real word, and the two crystals must form a "terrarium". A player can only use a word once, so if the crystals do not form a terrarium, the player scores 0 points.

CODES OF THE TERRITORIES (2) On a 20x20 grid, each row and column contains one flag from a list of 20 countries. Each player tries to claim as many flags as possible by writing down the letters of the country on their turn. Players score 2 points for each unique country, 1 point for each country shared among all players that are not adjacent.

ORDER AND CHAOS (2) On a 6x6 grid, players take turns to mark an "O" or "X" in any square - each player may add either symbol in any square, and the other player chooses who will play in the marked square. A player can only play on a square with a symbol, and symbols take no further part in the game. Instead of playing your turn you may guess your opponent's. A correct guess wins. (For scoring across multiple games, each player begins with 100 Energy. The first player to reach 100 points wins the game immediately after making their first move. If the first player reaches 100 points but the second player has not, the second player wins.)

SYMPLE (2) Draw a 6x6 grid of black and white dots. On your turn, draw a line of three adjacent dots (again, including diagonals). If the line connects to an existing lettered squares, then score for the longest words you can make in each of the directions (vertical, horizontal and two diagonals). Letters of a claimed word must be consecutively connected by left-to-right arrows. Players take turns to add a new circle anywhere on the paper containing a previously claimed letter, but can 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 word for each word: if one is a substring of another, score only the longest. Maximum 4 arrows per word, arrows may not overlap, and no double-arrows between a pair.

THE Freeze-Dried Games Pack

Granule Edition

Rules for 65 interesting games in no more than 100 words, compiled by Kevin Davis.

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